

# Analysis of Hunter Movement for Game Management Using GIS Data

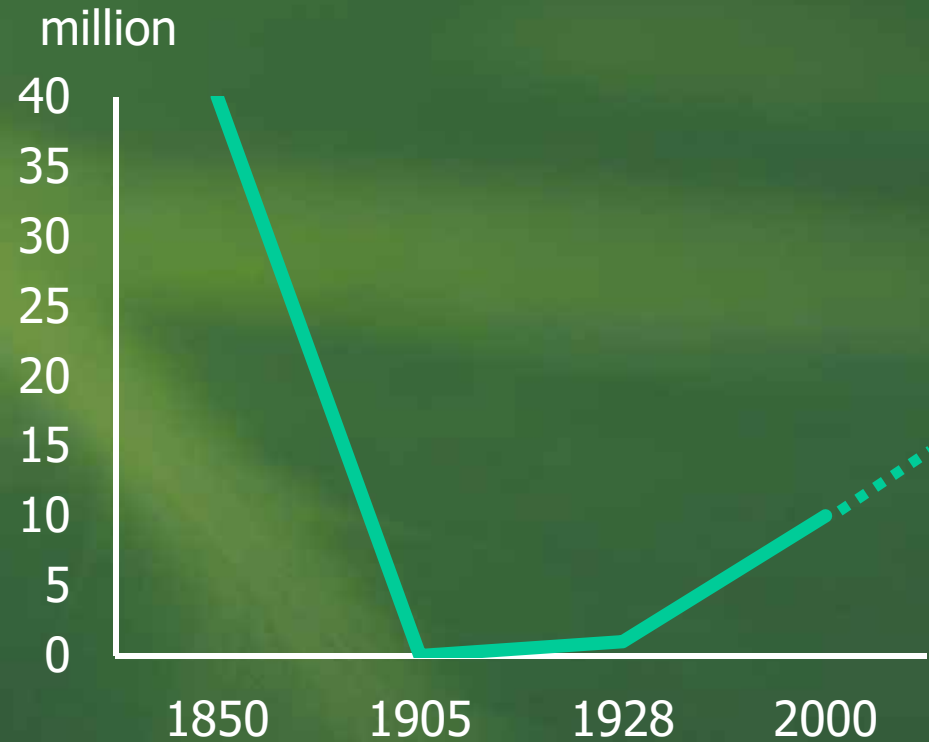
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# Historical populations



## White-tailed Deer

(Length:2-2.5m, Weight:50-130kg)



