

Pack Animals

Any goods being moved via animal must be packaged in relation to the weight that the particular animal can safely and humanely carry. There are many possible variations of available local animals depending on geography, climate, the local economy, and a variety of other local conditions.

A general guide to working limitations of different pack animals might look like:

| Animal | Load Capacity | Daily Work Rate | Region |
|----------|---------------|-----------------------|--|
| Elephant | 500 kg | 5-8 hours/walk 24 km | Asia |
| Donkey | 50 kg | Mountain, 8 hours | Middle East, Africa, South Asia, Latin America & Caribbean |
| Mule | 50 kg | Mountain, 8 hours | Middle East, Africa, South Asia, Latin America & Caribbean |
| Llama | 50-80 kg | 8-10 hours/walk 30 km | South America |
| Horse | 60 kg | 6 hours | Asia, Eastern Europe, Middle East & North Africa |
| Bull | 150-250 kg | 8-10 hours | Middle East & North Africa, South Asia |
| Camel | 150-250 kg | Walk 50 km | Middle East & North Africa, South Asia |
| Yak | 70 kgs | | South Asia |

Pack animals estimated their work rates - WFP Transport and Logistics Manual

Speaking with a local expert is strongly advised when developing an animal delivery plan. Typically, use of pack animals will be negotiated and contracted directly with the owners, or those in control of the animals who will be responsible for the transport. These may include:

- Village elders.
- Local authorities.
- Committees of animal owners.
- Local NGOs.

Transport documents will vary, but a variation of the standard method may be used, possibly amended as follows:

- Issue one waybill for each group.

- Divide the animals into groups under one supervisor.
- List animal owners and number of animals provided by each individual.
- Assign a quantity of consignment to each group, for accountability.

All contracts for carriage by pack animals should still undergo the standard procurement process established by each individual agency, and be within each agencies procurement procedures.