
GOVERNMENT NOTICES • GOEWERMENTSKENNISGEWINGS

DEPARTMENT OF AGRICULTURE, FORESTRY AND FISHERIES

NO. 1371

04 NOVEMBER 2016

**MEAT SAFETY ACT, 2000
(ACT NO. 40 of 2000)****GAME MEAT REGULATIONS****INVITATION FOR THE PUBLIC TO COMMENT ON THE GAME MEAT REGULATIONS**

I, Senzeni Zokwana, Minister of Agriculture, Forestry and Fisheries, in terms of section 12 of the Meat Safety Act, 2000 (Act No. 40 of 2000), hereby publish the draft Game Meat Regulations for broader public comment.

Interested parties are invited to submit written comments within 30 days from the date of publication of this Notice to the following address:


The Director General, Department of Agriculture, Forestry and Fisheries
Private Bag X138
PRETORIA
0001

Or hand deliver to:

Office G21 Delpen Building
Cnr Union and Annie Botha Avenue
Riviera
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Or email to

VPH@daff.gov.za



(MR) S ZOKWANA, MP
Minister: Agriculture, Forestry and Fisheries
Date: 08/09/2016

GOVERNMENT NOTICE

DEPARTMENT OF AGRICULTURE, FORESTRY AND FISHERIES

No.

2016

**MEAT SAFETY ACT, 2000
(ACT NO. 40 OF 2000)****EXEMPTION FROM SECTION 11(1)(I) OF THE MEAT SAFETY ACT, 2000 (ACT NO. 40 OF 2000) FOR THE SLAUGHTER OF GAME ANIMALS**

The Minister of Agriculture, Forestry and Fisheries intends, in terms of section 11(3)(e) of the Meat Safety Act, 2000 (Act No. 40 of 2000), to exempt game animals from a portion of the provisions of section 11(1)(i) of the Meat Safety Act, 2000 (Act No. 40 of 2000).

In terms of section 11(1)(i), no dead animal or animal suffering from a condition that may render the meat unsafe for human and animal consumption may be presented at an abattoir for slaughter;

The exemption is intended to allow game animals that have been shot outside an abattoir to be presented at an abattoir for dressing.

Interested persons are invited to submit written comments or representations on the proposed exemption to the Director-General, Department of Agriculture, Private Bag x138, Pretoria, 0001; Fax no (012) 319 7699; e-mail VPH@daff.gov.za within 30 days of the date of publication of the notice.


(MR) S ZOKWANA, MP

Minister: Agriculture, Forestry and Fisheries

Date: 08 / 09 / 2016

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GAME MEAT REGULATIONS

The Minister of Agriculture has, in terms of section 22 of the Meat Safety Act, 2000 (Act No. 40 of 2000), made the regulations set out in the Schedule.

SCHEDULE**ARRANGEMENT OF CONTENTS OF GAME MEAT REGULATIONS**

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PART I
GENERAL

Definitions

1. In these regulations any word or expression to which a meaning has been assigned in the Act shall have that meaning and unless the context otherwise indicates –

“Act” means the Meat Safety Act, 2000 (Act No. 40 of 2000);

“approved product” means a product that has been passed by a registered inspector according to the standards of meat inspection as prescribed in the regulations. Any product which may be considered for human consumption and not ordinarily considered as meat (e.g., testicles) must be handled under a protocol approved by the National Executive officer.

“carcass” means the body of any slaughtered game animal after bleeding and dressing;

“clean area” include the dressing room, areas where dressed game carcasses and red offal are handled, chilled and dispatched, as well as the ablution and eating facilities of personnel working in these areas and where provided, washing facilities for meat transport trucks, laundry, offices and laboratory. This area is named as such because of the degree of risk of contamination as compared to the dirty area;

“condemned products” means an animal or parts of an animal inspected and judged, or otherwise determined, to be unacceptable for human or animal consumption;

“condemned products area or room” means an area or room dedicated to keeping condemned products as indicated in paragraph 6(q)(ii);

“contamination” occurrence of any undesirable matter in food or in the food environment from a contaminating source which can be physical, chemical, biological or allergenic;

“cutting” means, in the context of the Act, deboning or portioning of game carcasses and other edible products at the abattoir and cutting plants handled under the Act;

“critical limit” means a criterion which separates acceptability from unacceptability;

“depot” means a facility as contemplated in regulations 24 and 25, at which harvested game is eviscerated and meat examination is conducted on partially dressed game carcasses before transfer to an abattoir;

“detain” means the holding of a harvested game, partially dressed game carcass, game carcass, organs or parts thereof suspected by the trained person (limited to harvested game) or registered inspector during harvesting or meat examination, to be unacceptable for human consumption and held for further inspection;

“dressing” means the progressive separation of an animal into a carcass or sides, other edible parts and inedible products;

“dressing room” means a room or area where a game carcass is dressed;