## Deer Population in USA

# Negative Impacts of White-tailed Deer



**Agriculture, Forestry Damage**  
(\$102-116 million/year in Penn State)



**Deer-vehicle Collisions**  
(100 thousand crashes/year  
in Penn State)

**Lyme Disease**  
(21% in Penn State)



# Positive Effects of Recreational Hunting



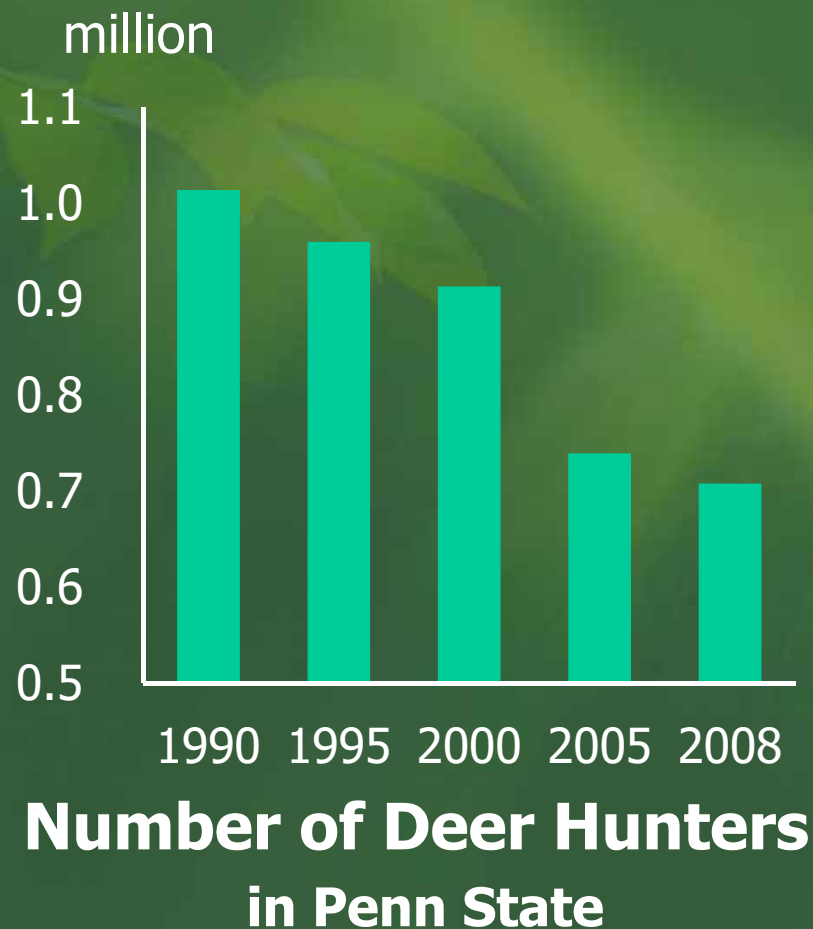
**Primary Management Tool to  
Control Deer Populations**  
(300-500 thousand/year in Penn State)

**Economic Influence**  
(\$500 million/year in Penn State)





# Decrease and Aging of Hunters



## Proportion of Hunters Penn State, 2006

Age	Population	Hunter
16 to 17	<b>3</b>	2
18 to 24	<b>11</b>	6
25 to 34	14	14
35 to 44	20	30
45 to 54	19	<b>23</b>
55 to 64	15	15
> 65	18	10

National Survey, U.S. Fish & Wildlife Service

# Hunter Movement Survey

## in Sproul State Forest



Public land(45,749ha), Unrestricted hunter access

# Hunter Movement Survey

using GPS unit  
and  
Questionnaires



# Hunter Characteristics (Questionnaire)

- 162 cases
- 98% male
- 96% Penn State residents
- 60% >40 years old
- 51% 1-2 days hunting effort (Max. 12 days)
- 14% success harvest (12% antlered)



