

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