“dirty area” includes the harvesting depot, an offloading area for harvested game and washing facilities for vehicles, chillers where skin-on game carcasses are held, areas where inedible products, condemned products and rough offal are handled as well as the ablution and dining facilities of personnel working in these areas. This area is named as such because of the degree of risk of contamination as compared to the clean area;

“eviscerate” means the removal of the contents of the thoracic and abdominal cavities;

“food safety” comprises conditions and measures necessary for the production, processing, storage and distribution of food designed to promote a safe, sound, wholesome product fit for human consumption;

“game” or “game animal” means those animals mentioned in Schedule 1 of the Act;

“harvesting” or “harvest” means all the activities involved in the shooting, killing, bleeding and harvesting inspection of game animals to obtain partially dressed game carcasses;

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“harvested game” means a game animal immediately after being shot until it becomes a partially dressed game carcass as defined;

“harvesting inspection” means the verification, by a trained person, of proper shooting, bleeding times, hygienic harvesting and transport procedures as well as identifying abnormal conditions in live and harvested game and procedures and subsequent alerting of the registered inspector at the depot or game abattoir;

“hazard” means a biological, chemical or physical agent in, or condition of, game meat with the potential to cause an adverse health effect;

“in contact material” means any material that makes direct contact with game carcasses and any other edible product;

“inedible products” means products that have been determined by a registered inspector to be unfit for human consumption but not requiring destruction;

“meat inspection service” means the performance of ante-mortem, primary, secondary meat inspections, verification of the food safety management system and regulatory control and reporting to the PEO by a registered inspector as approved by the PEO.

“NEO” means the National Executive Officer designated as such in terms of section 2(1)(a) of the Act;

“partially dressed game carcass” means the body of a game animal of which the skin or hide has not been removed and which has been eviscerated: Provided that the head and feet may have been removed;

“passed” means, when used in relation to the inspection of game meat, that such meat has been approved for human or animal consumption and is stamped with a stamp bearing the word “PASSED”;

“PEO” means the relevant Provincial Executive Officer designated as such in terms of section 5(2)(a) of the Act;

“primary meat inspection” means the inspection, by a registered inspector, of a partially dressed game carcass, carcass and organs in terms of Part VI.

“processing” means, in the context of this regulations, altering of the meat, other than cutting and portioning, dicing and mincing to enhance the meat;

“protocol” means particular procedures or measures intended to minimise risk in a specific situation, that have been agreed to by the parties concerned and approved under these regulations by the PEO;

“red offal” means the lungs, heart, liver, diaphragm, spleen, tongue, kidneys, thymus and demasked head of a slaughtered game animal;

“registered inspector” means a person contemplated in section 11(1)(d) of the Act who is registered by the PEO under regulation 101 to do game meat inspection at an abattoir, cutting plant or in a harvesting situation;

“risk” means a probability of a hazard in food having an adverse health effect and the severity of that effect;

“rough offal,” means the stomach, intestines, feet and skin-on head of the slaughtered game animal except in the case of warthogs, feral pigs and bush pigs where the head and feet are part of the carcass;

“secondary meat inspection” means the inspection, by a registered inspector who is a veterinarian, of a carcass and organs detained during primary meat inspection in terms of Part VI C;

“trained person” means a person registered by the PEO under regulation 102 who is or accompanies a harvester to verify proper shooting, bleeding times, hygienic harvesting and transportation procedures as prescribed, as well as identifying abnormal conditions in live and harvested game and deviations from procedures and in such cases alerting the registered inspector at the depot or game abattoir. A registered inspector may perform the responsibilities of a trained person;

“unit” means a quantity standard for determining throughput of a game meat slaughter facility where one unit is equal to one category B game animal or six category C game animals and where category A animals may be handled only according to a protocol approved by the PEO for a specific abattoir. Game animals for slaughter are classified into the following categories:

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- (a) Category A or large game (larger than domestic cattle, e.g., giraffe, elephant and hippopotamus);
- (b) Category B or medium game (comparable to domestic cattle, e.g., buffalo, kudu, eland or zebra);
- (c) Category C or small game (comparable to domestic sheep and goats, e.g. springbuck, impala or blesbuck).

Application for registration of a slaughter facility [Section 8(1)]

- 2.
 - (1) Before an abattoir is erected or the existing structure of an abattoir is altered, the design drawings must be submitted to the NEO for evaluation and approval.
 - (2) Documents of approval from other relevant regulatory authorities may be required by the NEO and it is the applicant's responsibility to comply with the requirements of other regulatory authorities.
 - (3) An application for registration of an abattoir must be submitted by the owner of the abattoir to the NEO and must be accompanied by
 - (a) a properly completed application form obtainable from the NEO; and
 - (b) a complete set of design drawings of the facility, if not a structure as contemplated in regulation 2(1).
 - (4) If the application is approved the NEO must issue a certificate of registration as an abattoir to the applicant.
 - (5) The registration number reflected on the certificate of registration will serve as an official identification number for that abattoir.