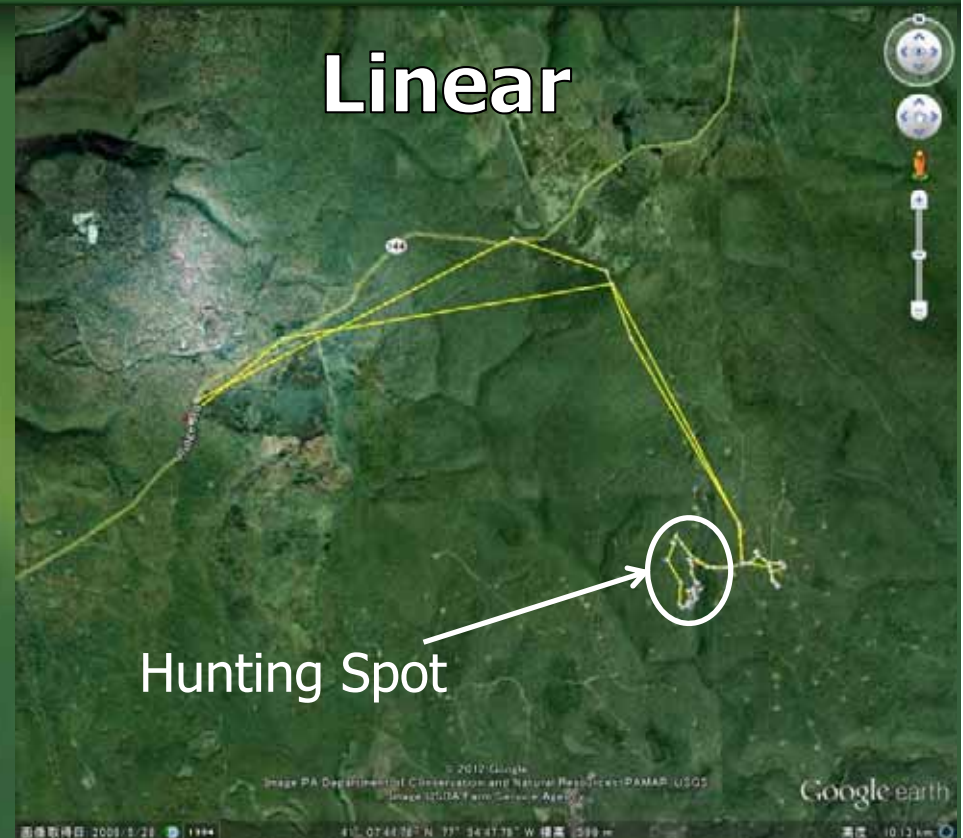


# Hunter Movements (GPS)

- 8'24" time spent hunting (per day)
- 17.1km total distance traveled
- 36.7m/min. average speed of travel
- 716m max. distance from public road
- 123m vertical interval



# Movement Pattern



Note: Visually estimation by authors

- 50% circle, 50% linear
- 45% hunted at one place (27% two places)

