



CODE OF CONDUCT – Game Drives

Terms:

KPSGA - Kenya Professional Safari Guides Association

The Conservancy - any area of land within Olare Motorogi Conservancy /Ol Kinyei Conservancy or Selenkay conservancy.

Operator - Any tourism operator who is taking paying clients into The Conservancy

Management - The body designated to manage the ground operations of The Conservancy

Warden - The executive manager of ground operations of The Conservancy

1. Game Drives

- 1.1 All game drive vehicles must be recognized 4-wheel drives. 4-wheel drive vans/minibuses are not accepted.
- 1.2 All game drive vehicles are to be painted in a way that conforms to the environment. (The vehicles MUST be in earth colors). Vehicles painted in beige or green colors are accepted.
- 1.3 Operators are to ensure that their vehicles and driver/guides are professional and well presented at all times.
- 1.4 All game drive vehicles carrying clients are required to be accompanied by a guide with a minimum qualification of a bronze level certificate or higher from the KPSGA, or similar
- 1.5 Guides/spotters are not permitted to smoke or consume any alcohol whilst conducting a game drive, this includes drink stops.
- 1.6 No rubbish, including tissues, bottles, cans, cigarette butts or any other articles may be discarded into the bush.
- 1.7 Game drive vehicles are strongly discouraged from driving off-road. Off-road driving will only be permitted if:
 - It is necessary for game viewing.
 - It does not cause stress to an animal
 - It does not cause unnecessary damage to flora.
 - It is not for the purpose of creating a short cut.
 - Drivers should take every reasonable precaution (particularly during wet periods) to not get stuck.
- 1.8 Operators and drivers are responsible to report any roads that become impassable to the conservancy management.

2. Vehicle Congestion

- 2.1 No more than five vehicles should be in close proximity to an animal at any one time.



2.2 In the event that more than five vehicles wish to congregate at an animal sighting, (HUNT SITUATION ONLY) then an extra 10 meters distance should be added for each extra vehicle. (6 cars = 60 meters, 10 cars = 100 meters) this will enable everyone a chance to enjoy quality viewing. The Guide /vehicle that discovered the sitting has the privilege of unlimited time at the sighting and is in control of the sighting.

2.3 Only one vehicle may be mobile (engine running) at any time in a stationary sighting. If a guide wishes to move within a sighting they must announce their intention to do so before starting the vehicle. Under no circumstances may another vehicle start up if another vehicle is moving within a stationary sighting.

2.4 No racing to successful hunts.

3. Game Viewing

3.1 The viewing and photography of animals should be done at a respectable distance that in no way distresses or in any way hinders the animal's natural behavior.

3.2 Viewing of cubs should be treated with sensitivity and only when the mother is present.

3.3 Vehicles driving up to an animal sighting should follow the same tracks as the preceding vehicle.

3.4 Guides must instruct their clients on responsible behavior within the vehicle, before approaching close to any wild animal.

3.5 Guides must ensure clients remain within their vehicles at all times when in close proximity to any wild animal. No clients are allowed to sit up high or stand on vehicle roofs in proximity to wild animals.

3.6 Guides must ensure no loud noises are used to attract the animals' attention. All body movements must be kept slow and to a minimum. Guides should be aware of loud VHF radio chatter and how it both distresses wild animals and interferes with the viewing experience.

3.7 Under no circumstances are Operators or clients allowed to actively feed wild mammals.

4. Night Game Driving

This activity is restricted to Tourism Partners only. In addition to the standard game driving and game viewing rules:

4.1 Vehicle hand spotlights should not be shone directly at any of the camps or at any other game drive vehicle.



4.2 Night drives must report to the Warden or Manager so that Management is aware of operating numbers and general positions for security reasons.

4.3 A time limit of 2 hours is set for night game drives and anyone exceeding this limit should notify the conservancy management of their intentions.

4.4 If following a hunting predator at night with filtered spotlights, guides must ensure that all lights are switched off when a predator is stalking prey. It is both ethically and morally wrong to shine the spotlights at either the prey or at the stalking predator in this instance, as it will give either animal an unfair advantage over the other. Only very short bursts of filtered light not shone directly at either animal are acceptable in order to determine the status of the hunt.

4.5 Breeding animals must not be disturbed by night game viewing

4.5 The use of infrared lights or night vision goggles is highly recommended for night game viewing.

4.6 Night viewing of cubs may only occur when they are 4 months and older.

5. **Vehicle Smoke:** All Operators are required to maintain their vehicles in good working order to avoid excessive diesel or petrol smoke pollution in close proximity to the animals or other game-drive vehicles.

6. Airstrips

6.1 Vehicles are not allowed onto any airstrip unless it is for the sole purposes of chasing animals off the strip prior to planes taking off and landing, or for the unloading or loading of baggage.

If at any time you feel aggrieved by another user of The Conservancy breaking this Code of Conduct, please do NOT feel that it is your place to seek immediate redress. Take note of the incident and report it later to your camp manager who in turn will take the matter up with the management and the offending party.

Thank you for abiding by these rules and regulations. It is only through respecting everyone's rights to The Conservancy that we maximize the experience for all of us.