The manner of serving instruction [Section 10(2)(b)]

- 3. The manner in which an instruction must be served on the owner of an abattoir as contemplated in section 10(2)(b) of the Act is –
 - (a) to hand it to the owner personally;
 - (b) to post it, by registered post, to the postal address of the owner; or
 - (c) to mail, e-mail, fax or by other electronic means to the owner provided that the original document is delivered to the owner within 7 days of sending the notification.

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PART II

REQUIREMENTS FOR THE REGISTRATION OF SLAUGHTER FACILITIES

[Section 11(1)(a)]

A Throughput and other requirements for grades

(1) Requirements for rural game abattoirs

4. Considering the requirements set out in Part II B (1), for an abattoir to be graded as a rural game abattoir –

- (a) the throughput may not exceed 6 units per day, provided that the PEO may determine a lower maximum throughput for an abattoir on grounds of the hourly throughput potential relative to available equipment and facilities including hanging space, chiller capacity;
- (b) the abattoir premises must be fenced and provided with a gate to control access of people, vehicles and animals;
- (c) it must consist of a room equipped with hanging facilities where harvested game carcasses or partially dressed game carcasses are dressed and such room must have an air temperature of not more than 12°C when chilled game carcasses are handled, provided that if chilled carcasses are handled so that its temperature does not rise more than 2°C during dressing, subject to the approval of the provincial executive officer, the temperature of this room need not be maintained at 12°C or less;
- (d) a room adjacent to the dressing room must be provided for the handling, washing and keeping of rough offal intended for human consumption;
- (e) a room or curbed and drained area adjacent to the abattoir building must be provided to hold containers with inedible products prior to removal;
- (f) the rooms mentioned in paragraphs (d) and (e) must –
 - (i) be separate and adjacent to the dressing room and interconnected by means of a hatch, door or walkway; and
 - (ii) have exterior doors for the removal of those products and in the case of paunches and intestines from game animals that were eviscerated in the field, they must be received for inspection purposes through this exterior door;
- (g) doors must be provided –
 - (i) where harvested game or partially dressed game carcasses are offloaded into the abattoir;
 - (ii) where dressed or partially dressed game carcasses and red offal are dispatched, provided that this door may be the same door as contemplated in subparagraph (i) above, if these functions are separated by time and approved by the PEO; and
 - (iii) for entrance of personnel into the abattoir, provided that the door referred to in subparagraph (ii) above may be used, under the approval of the PEO, for this purpose if it does not pose a risk of contamination of the products inside when opened;
- (h) hand washing facilities must be provided in the abattoir;
- (i) a steriliser adjacent to a hand wash basin must be provided;
- (j) toilet with hand wash facilities must be provided;
- (k) facilities to store items needed in the daily process must be provided;
- (l) dining facilities must be provided with tables and chairs or benches and must be situated so that personnel do not sit or lie on the ground or soil their protective clothing during rest periods. With the approval of a PEO through a protocol, a dining facility may be omitted if there is provision for personnel to rest and have their meals without the need of such facility,

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e.g., where the allocated daily throughput can be handled within a short period of time or personnel are transported to an adjacent facility away from the abattoir to have their meals;

- (m) the design of the abattoir must allow for future upgrading of thereof;
- (n) chilling facilities must be provided for –
 - (i) partially dressed game carcasses but this is not applicable when harvested game and partially dressed game carcasses are transported directly from harvesting for immediate dressing in an abattoir;
 - (ii) game carcasses and red offal; and
 - (iii) rough offal;

Provided that the chilling facilities need not be attached to the abattoir building, but their proximity to the abattoir must be such as not to compromise hygiene standards and must be approved by the PEO;

- (o) the chilling facility referred to in paragraph (n)(i) may be substituted with a mobile chiller where the transfer from this chiller to the abattoir does not compromise food safety;
- (p) the chilling facility referred to in paragraph (n)(iii) may be omitted if rough offal is removed from the abattoir on a continuous basis but within four hours after evisceration, provided that the PEO may determine a shorter period; and
- (q) where freezing facilities are not provided for treatment of conditionally passed game carcasses affected by parasitic intermediate stages (e.g. cysticercosis) at the abattoir, such facilities may be arranged elsewhere with the approval of the PEO.

