The Limpopo Regional SED Platform – the Mooihoek Integrated Game Ranch Hub Enterprise

The 3rd Biodiversity Economy Indaba

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THE LIMPOPO REGIONAL SED PLATFORM

- The initiative seeks to actively **support and partner** with multiple stakeholders for a more diverse, resilient provincial economy, which will be underpinned by thriving local communities and is the first of its kind in SA

- Approaching socio-economic development in a collaboration and partnership way creates the **greatest shared value addition**

- Unlocking such opportunities in forestry, agro processing, supplier development, ICT / Wi-Fi services etc.

- The initiative seeks to compliment SLPs, which can be localised in impact, have a limited time horizon, and sometimes do not encourage collaboration

- **Within the initiative there will be a component as Limpopo has extensive wildlife areas under management of both the public and private sectors.**

- Legacy planning starts NOW – life of mine approach
OBJECTIVES OF THE WILDLIFE COMPONENT WITHIN THE REGIONAL SED PLATFORM

Utilise areas of land held by mining companies and their host communities for collaborative wildlife economic development

- Leveraging often unused assets will allow for:
  - Fair access and equitable sharing of benefits arising from the biodiversity economy
  - Expansion of conservation areas through incorporation of community, protected area and mine owned unproductive land
  - Development / restoration of degraded environments, improvement of infrastructure and optimisation in collaborative land use
  - Co-design long term, sustainable pilots based on scientific and market driven research

Align biodiversity programmes to DEA NBES

The wildlife industry value chain is centered on game / wildlife farming and ranching activities that relate to the stocking; trading; breeding and hunting of game – how do we make this more inclusive?

A catalyst to create long term partnering and enabling frameworks with rural communities – BREAKING DOWN BARRIERS.
THE INITIAL PROJECTS WILL CONSIST OF:

Phase 1: Market Analysis on Game Value Chain (and assess the potential growth) including livelihood assessment (spin off black owned businesses) – ensure that there is access to market to newly formed entities

Phase 2: Mooihoek Farm (community trust owned) near Mokopane – The Biodiversity Economy feasibility assessment (include habitat assessment, carrying capacity etc.)

Phase 3: Mine Owned Biodiversity Properties Survey (game farms; reserves; other) What is used for, what could be used for, integration into current pilots
The game meat value chain consists of six stages, namely:

1) **Primary producers**
   - The farmer / land owner
   - Breeder

2) **Game harvesters**
   - Harvesting teams
   - Biltong hunter
   - Trophy hunter

3) **Abattoirs and butcheries**
   - Carcasses from biltong hunters
   - Carcasses from trophy hunting
   - Exports (International market)

4) **Distributor**
   - Traders
   - Wholesalers
   - Exports (International market)

5) **Retailors / restaurant**
   - Clients
   - Consumers

6) **By-products**
   - Non-consumables (furniture; salt & pepper pots; skins; curios; bones & teeth)
   - Consumable (Intestines; head and tongue)
THE BASIC PROCESS

Co – Design
- Co-design principles were agreed upon by the trust and mine management
- Workshop
- Present options
- Factor in outcomes as part of the business plan and job creation assessment

Feasibility assessment
- Assess the potential on the farms
- Jointly design the business models
- Undertake value chain analysis – that fits the local and international sphere
- Job creation assessment

Partnership Framework
- Jointly agree framework
- Create grassroots awareness
- Create capacity for the business model and the expanded value chain
- Support mechanisms for incumbents

Access funding
- Explore funding opportunities via the SED platform
- Develop funding proposals
- Secure funding
- Begin implementation
- Applications will include development of skills beyond the current value chain
INITIAL PILOT - THE BIGGER PICTURE?

- **Regional SED Platform**
  - **Department of Environmental Affairs**
    - Collaboration on projects (Possibly linked to EPIP)
    - Co-funding application
      - NRM / WfW etc
  - **Biodiversity / Wildlife Segment (approved Pilot Funding)**
    - Value Chain Game Analysis
    - Limpopo Mine Conservation Land Audit
  - **Mooihoek Feasibility**
    - Bigger picture integration - Limpopo and SA Wide
  - **Partners from Regional SED Platform**
    - EXXARO (Biodiversity)
      - Ivan Plats / ZZ2 (Biodiversity / Agriculture, Aquaculture)
    - LEDET
      - Localised Hub near Mokopane (The Triangle), Mokopane Valley, Witvinger & Percy Vyf Triangle
  - **Tourism**
  - **KNP Principals:**
    - Sustainability community benefits / Economic benefits / Restoration of the ecosystem
    - Improved marketing potential through linkages
POSITIVE OUTCOMES FROM A SUCCESSFUL BIODIVERSITY INCLUSIVE PROGRAMME

- Test pro-poor non prescriptive business models with host communities for profitable and sustainable game ranching entities
- Develop strategies for marketing and facilitate market linkages for game ranching products and related activities
- Improve input supply through cohesive public private sector and communities participation
- Develop communication tools to promote the wildlife sector, whilst enhancing other livelihoods (CBNRM)
- Develop behavior change stakeholder capacities to enter and engage in game ranching and its value chain
- Facilitate game ranching knowledge sharing and learning platforms, for a broader audience

MONITORING & EVALUATION / LEARNING & GENDER MAINSTREAMING
KEY PARTNERS LINKED TO THE LARGER PROGRAMME OUTCOMES

North West University – Wildlife and Tourism Unit

World Vision – Community Development

AGRA / WRSA

DEA / LEDET

Southern Africa Wildlife College