

## **Project Highlight – SD State Wildlife Grant**

**Project Type**      Habitat inventory

**Title**      Wildlife habitat inventory on game production areas in eastern South Dakota

**In a nutshell**      This project involved mapping, categorizing, and making management recommendations for native grasslands and associated habitats on Game Production Areas in eastern South Dakota.

**Relevant Habitats**      native grasslands

**Cooperators**      Sustained Horizons LLC (contractor)

### **Purpose**

- to map, categorize, and make management recommendations for remaining tracts of native grassland and associated native habitats on state Game Production Areas in a 33-county area of eastern South Dakota

**Timeframe**      2005 - 2009

**Location**      eastern South Dakota

### **Summary or Important Findings**

- native vegetation was mapped for sites selected on state Game Production Areas in northeastern South Dakota; polygons were typed to ecological site vegetation as characterized by the Natural Resources Conservation Service
- native vegetation polygons were assigned a qualitative value to describe vegetation characteristics and a landscape rating to describe landscape context
- for Game Production Areas in southeastern South Dakota, contractors characterized woody (cedar) invasion; this characterization has helped direct management actions such as prescribed burning

**Best contact person**      Dave Ode, South Dakota Game, Fish and Parks

### **More Information**

Ode, D. J. 2010. Wildlife habitat inventory on GPA's in eastern South Dakota. Final Report, T-26-R-1. South Dakota Game, Fish and Parks Department, Pierre.