(2) Requirements for low throughput game abattoirs

5. Considering the requirements set out in Parts II B (1) and (2), for an abattoir to be graded as a low throughput game abattoir –

- (a) a maximum throughput of 20 units per day may not be exceeded, provided that the PEO may determine a lower maximum throughput for an abattoir on grounds of the capacity of the receiving area, hourly throughput potential relative to available equipment and facilities, including hanging space and chiller capacity;
- (b) the premises must be fenced and provided with a gate to control access of people, vehicles and animals;
- (c) a door equipped with docking seals or similar facilities intended to minimize exposure of the product to the external environment must be provided for offloading harvested game or partially dressed game carcasses and red offal;
- (d) a facility where transport vehicles must be sanitized after offloading must be provided;
- (e) a receiving area with hanging facilities to accommodate at least 20% of throughput of game carcasses of different categories and red offal must be provided and such area must have an air temperature of not more than 12°C when chilled game carcasses are handled: Provided that, subject to the approval of the PEO, the temperature of this room need not be maintained at 12°C or less and the temperature of the game carcasses does not rise by more than 2°C;
- (f) a hoist for the hanging of category B game must be provided;
- (g) separate holding chillers must be provided to accommodate partially dressed game carcasses received prior to dressing if flaying is not carried out immediately;
- (h) the chillers referred to in paragraph (g) may be substituted with a mobile chiller vehicle connected to the receiving area by docking seals or similar facilities as contemplated in paragraph (c) ;
- (i) a room equipped with a dressing rail and red offal hanging facilities must be provided where harvested game or partially dressed game carcasses are dressed and such room must have an air temperature of not more than 12°C when chilled game carcasses are handled;
- (j) a side rail or hooks for game carcasses and containers for offal, must be provided for condemned or detained game carcasses and organs requiring secondary meat inspection;

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- (k) a room must be provided where hides, skins, heads, feet and inedible products are kept prior to removal, unless these parts are removed on a continuous basis;
- (l) a room where paunches and intestines are emptied, washed and kept must be provided;
- (m) the rooms mentioned in paragraphs (k) and (l) must –
 - (i) be separate and adjacent to the dressing room and interconnected by means of a hatch, door or walkway; and
 - (ii) have exterior doors for the removal of those products and in the case of paunches and intestines from game animals that were eviscerated in the field it must be received for inspection purposes through this exterior door;
- (n) separate chillers must be provided for the daily throughput of –
 - (i) game carcasses and red offal, provided that the red offal may be removed from the abattoir on a continuous basis but within four hours after a game animal has been eviscerated; and
 - (ii) skin-on heads, feet and washed rough offal, unless these products are removed from the abattoir within four hours after harvesting or receiving;
- (o) where freezing facilities are not provided for treatment of conditionally passed game carcasses affected by parasitic intermediate stages (e.g. cysticercosis) at the abattoir, such facilities must be arranged elsewhere with the approval of the PEO;
- (p) a dispatch area equipped to quarter, sort and mark game carcasses and red offal must be provided;
- (q) a door equipped with docking seals or similar facilities intended to minimize exposure of the product to the external environment must be provided for the dispatching of game carcasses and red offal;
- (r) personnel entrances to the low risk contaminatory activities areas of the abattoir must be provided and be designed as an ante-chamber for cleaning purposes and must be provided with hand wash-basins, soap dispensers, hand drying facilities, a boot wash, hooks for hanging aprons and a refuse container; Provided that, and with the approval of the PEO, personnel entrances to other areas of the abattoir need not be provided with an ante-chamber but must be provided with conveniently placed boot wash and hand wash facilities at the entrance to such areas;
- (s) change rooms, showers, toilets as well as hand wash facilities must be provided on the premises for persons working at the abattoir;
- (t) a room with tables, chairs, benches, fly proof food storage facilities and hand wash basins must be provided to serve as a dining facility, and must be situated so that personnel do not sit or lie on the ground or soil their protective clothing during rest periods;
- (u) a storage facility for items needed in the daily process must be provided;
- (v) rooms or facilities must be provided for the –
 - (i) storage of cleaning equipment and materials;
 - (ii) cleaning and sterilization of movable equipment; and
- (w) if required, a separate room must be provided as an office.
- (x) a facility where meat transport vehicles must be sanitized must be provided

(3) Requirements for high-throughput game abattoirs

6. Considering the requirements set out in Parts II B (1) and (2), for an abattoir to be graded as a high throughput game abattoir –
- (a) it must have a maximum throughput which the PEO may determine on grounds of the hourly throughput potential relative to available equipment and facilities including hanging space, chiller capacity as well as rough offal handling and chilling capacity;
 - (b) the abattoir premises must be fenced to control access of people, vehicles and animals;

