INFLUENCING FACTORS OF GAME DAMAGES IN AGRICULTURAL: DETECTION OF THE OPERATING NEXUS IN A COMPLEX SYSTEM

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The game damage in agriculture is a frequent phenomenon in Hungary, in Europe and on other continents as well. In Hungary, game damages in agricultural crops came out at about 1,2-1,5 milliard HUF in the last years, which generated a fairly taut conflict between the gamekeepers and the agriculturists. This is a local problem; the 75-80% of the total damages appears in 23% of the country. This means concretely 5 regions, which overlap with the high density red deer and the wild-boar areas. According to the mindset, the big numbers of these game species are blamed for the high damages but there has not been yet any examination, which could underlie this in Hungary. Therefore we analyzed it with statistical methods, if there is any relation between the number of games and the damages, and what kind of other factors have influence on it. We found positive correlation between the number of wild-boar, and agricultural damage, however we can not prove the same concerning red deer. There was no correlation between the frequency of the cultivated plants and the agricultural damage in case of wheat and sunflower, but there was positive relation in case of the maize. Examining the procurement price of these three most important plants, and the amount of compensation for game damages, we have not found any relation in case of wheat, but we detected positive relation in case of maize and sunflower. Our study demonstrated that the agricultural damage depends on several factors. The gamekeepers have no or only a restricted influence on those factors. It is a further question, how effective the big game population control could be to decrease the problem of game damages.

Keywords: human-wildlife conflicts, deer density, wild boar density, procurement price, cultivated plants;

Kulcsszavak: gímszarvas, vaddisznó, vadlétszám, felvásárlási ár, termesztett növény;