

Performance Management Review



Department of Game, Fish and Parks

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Agency's Mission Statement: South Dakota Game, Fish and Parks serves and connects people and families to the outdoors through effective management of our state's parks, fisheries and wildlife resources.

Below are the goals, activities, and measures for the agency. Goals, activities, and measures need to be developed by the agency, in consultation with the Governor's Office, and agreed to by the Legislature (Government Operations and Audit Committee).

Strategic Plan Goal 1: Provide Outdoor Recreational Opportunities - Optimize the quantity and quality of sustainable hunting, fishing, camping, trapping and other outdoor recreational opportunities. **Habitat and Access Priority: Expand and create new partnerships with landowners and conservation groups and remain focused on improving existing aquatic and terrestrial habitat on private and public lands while seeking additional habitat acres. Furthermore, we will enhance South Dakota's strong outdoor heritage by providing additional public access to privately owned lands while continuously improving access to existing public lands.**

	Performance Measures				Historical Data Section				
	Trend	Status	Actual	Target	2019	2020	2021	2022	2023
Activity A. Terrestrial Habitat Development & Improvement - Acres									
i. Continue growth of the Department's public lands habitat enhancement programs			91,493	>80,000	71,870	82,646	86,313	94,624	91,493
ii. Continue growth of the Department's private lands habitat enhancement programs			84,504	>80,000	71,870	68,876	78,147	83,592	84,504
Calendar Year									
					2019	2020	2021	2022	2023
i. Continue to increase public access opportunities to private lands			1,517,502	>1,500,000	1,441,911	1,437,569	1,467,094	1,487,097	1,517,502
Calendar Year									
					2019	2020	2021	2022	2023
Activity C. Trapping License Metric - Annual Participation									
i. Continue growth of resident trapping participation			3,383	>4,000	3,533	3,587	4,041	3,625	3,383
Calendar Year									
					2019	2020	2021	2022	2023
Activity D. Hunting & Fishing License Metric - Annual Participation									
i. Continue growth of resident hunting participation			156,353	>150,000	144,197	160,596	161,779	150,630	156,353
ii. Continue growth of resident fishing participation			135,561	>145,000	131,382	157,373	143,752	134,119	135,561
iii. Continue growth of nonresident hunting participation			114,116	>110,000	94,347	91,789	114,155	112,443	114,116
iv. Continue growth of nonresident fishing participation			93,652	>90,000	74,456	94,262	104,876	95,484	93,652
(Note: Lists of license types for resident & nonresident metrics provided on supplemental sheet)									
Activity E. Camping Units - Occupancy Percent and Visitation Totals									
i. Maintain resident camping participation levels			64%	>70%	72%	71%	71%	64%	64%
ii. Maintain non resident camping participation levels			36%	<30%	28%	29%	29%	36%	36%
iii. Maintain overall park and recreation area visitation			8,049,568	>7,500,000	6,279,458	8,278,652	8,602,670	7,996,683	8,049,568

Agency comments regarding the accomplishment of Goal 1: Trapping licenses are based on furbearer licenses sold. Trapping license is not required for a resident under the age of 18. Hunting license numbers are comprised of licenses that are sold over the counter or with no limit on the number that can be sold. Thus, these figures do not include big game licenses sold through a lottery process.

Strategic Plan Goal 2: Serve as stewards of our state's outdoor resources - Maintain and improve our outdoor resources to ensure sustainability.
Asset Management Priority: Provide superior outdoor recreational experiences by showcasing South Dakota's natural landscapes and world class state park system while ensuring sustainability of the resource and actively recruit, retrain, and reactivate outdoor enthusiasts.

			Calendar Year				
			2019	2020	2021	2022	
			Activity F. Proportion of Camping Units Peak Season vs Shoulder Season & Capital Project Investment				
i. Provide adequate access (occupancy rate) during "peak" camping season (May - September)			90%	>90%	91%	92%	90%
ii. Increase camping participation (occupancy rate) during "shoulder/off" season (October-April)			7%	>10%	10%	8%	7%
iii. Maintain Capital Development Spending % (spending as a % of budget)			28.0%	>20%	37.1%	34.1%	28.0%

Agency comments regarding the accomplishment of Goal 2: Goal 2 includes more detailed tracking of "occupancy rates" for state park & recreation area camping. Still in progress, the new GoOutdoors system will allow for reporting of weekday vs weekend occupancy rates for the state parks system including peak camping season and the shoulder season.

Status Indicator:

-  = Green - the historical trend line indicates improved performance and the target has been met.
-  = Yellow - the historical trend line indicates improved performance, but the target has not been met.
-  = Red - the historical trend line does not indicate improved performance and the target has not been met.