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- (c) the abattoir and premises thereof must be designed to separate dirty and clean areas and functions;
- (d) a door equipped with a docking system, which allows the doors of the vehicle to be opened only after docking, and a receiving area for offloading partially dressed game carcasses must be provided to accommodate at least 20% of throughput and such area must have an air temperature of not more than 12°C when chilled game carcasses are handled;
- (e) a separate entrance must be provided for the offloading of harvested game;
- (f) a facility where transport vehicles must be sanitized after offloading must be provided;
- (g) inspection facilities to inspect received game carcasses and correlating red offal must be provided and must include a room for condemned or detained game carcasses and red offal;
- (h) holding chillers must be provided to accommodate partially dressed game carcasses received prior to dressing;
- (i) the chillers referred to in paragraph (h) may be substituted with a mobile chiller vehicle connected to the receiving area by a docking system;
- (j) a dressing room equipped with a dressing rail must be provided where harvested game or partially dressed game carcasses are dressed and such room must have an air temperature of not more than 12°C when chilled game carcasses are handled;
- (k) inspection facilities to inspect game carcasses and offal must be provided;
- (l) separate rooms must be provided for –
 - (i) handling and holding of hides, skins, hair and inedible products prior to removal;
 - (ii) handling and holding of skin-on heads and feet;
- (m) a room where paunches and intestines are emptied, washed and kept must be provided;
- (n) the rooms referred to in paragraphs (l) and (m) must –
 - (i) be separate but adjacent to the dressing room and interconnected by a closable hatch only; and
 - (ii) have an exterior door for the removal of those products and in the case of paunches and intestines from game animals that were eviscerated in the field, it must be received for inspection purposes through this exterior door;
- (o) separate chillers must be provided for the daily throughput of –
 - (i) game carcasses and red offal, provided that the red offal may be removed from the abattoir on a continuous basis but within four hours after a game animal has been eviscerated; and
 - (ii) skin-on heads, feet and washed rough offal, unless these products are removed from the abattoir within four hours after harvesting or receiving;
- (p) where freezing facilities are not provided for treatment of conditionally passed game carcasses affected by specific conditions requiring such treatment, such facilities must be arranged elsewhere with the approval of the PEO;
- (q) separate equipped rooms must be provided to –
 - (i) handle and keep detained game carcasses, portions and organs;
 - (ii) keep condemned products (including condemned game carcasses) before removal from the abattoir, provided that if condemned products is removed on a continuous basis during slaughter or a dedicated chiller is available for condemned products, such a room is not required; and
 - (iii) provide hand, boot and apron wash facilities directly connected to the room mentioned in subparagraph (ii) for persons who handle condemned products;
- (r) a dispatch area must be provided, equipped –
 - (i) to quarter, sort and mark game carcasses and red offal;
 - (ii) with a door for dispatch which is such that the doors of vehicles can only be opened after docking; and
 - (iii) to ensure that the air temperature in this area is not more than 12°C when game carcasses are handled and dispatched;

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- (s) personnel entrances to the low risk contaminatory activities areas of the abattoir must be provided and be designed as an ante-chamber for cleaning purposes and must be provided with hand washbasins, soap dispensers, hand drying facilities, a boot wash, hooks for hanging aprons and a refuse container: Provided that, and with the approval of the PEO, personnel entrances to other areas of the abattoir need not be provided with an ante-chamber but must be provided with conveniently placed boot wash and hand wash facilities at the entrance to such areas;
 - (t) change rooms, showers, toilets and hand wash facilities must be provided on the premises for persons working at the abattoir and separate facilities must be provided for high and low risk contaminatory activities areas;
 - (u) separate rooms must be provided to serve as a dining facility, for high and low risk contaminatory activities areas, with tables, chairs or benches, fly proof food storage facilities and hand wash basins and must be situated so that personnel do not sit or lie on the ground or soil their protective clothing during rest periods;
 - (v) office accommodation and ablution facilities must be available for meat inspection personnel;
 - (w) office facilities must be separate from the dressing area;
 - (x) a store room must be provided for items needed in the daily slaughter process;
 - (y) suitably equipped rooms and facilities must be provided to sterilise movable equipment;
 - (z) a room or rooms for storage of cleaning equipment and chemicals must be provided;
 - (aa) facilities for wrapping, packing and cartoning must be provided where applicable;
 - (bb) separate storage facilities must be provided for wrapping and packing material, if both materials are kept; and
 - (cc) a facility where meat transport vehicles must be sanitized must be provided.
- (4) **Requirements for cutting plants attached to abattoirs and those producing for export market.**
[Also see Part II C (2)]
7. Considering the requirements set out in Parts II B (1) and (2), to be graded as a cutting plant.–
- (a) the PEO may determine the production capacity on grounds of the capacity of the holding chillers, hourly throughput potential relating to available equipment and facilities as well as chiller or freezer capacity;
 - (b) the premises must be fenced and provided with a gate to control access of people, vehicles and animals;
 - (c) separate doors equipped with a docking system, which allow the doors of the vehicle to be opened only after docking, must be provided for receiving and dispatch of game carcasses and meat and such area must have an air temperature of not more than 12°C when game carcasses and meat are handled;
 - (d) Despite paragraph (c), the same door may be used for dispatch and receiving of game carcasses and meat, subject to the approval of the PEO;
 - (e) If the cutting plant is part or an extension of the abattoir building and all the products handled in the cutting plant are from the same abattoir, a door interconnecting the abattoir and the cutting plant may serve the purpose of a receiving door as contemplated in paragraph (c);
 - (f) an area for receiving of unwrapped game carcasses and meat intended for cutting must be provided;
 - (g) separate equipped rooms, where applicable and subject to approval by the PEO, must be provided for –
 - (i) receiving of game meat in cartons;
 - (ii) removal of game meat from cartons;
 - (iii) unwrapping and thawing where applicable, at an air temperature not exceeding 12°C;
 - (iv) cutting and wrapping at an air temperature not exceeding 12°C;
 - (v) packing, marking and labelling at an air temperature not exceeding 12°C;