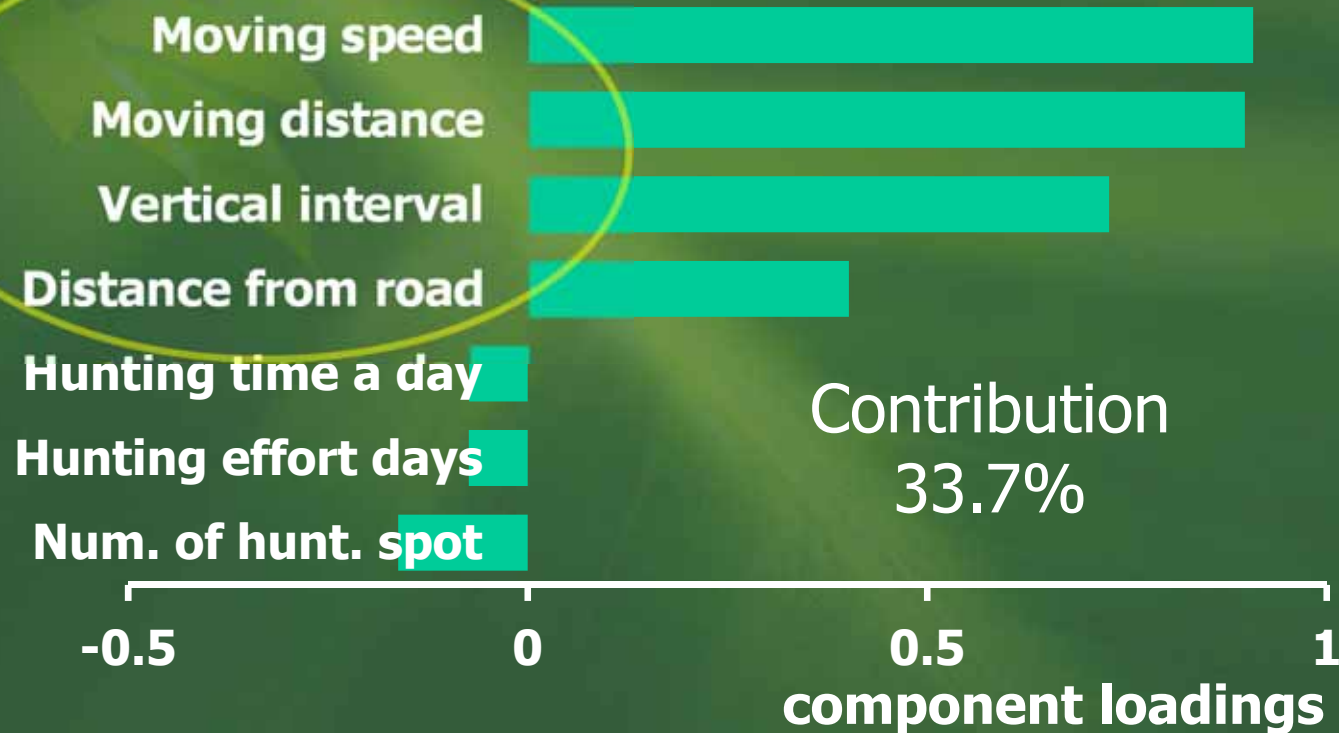
# Single Regression Analyses

- Hunter's **age has negative effects** on:
  - moving distance ( $p < .01$ ,  $R^2 = .07$ )
  - moving speed ( $p < .01$ ,  $R^2 = .08$ )
  - distance from road ( $p < .01$ ,  $R^2 = .04$ )
  - vertical interval ( $p < .01$ ,  $R^2 = .04$ )



# Principal Component Analysis

## Principal Component 1

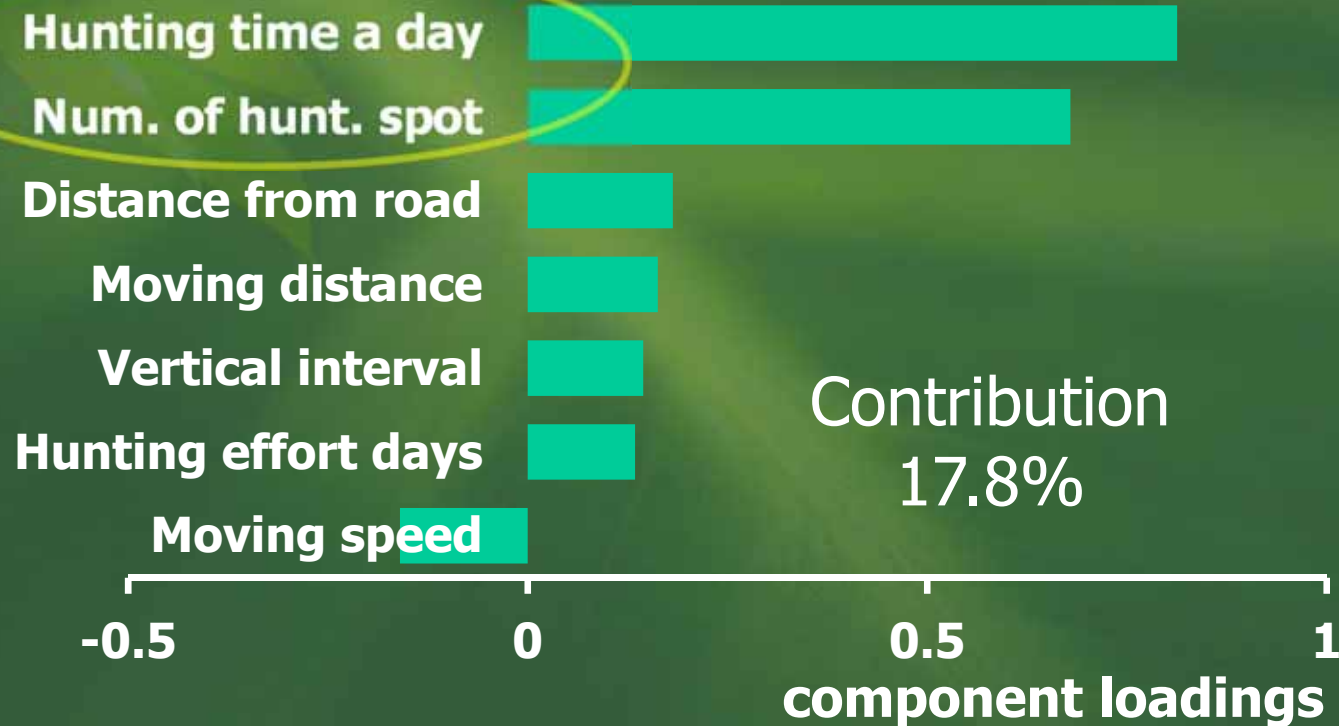


- PC1 means "Activity"



