# Large Game Meat Hygiene



## At a glance...

#### **Assessed Customised Provision**

Delivery Method: Theory and Practical

Recognised by: Lantra / Coillte / National Parks and Wildlife Service

#### Introduction

The course will include a practical demonstration covering all aspects of game, meat hygiene, followed by a presentation and a written exam.

#### Overview in brief

This Lantra-accredited Customised Award is exclusively developed and delivered by a Lantra-approved Training Provider, who meets our quality standards. The course is specifically tailored to meet learners' needs. For further details about the course content and delivery locations, please contact the Training Provider using the details provided below.

The minimum age to undertake this course is 16.

#### The finer details

Practical demonstration will include the gralloching of the deer, the skinning, the full inspection of the carcass, the removal of all organs and the inspection of these organs. All tools and equipment of their use will be explained

Presentation will include all matters of organs, lymph nodes, the preparation of meat for the food chain and how chiller and storage should be used for hanging carcasses, including the set temperatures required.

Written exam to cover all relevant matters relating to game meat hygiene and diseases. Confirming the knowledge gained from attendees after the practical and presentation.

### Who should attend?

Deer hunters who wish to obtain the knowledge to check an animal for notifiable diseases and be positive on inspection, that the animal is able to enter the food chain.



### What will be covered?

Candidate will be qualified to inspect a carcass, identify all notifiable diseases, be familiar with all organs and lymph nodes of a deer and be able to supply carcass to a game dealer declaring it fit to enter the food chain.

#### Other areas of interest

Deer Stalking Proficiency - One

<u>Deer Stalking Proficiency - Advanced 2</u>

<u>Deer Stalking – Irish Law and Section 42</u>