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- (vi) making up of new packaging material used for packing game meat;
- (vii) dispatch of wrapped and packed game meat at an air temperature not exceeding 12°C;
- (viii) dispatch of unwrapped game meat at an air temperature not exceeding 12°C; and
- (ix) washing and sterilizing of equipment;
- (h) Subject to the approval of the PEO, the rooms contemplated in paragraphs (g)(i) and (g)(ii) above may be combined and substituted by areas separated by an appropriate distance to avoid cross contamination;
- (i) separate bulk storage facilities or rooms must be provided for –
 - (i) wrapping material; and
 - (ii) packaging material;
- (j) separate storage facilities or rooms must be provided for items in daily use, such as–
 - (i) hand equipment;
 - (ii) wrapping material;
 - (iii) packaging material;
 - (iv) clean protective clothing; and
 - (v) cleaning materials and chemicals;
- (k) separate chillers or freezers must be available for –
 - (i) unwrapped game carcasses and game meat;
 - (ii) packed game meat;
 - (iii) holding frozen game meat if required; and
 - (iv) blast freezing game meat if required;
- (l) ablution facilities and toilets must be provided and the access routes to the cutting room must be under roof;
- (m) a personnel entrance to the cutting and meat handling areas of the plant must be provided and must be designed as an ante-chamber for cleaning purposes and must be provided with hand wash-basins, soap dispensers, hand drying facilities, a boot wash, hooks for aprons and a refuse container;
- (n) sterilization of hand-held equipment must comply with the requirements referred to in regulation 14;
- (o) hand wash- basins complying with requirements referred to in regulation 15 must be provided;
- (p) where applicable, extraction facilities for vapour control must be provided; and
- (q) if game meat is intended for sale to the public on the premises, a separate infrastructure or room with separate access control must be provided, subject to the approval of the PEO.

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B. Structural requirements

- (1) *Abattoirs, as well as cutting plants attached to abattoirs and those producing for the export market.*

General

8. Premises and facilities of an abattoir must be of such design, construction and finish and must be so equipped, in such condition and so located that they can be used at all times for the purpose for which they were designed, equipped and designated –
- (a) without creating a health hazard; and
 - (b) in such a manner that game meat –
 - (i) can be handled hygienically on these premises and facilities; and
 - (ii) can be protected by the best available method against contamination or spoilage by poisons, offensive gasses, vapours, odours, smoke, soot deposits, dust, moisture, insects or other vectors or by other physical, chemical or biological contamination or pollution.

Premises

9. (1) All areas on the premises must be rendered dust and mud free.
- (2) Provision must be made for storm water drainage.
- (3) The abattoir or cutting plant must be equipped with an enclosed drainage system for the disposal of effluent and sewerage, but sewerage from toilets must not share the same drainage system within the abattoir or cutting plant building.
- (4) Vehicle loading and offloading areas for dispatching and receiving of harvested game, partially dressed game carcasses, and game meat must be curbed, paved, drained and roofed.
- (5) Ablution, toilets and dining facilities must be provided with roofed and paved access routes if not directly attached to the abattoir or cutting plant.

Cross flow

10. The premises and buildings of an abattoir must be designed to ensure that –
- (a) clean and dirty areas and functions are separated;
 - (b) no cross flow between clean and dirty areas and functions occurs;
 - (c) inedible or condemned products can easily be removed on a continuous basis from areas where edible products is handled; and
 - (d) detained game meat can be kept and examined without contaminating passed game meat.

Requirements for interior of building and rooms

11. In abattoirs and cutting plants where game meat and game products are handled and in toilets, change rooms and dining facilities –
- (a) all rooms must be of such sizes as not to compromise food safety;
 - (b) floors and stairways must be –
 - (i) smooth, impervious, resistant to wear and corrosion and not slippery; and
 - (ii) free of cracks and open joints;
 - (c) floor drainage design and construction –
 - (i) must ensure that floors are sloped at a gradient of not less than 1:60 towards drainage points or channels;
 - (ii) must ensure that channels drain from clean to dirty areas;
 - (iii) must be such that drainage channels are smooth, impervious, washable and provided with grates or covers; and

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- (iv) must provide all drain inlets with solid traps as well as mechanisms to prevent access of vermin and obnoxious odours into the abattoir;
- (d) interior wall surfaces, partitions and pillars must be –
 - (i) smooth, impervious, washable and light coloured;
 - (ii) rounded at floor to wall, as well as wall to wall, junctions with a minimum radius of 50mm; and
 - (iii) rounded on top in case of walls and partitions which are not ceiling height;
- (e) interior roof structures or ceilings, must be smooth, impervious, light coloured and washable;
- (f) doors and doorframes must be smooth, impervious, vermin proof, light coloured and corrosion resistant;
- (g) personnel entrances must have self-closing doors and be provided with hand wash-basins, boot wash and apron wash facilities and apron hooks;
- (h) hatches, where provided, must have an inclined bottom edge sloping towards the dirtier side, and self closing flaps must be provided when applicable;
- (i) chutes must –
 - (i) be smooth, light coloured and corrosion resistant;
 - (ii) open at least 300 mm above the floor;
 - (iii) be sanitised along its entire length; and
- (iv) be separate for game meat, inedible products and condemned products, respectively;
- (j) windows –
 - (i) must have light coloured, corrosion resistant frames and must be glazed;
 - (ii) must be fitted with fly screens when used for ventilation;
 - (iii) must have window sills that slope at 45°; and
 - (iv) may not be opened if it interconnects clean and dirty areas;
- (k) all working areas must –
 - (i) be well ventilated; and
 - (ii) have artificial or natural lighting at an intensity of at least –
 - (aa) 540 lux where game meat is inspected; and
 - (bb) 220 lux in work areas;
- (l) all light fittings must be equipped with covers or splinter protectors;
- (m) all electrical fittings must be waterproof; and
- (n) all wall mounted equipment, structures and fittings must have a clearance of at least 50 mm from the wall, otherwise the equipment, structure and fittings must be sealed to the wall such that there is no space in between.

Requirements for equipment

12. (1) Equipment –
 - (a) must be corrosion resistant and non-toxic and may not taint or stain game meat;
 - (b) must have surfaces which are smooth, impervious and free of holes, cracks and sharp corners, and must be sterilisable; and
 - (c) may not contaminate game meat with lubricants.
- (2) Containers used to hold meat must comply with sub regulation (1) and if the sides and bottoms are constructed with openings they must be designed so that game meat cannot protrude through the openings or make contact with the floor, walls or any other abattoir structure.

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Requirements for toilets and change rooms

13. (1) Toilets and urinals must be situated in a separate room and may not be an integral part of a change room.
- (2) All toilets must be provided with toilet paper holders and toilet paper, hand wash-basins, soap dispensers with germicidal liquid soap and hand drying facilities.
- (3) Change rooms and toilets may not have direct access into an area or room where game meat is handled.
- (4) Workers must be provided with clothing lockers in which to store private clothes separately from protective clothing, ensuring that private clothes and clean protective work clothes do not make contact.
- (5) Workers must be provided with separate fly proof facilities in which to keep food.

Sterilisers

14. (1) Sterilisers must be easily accessible and must –
- (a) be placed on dressing platforms and within three meters of all other workstations, adjacent to hand wash-basins in rooms and areas where –
- (i) game carcasses are dressed;
- (ii) game meat is detained;
- (iii) condemned products are handled; and
- (iv) game meat is otherwise handled.
- (b) be corrosion resistant and capable of sterilising hand utensils and equipment, such as cutters and saws, at a minimum water temperature of 82°C during slaughter, dressing and handling until dispatch; and
- (c) have an inlet, overflow and outlet and must drain through a down pipe directly into a closed drainage system or into an open channel, but such drainage water may not flow over the floor across areas where traffic occurs.
- (2) Any other method of sterilisation must be approved by the PEO.

Hand wash-basins

15. Hand wash-basins must be easily accessible and be –
- (a) placed on dressing platforms and within three metres of workstations in rooms and areas where –
- (i) dressing takes place;
- (ii) game meat is detained;
- (iii) condemned products are handled; or
- (iv) game meat is otherwise handled;
- (b) corrosion resistant;
- (c) provided with taps that are not hand or elbow operated;
- (d) supplied with warm running water at not less than 40°C and not too hot to comfortably wash hands;
- (e) provided with an inlet, outlet and must drain through a down pipe directly into an enclosed drainage system or into an open channel, but such drainage water may not flow over the floor across areas where traffic occurs;
- (f) fitted with a dispenser for liquid germicidal soap; and
- (g) hand drying facilities, unless the drying of hands is not necessary in the area where the basin is situated.

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Apron-on wash-cabinets

16. Apron-on wash-cabinets, required in low and high throughput abattoirs, must be installed near work stations and be constructed so as to contain splashing from personnel washing their aprons while wearing it and must drain directly into a drainage system.

Water supply

17. (1) Water must be under pressure, and must conform to the SANS 241 standard for drinking water.
- (2) Water points must be provided with –
- (a) cold water;
 - (b) water at not less than 40°C and equipped with hose pipes for sanitizing all areas of the abattoir; and
 - (c) hose reels to store hoses away from the floor unless vertical (drop) hoses are provided.