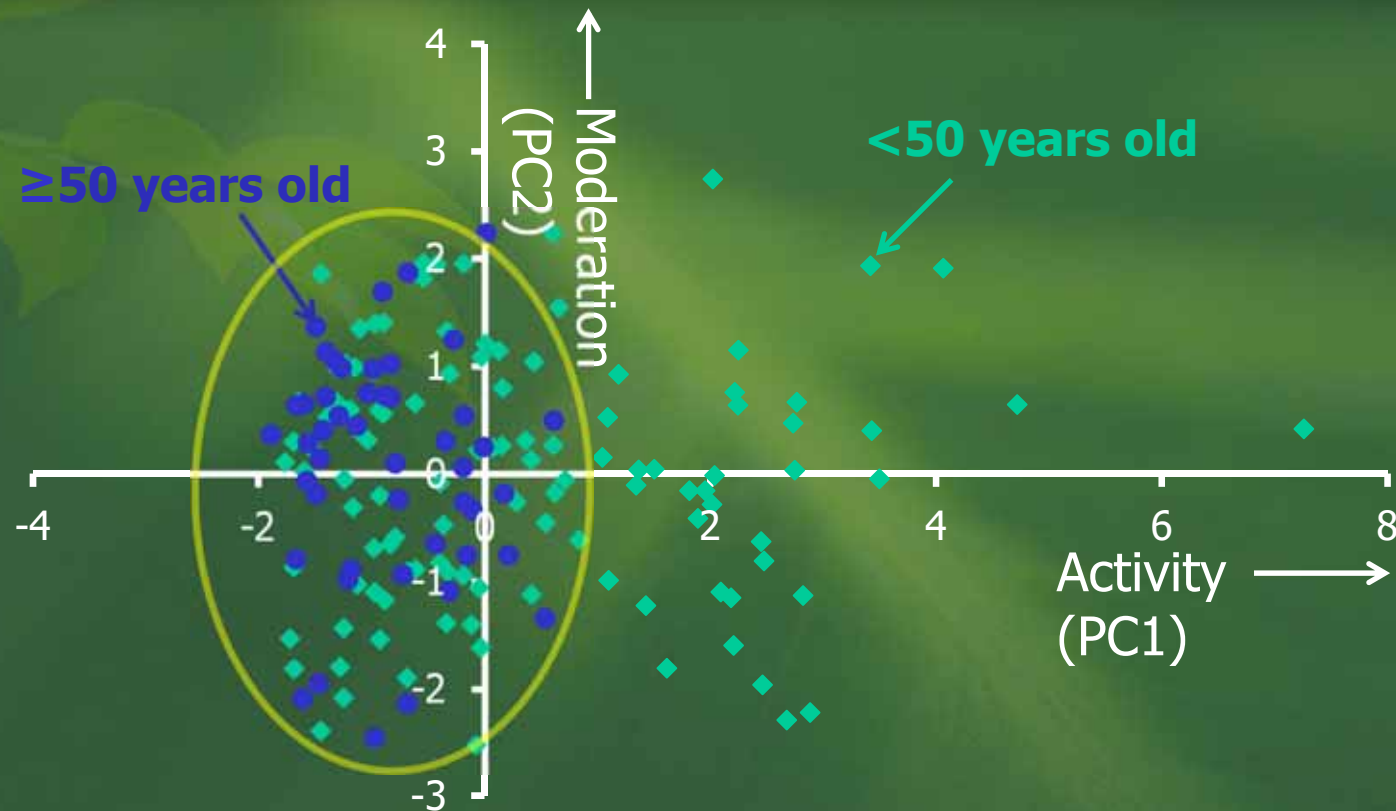
# Principal Component Analysis

## Principal Component 2



- PC2 means "Moderation"

