

Please check that the shoot details below are correct and amend if necessary.



Game & Wildlife CONSERVATION TRUST

National Gamebag Census



Annual Shooting Bag & Gamekeeping Return Form

Year Code Grid ref

Shoot name No. of keepers

Owner/tenant

Total shoot area Moorland area Woodland area

GAMEBIRDS	Shot		Released	Bag structure (wild birds only, if known)		Wild/released in bag (if released birds have been tagged)	
	Total	Code*		Total	Cocks	Hens	Wild
Pheasant	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Redleg partridge	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
Grey partridge	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
Red grouse	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>		
Ptarmigan	<input type="text"/>	<input type="text"/>					
Black grouse	<input type="text"/>	<input type="text"/>					
Capercaillie	<input type="text"/>	<input type="text"/>					

Shoot days		
	Driven	Walked
Upland game	<input type="text"/>	<input type="text"/>
Lowland game	<input type="text"/>	<input type="text"/>

WADERS AND WATERFOWL (numbers shot)

	Total	Code*		Total	Code*		Total	Code*
Common snipe	<input type="text"/>	<input type="text"/>	Teal	<input type="text"/>	<input type="text"/>	Shoveler	<input type="text"/>	<input type="text"/>
Jack snipe (NI)	<input type="text"/>	<input type="text"/>	Wigeon	<input type="text"/>	<input type="text"/>	Gadwall	<input type="text"/>	<input type="text"/>
Woodcock	<input type="text"/>	<input type="text"/>	Tufted duck	<input type="text"/>	<input type="text"/>	Canada goose	<input type="text"/>	<input type="text"/>
Golden plover	<input type="text"/>	<input type="text"/>	Pochard	<input type="text"/>	<input type="text"/>	Greylag	<input type="text"/>	<input type="text"/>
	Total	Code*	Released			Pinkfoot	<input type="text"/>	<input type="text"/>
Mallard	<input type="text"/>	<input type="text"/>	<input type="text"/>	Pintail	<input type="text"/>	Whitefront	<input type="text"/>	<input type="text"/>

OTHER GAME ANIMALS AND DEER (numbers shot or killed; please specify sex if known)

	Total	Code*		Total	Code*	Males	Females	Young
Woodpigeon	<input type="text"/>	<input type="text"/>	Roe deer	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Feral pigeon	<input type="text"/>	<input type="text"/>	Red deer	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Collared dove	<input type="text"/>	<input type="text"/>	Sika deer	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	Total	Code*	Fallow deer	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Rabbit	<input type="text"/>	<input type="text"/>	Muntjac deer	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Brown hare	<input type="text"/>	<input type="text"/>	Chinese water deer	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mountain hare	<input type="text"/>	<input type="text"/>	Wild boar	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PREDATORY SPECIES (numbers shot, trapped or killed)

	Total	Code*		Total	Code*		Total	Code*
Hedgehog	<input type="text"/>	<input type="text"/>	Grey squirrel	<input type="text"/>	<input type="text"/>	Jay	<input type="text"/>	<input type="text"/>
Weasel	<input type="text"/>	<input type="text"/>	Brown rat	<input type="text"/>	<input type="text"/>	Coot	<input type="text"/>	<input type="text"/>
Stoat	<input type="text"/>	<input type="text"/>	Carrion crow	<input type="text"/>	<input type="text"/>	Moorhen	<input type="text"/>	<input type="text"/>
Polecat	<input type="text"/>	<input type="text"/>	Hooded crow	<input type="text"/>	<input type="text"/>	Herring gull	<input type="text"/>	<input type="text"/>
Mink	<input type="text"/>	<input type="text"/>	Magpie	<input type="text"/>	<input type="text"/>	Great black-backed gull	<input type="text"/>	<input type="text"/>
Fox	<input type="text"/>	<input type="text"/>	Rook	<input type="text"/>	<input type="text"/>	Lesser black-backed gull	<input type="text"/>	<input type="text"/>
Feral cat	<input type="text"/>	<input type="text"/>	Jackdaw	<input type="text"/>	<input type="text"/>			

* Codes: NC - Total reported is not complete PR - Present but not killed UN - Killed but number unknown

Please see notes on reverse before completing the form

GUIDELINES FOR COMPLETING THE FORM

Please fill in only those boxes for which you have information. We do not expect you to change your recording methods to accommodate this form, so please leave blank any parts that are not relevant to you.

Shoot area: specify acres (ac) or hectares (ha) please.

Please check that the total shoot area, area of moorland and area of woodland are correctly given. The total area will always be at least as great as the sum of woodland and moorland areas. Please fill any blanks and correct any errors.

Gamekeepers

This refers to the number of full-time employees. Part-time keepers, weekenders and others should be counted as ½. Please complete if blank and correct any errors.

Period covered: 12 months ending 1st February this year

Late-season hare and pigeon shoots (i.e. February or March) can also be included.

Numbers shot, trapped or killed

Please write only one digit or capital letter clearly in each box and please use black or blue pen.

Game and predator records should refer to the total numbers killed on the shoot (code column left blank).

Example: A total of 136 red grouse bagged over the last season

Red grouse

	1	3	6
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If complete totals are not available for some species, please add one of the following two-letter codes:

NC – Not Complete: Some of the animals killed are not counted, so the total reported is not complete.

Example 1: 45 rats were shot/trapped, others (number unknown)

Brown rat

	4	5
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N	C
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Example 2: 125 rabbits were shot on shoot days, not tallied at other times

Rabbit

	1	2	5
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N	C
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PR – Present: The species was present but not killed (bag total column left blank).

Example: Brown hares were present on the area, none were shot

Brown hare

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P	R
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UN – Unknown: The species was killed but the number killed is unknown (bag total column left blank).

Example: Woodpigeons were controlled but not recorded

Woodpigeon

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U	N
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Bag structure (pheasant, grey partridge, red grouse)

Please provide any available data on numbers of cocks and hens (pheasants) or old and young (grey partridge, red grouse), even if only part of the bag was sexed or aged. If your released pheasants were tagged, and you separated wild from reared birds (of all ages) for some or all of the bag, please also give details.

Numbers released

Please give total numbers of birds reared and released for pheasant, grey partridge, redleg partridge and mallard.

Shoot days

Please give the number of driven days and walked-up days, for upland game (grouse shoots) and lowland game (e.g. pheasant, partridge) separately.

Polecats

Refers only to wild polecats, please do not include escaped ferrets or ferret/polecat crosses even though some may be feral.

COMMENTS

Please give comments or add details of any other bird or mammal species that you feel are relevant: