2024-2025

GAME BREEDING AND MANAGEMENT

UNIVERSITY OF ZAGREB

FACULTY OF VETERINARY MEDICINE

Heinzelova 55

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Division: Animal production and biotechnology

Department / Clinic: Department of game and wildlife management

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Register no.:

File no .:

Zagreb, 2nd of September 2024

COURSE SYLLABUS

Course name: Game Breeding and Management

Academic year 2024-25

190796 REPUBLIKA HRVATSKA

Veterinarski fakultet u Zagrebu

Primljeno: 09.09.2024

Klasifikacijska oznaka Org. jed.
602-04/24-22/38 251-61-41:251-61-32:

Urudžbeni broj Prilozi Vrijednost
251-61-19-24-62

Course leader: Prof Alen Slavica

Teachers: Prof Zdravko Janicki (deputy), Prof Alen Slavica, Assoc. Prof Magda Sindičić, Prof Dean Konjević

Associate teachers: -

First day of classes: 01/10/2024

Last day of classes: 28/11/2024

Timetable for <u>LECTURES</u> academic year 2024-2025

Date	Methodological unit	Teacher	Location / time	Literature
01. 10. 2024.	Introduction 1 hour Game Management I 1 hour	Prof Z. Janicki	Department of Parasitology, Lecture Room 08.15-09.45	Hunting Act, literature is listed on the web page
02. 10. 2024.	Game Management II 1 hour Selection technics in game breeding 1 hour	Prof D. Konjević	Department of Parasitology, Lecture Room 13.30-15.00	Literature is listed on the web page

2024-2025	GAME BREEDING AND	MANAGEMENT		
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Timetable for <u>SEMINARS</u> academic year 2024-2025

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Timetable for PRACTICALS academic year 2024-2025

			Type of practical		CONTRACTOR OF STREET	
Date	Methodological unit	Teacher	Type of practical	Groups	Location / time	Literature
03. 10. 2024.	Arrangement and maintenance of hunting ground - 1 hour Age and sexual structure of population - 1 hour	Prof A. Slavica Assoc. Prof M. Sindičić	Laboratory work	1,2,3	Students Room 13.30 – 15.00	Literature is listed on the web page
04. 10. 2024.	Hunting management plan - 1 hour Wildlife management practice - 1 hour	Prof Z. Janicki Prof D. Konjević	Laboratory work	1,2,3	Students Room 14.00 – 15.30	Literature is listed on the web page
14. 10. 2024.	Health surveillance and veterinary profession in hunting - 1 hour Profession training of qualified person in the hunting area - 1 hour	Prof Z. Janicki Assoc. Prof M. Sindičić	Laboratory work	1,2,3	Students Room 15.00-16.30	Literature is listed on the web page
21. 10. 2024.	Practical work in hunting ground - 6 hours Fund development of big and small game species - 2 hours	Prof A. Slavica Prof Z. Janicki Prof D. Konjević Assoc. Prof M. Sindičić	Field work	1,2,3	Hunting ground 08.00 – 16.00	Literature is listed on the web page
24. 10. 2024.	Equipment for capture and immobilization - 1 hour Capture and transport of game- 1 hour	Prof A. Slavica Assoc. Prof M. Sindičić	Laboratory work	1,2,3	Students Room 12.00 – 13.30	Literature is listed on the web page
25. 10. 2024.	Chemical immobilization I - 2 hours	Prof Z. Janicki	Laboratory work	1	Practicum Room 14.15 – 15.45	Literature is listed on the web page
25. 10. 2024.	Chemical immobilization II - 2 hours	Prof Z. Janicki	Laboratory work	1	Practicum Room 15.45 – 17.15	Literature is listed on the web page
28. 10. 2024.	Chemical immobilization I - 2 hours	Prof Z. Janicki	Laboratory work	2	Practicum Room 13.00 – 14.30	Literature is listed on the web page
28. 10. 2024.	Chemical immobilization II - 2 hours	Prof Z. Janicki	Laboratory work	2	Practicum Room 14.30-16.00 h	Literature is listed on the web page
11. 11. 2024.	Chemical immobilization I - 2 hours	Prof Z. Janicki	Laboratory work	3	Practicum Room 09.00-10.30 h	Literature is listed on the web page

11. 11. 2024.	Chemical immobilization II - 2 hours	Prof Z. Janicki	Laboratory work	3	Practicum Room 10.30 -12.00 h	Literature is listed on the web page
19. 11. 2024.	Game management outside the hunting area, reintroduction - 2 hours	Assoc. Prof M. Sindičić	Laboratory work	1,2,3	Students Room 14.15 – 15.45	Literature is listed on the web page
27. 11. 2024.	Big game farming - 2 hours	Assoc. Prof M. Sindičić Prof. A. Slavica	Laboratory work	1,2,3	Students Room 14.15 – 15.45	Literature is listed on the web page
28. 11. 2024.	Small game (furry and feathered) farming - 2 hours	Prof A. Slavica Prof Z. Janicki	Laboratory work	1,2,3	Students Room 11.00 – 12.30	Literature is listed on the web page

STUDENT OBLIGATIONS

Lecture attendance	3 to 6 points
	The student must be present at 2 hours of lectures to achieve a minimum of 3 points. Maximum number of points is 6.
Seminars attendance	8 to 12 points
	The student must be present at 18 hours of exercise to achieve a minimum of 8 points. The maximum number of points is 12.
Practicals attendance	5 to 10 points
	Students must take an active part at the practical exercises by answering questions to prove their preparedness. Each correct and complete answer is 0.5 points. The minimum number of points in this rating element is 5. The maximum number of points is 10.
Active participation in seminars and	20 to 32 points
practicals	Knowledge will be checked with two written colloquia, the first one after half of the processed material and the other final colloquium. The minimum number of such points is 20, and the maximum number of points is 32.
Final exam	24 to 40 points
	To qualify for the final exam, the student has to collect at least 36 out of the possible 60 points in the curriculum by using the previous grading elements. The final exam consists of a verbal part. On oral exam, the student answers 8 questions. Each correct and complete answer brings up to 5 points. On the oral exam, the answer is assigned 0 to 5 points. The minimum number of points is 20. The maximum number of points is 40.
Examination requirements	Student requirements are defined in the Regulations on the Integrated Undergraduate and Graduate Study of
Examination requirements	Veterinary Medicine (2022). Given the above, the student must acquire a minimum number of points from all

assessment elements in order to take the final exam. Article 41: A student can justifiably be absent from up to
50 % of the lectures; 30% of the seminars and 30 % of the exercises

GRADING AND EVALUATING STUDENT WORK

Continuous knowledge-checking (mid-terms)	Two colloquia, first will be on Mon 29/10/2024 at 9.15, second on Mon 03/12/2024 at 10.30.
Final exams (dates)	Winter semester: 16/12/2024, 07/02/2025, 19/02/2025.
Form of final exam	Oral

LITERATURE

Haigh, J. C., R. J. Hudson (1993): Farming Wapiti and Red Deer. Mosby-Year Book, Inc., St. Louis, Missouri, USA
Nielsen, L. (1999): Chemical Immobilization of Wild and Exotic Animals. Iowa State Univer. Press, Ames, Iowa, USA
Schemnitz, S. D. (Ed) (1980): Wildlife Management Techniques Manual. The Wildlife Society, Inc., Maryland, USA
Reid, H. W. (1988): "The Management and Health of Farmed Deer". Kluwer Academic Publishers, Boston, London

OBJECTIVES AND LEARNING OUTCOMES

Course objectives	By attending the Game breeding and management course students will gain the knowledge on peculiarities of natural and intensive breeding of different game species. They will gain the basic knowledge on natural sciences, animal
	welfare, handling and breeding as well as on legislative, Croatian and EU regulations of the aforementioned activities.
	The subject curriculum is formed in a way to inspire the bioethical approach to the game breeding, which is based on
	the newest welfare understanding and traditional game breeding system. Attendants can meet the essentials of
	selective work in game breeding, the models of intensive breeding of large and small game and guidelines for the
	game production. In practical part students gain knowledge and competency of game breeding, keeping and
100	management particularly by sex and age determination, estimation of game breeding value, social structure
	evaluation, breeding technology comprehension (natural and farm breeding of small and large game) with etiologic
	base and welfare satisfaction at breeding and handling with stress on loading, hunting, binding, dazing, transport,

	weighing, operator risk determining etc. In that way the attendants will be able to master specialised skills and competence in expert activities of planning, conduction and improvement of intensive and natural game breeding.
Learning outcomes	At the end of the course, student will be able to:
	Develop and implement game management plan and game protection plan
	Model intensive farming of large and small game species
	Design a farm for breeding large and small game
	4. Design and implement hunting management plan
	Plan and design game management and technical facilities
	6. Plan nutrition and winter feeding of game animals
	7. Introduce and rewild reared game
	8. Estimate economic and rearing value of game
	Apply methods for preventing detriments on game animals

GRADING SCHEME

Points	Grade	
Up to 59	1 (F)	
60-68	2 (E)	
69-76	2 (D)	
77-84	3 (C)	
85-92	4 (B)	
93-100	5 (A)	

Course leader:

Prof Alen Slavica

Head of Department/Clinic:

Prof Alen Slavica

Note: The course leader is required to submit a Course Syllabus to all teachers and associates pertaining to the Course.

GRADING AND EVALUATION OF STUDENT WORK ON COURSES WITH LECTURES, SEMINARS and PRACTICALS

Type of activity	Minimum number of points	Maximum number of points
Lectures attendance	3	6
Seminar attendance	4	6
Practicals attendance	4	6
Active participation in seminars and practicals	ហ	10
Continuous knowledge checking (mid- terms)	20	32
Final exam	24	40
TOTAL	60	100

GRADING AND EVALUATION OF STUDENT WORK ON COURSES WITH LECTURES and PRACTICALS

Type of activity	Minimum number of points	Maximum number of points
Lecture attendance	3	6
Practicals attendance	88	12
Active participation in practicals	O1:	10
Continuous knowledge checking (mid- terms)	20	32
Final exam	24	40
TOTAL	60	100

GRADING AND EVALUATION OF STUDENT WORK ON COURSES WITH SEMINARS and EXCERCISES

Type of activity	Minimum number of points	Maximum number of points
Seminar / practicals attendance	11	18
Active participation in seminars and practicals	51	10
Continuous knowledge checking (mid-terms)	20	32
Final exam	24	40
TOTAL	60	100