# Hunting Activity and Age



- Senior hunters in low activity group

# Multivariate Logistic Regression

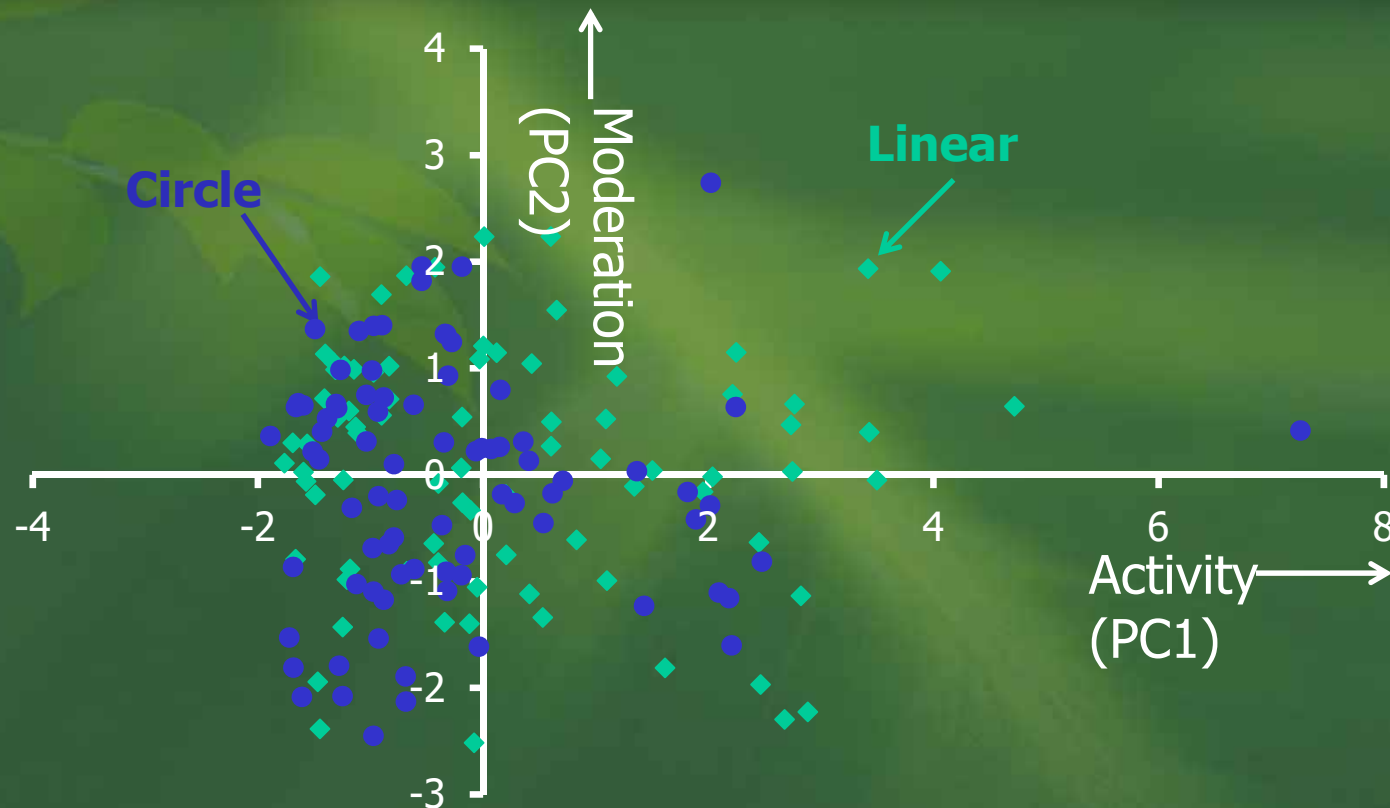
- Regression of Age (senior dummy) on PC1, PC2

Variable	Coefficient	Test	Odds Ratio
PC1 (Activity)	-.8932	**	.409
PC2 (Lazily)	.0977		1.103
Constant	-1.249	**	.287
n=	162		
R <sup>2</sup> =	.145		

\*\* p < .01

Significant relationship between  
Low Activity and Age

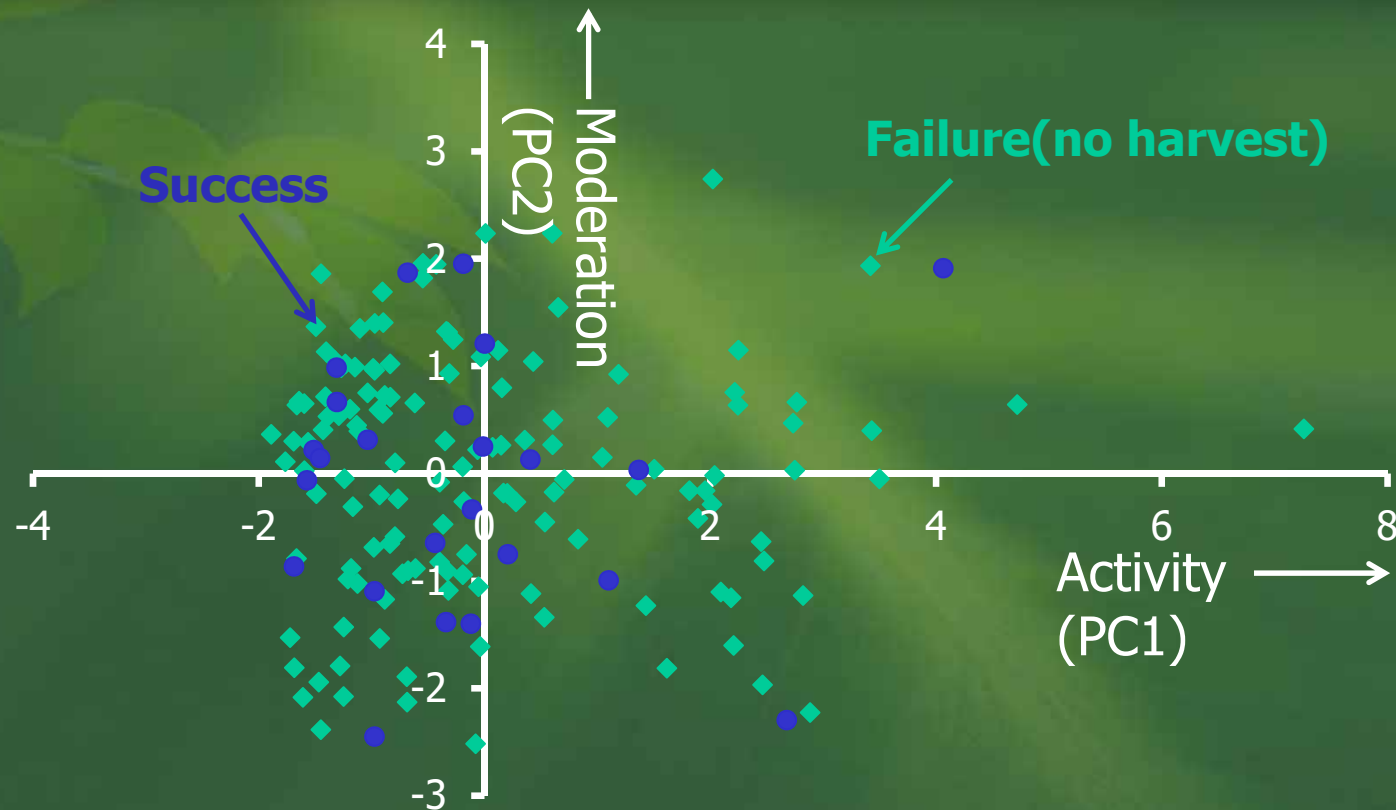
# Hunting Activity and Movement Pattern



- **No relationship** between Activity and Movement Pattern



# Hunting Activity and Harvest



- **No relationship** between Activity and Harvest

# Summary

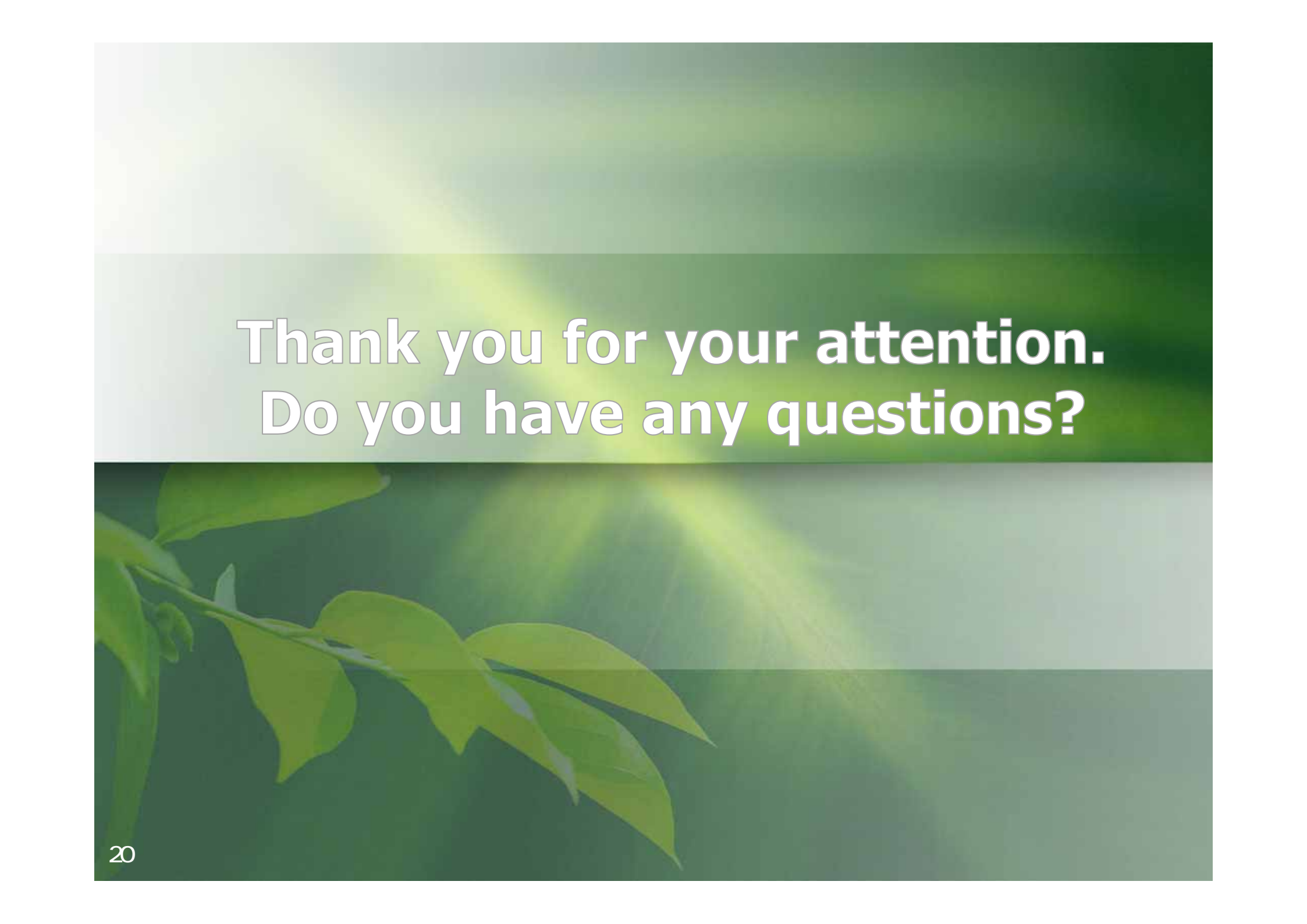
- Deer populations are on the increase
- (Young) hunter numbers are decreasing
  - It will become difficult to control populations
- Antlerless is getting unpopular with hunters
- Senior hunters are in low activity (they hunt only in the place which is easy to access)
  - Balance of deer population is collapsing



# Strategy for Wildlife Management

- For managing right (and well-balanced) deer population...
  - Changing hunting **regulations** for antlered
  - Discount of **license fee** to young hunters
  - **Education** to inexperienced hunters:
    - e. g. Many deer inhabit the backwoods



The background of the slide features a soft-focus photograph of green foliage. Sunlight rays are visible, creating a bokeh effect with bright, out-of-focus light spots. A semi-transparent horizontal band is positioned across the middle of the image, serving as a backdrop for the text.

**Thank you for your attention.  
Do you have any questions?**