Facilities and areas for handling of inedible, condemned products and refuse material

18. (1) Sufficient theft and leak proof containers with tight fitting lids, complying with regulation 12, must be provided to keep and transport condemned products and they must be clearly marked "CONDEMNED".
- (2) Containers must be provided to collect and hold inedible products until disposal.
- (3) Facilities to collect and hold blood prior to disposal must be provided where applicable.
- (4) Refuse containers must be provided for the collection of general refuse at various points on the premises.
- (5) Areas where condemned products and other waste containers are kept prior to removal must be impervious, curbed and drained and the containers must be enclosed or fitted with tight fitting lids.

Dressing and evisceration facilities in game abattoirs

19. (1) The minimum clearance for rails and equipment in dressing areas to avoid contact of game meat with the floor is –
- (a) for category B game dressing, from rail to floor is 3.4m; and
 - (b) for category C game dressing, from rail to floor is 2.2m.
- (2) The clearance between equipment and dressing rails must in all cases be such that game carcasses do not touch equipment and is at least 1000mm from walls.
- (3) Rails with hooks fixed to a wall must be 400 mm from the wall, and game meat hanging from such hooks may not touch the floor or wall.
- (4) Rails must be at least 700 mm from columns, pillars or the side of a doorway through which game carcasses must pass.

Game meat inspection facilities

20. (1) Containers, racks and platforms and any other equipment required for game meat inspection must be provided in an abattoir.
- (2) Marked, leak proof and lockable containers or other means to handle and hold condemned and inedible products prior to removal, must be provided.

Chillers and freezers fitted with overhead rails

21. (1) Chillers and freezers must be provided to hold at least the daily throughput.
- (2) The minimum clearance for rails –
- (a) for category B or category C game carcasses on cradles with extension rods, is 1000 mm from the wall and 900 mm between overhead carcass rails; and
 - (b) for category C game carcasses, if hung separately, is 330 mm from the wall and between overhead carcass rails.

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- (3) Spacing of units on the line should be such as to ensure airflow between game carcasses or sides with a minimum of 660 mm length of rail per unit.

Dispatch areas

22. Dispatch areas must be equipped for –

- (a) quartering, marshalling and loading of game carcasses;
- (b) collection and transport, avoiding cross or contra flow, of used roller-hooks to the sanitation facility; and
- (c) sterilization of saws and other cutting utensils.

(2) Game harvesting vehicles and depots**Game harvesting vehicles**

23. (1) Vehicles used for harvesting Category C or small game must –

- (a) have a hanging frame to bleed game in a hanging position, easily cleanable and the hanging frame as well as the working space and floor must be –
 - (i) corrosion resistant and free from holes and cracks;
 - (ii) durable, non-toxic, smooth surfaced and impervious; and
 - (iii) resistant to impact;
 - (b) be equipped with facilities for cleaning and sterilising of bleeding knives with water at a minimum temperature of 82°C or any other method of sterilization as approved by the PEO;
 - (c) have a separate hand wash facility, with potable running warm water and soap, for the workers bleeding the harvested game;
 - (d) keep no equipment or loose objects, other than is required for the harvesting and bleeding of game, on the loading area of the vehicle; and
 - (e) have artificial light of at least 220 lux where harvesting takes place at night.
- (2) Vehicles used for harvesting Category B or medium game –
- (a) must comply with the requirements of (1) above, as for category C game;
 - (b) may have a hoist to facilitate loading; and
 - (c) the loading compartment must be fitted with a ramp at a downward sloping position of not less than 20° to facilitate effective bleeding during transportation.
- (3) Vehicles used for harvesting Category A or large game will be determined by the species harvested and a protocol approved by the PEO will be required to ensure an approved method of killing and handling procedures for each specie.
- (4) Transportation of trophy hunted game animals intended for human consumption on the commercial market, must meet the standards for the transportation of harvested game as provided for in this regulation.

Transferable depots

24. A transferable depot must be approved by the PEO and must be provided with –

- (a) a hanging frame of sufficient height to prevent heads and necks of game carcasses making contact with the ground;
- (b) tables with sufficient capacity for the inspection of rough offal;
- (c) adequate hooks for the inspection of heads and feet if removed as well as for red offal;
- (d) an approved protocol regarding the accumulation and disposal of blood and waste products on the ground below the frame during dressing, with the understanding that the immediate area surrounding the transferable depot must be dust and mud free;
- (e) sufficient closable containers that comply with regulatory requirements to accommodate –

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- (i) red offal;
 - (ii) rough offal;
 - (iii) inedible products; and
 - (iv) condemned products;
- (f) potable water and facilities for –
 - (i) sterilizing knives and equipment at a minimum temperature of 82 °C; and
 - (ii) washing of hands and equipment;
- (g) bactericidal liquid soap;
- (h) artificial light where game is slaughtered at night –
 - (i) with a minimum light intensity of 220 lux evenly distributed across the working areas or rooms for dressing; and
 - (ii) 540 Lux at the inspection point; and
- (i) toilets and associated or adjacent hand wash facilities with running water.

Permanent depots

25. Permanent depots must be approved by the PEO and must comply with the requirements for transferable depots referred to in regulation 24, but in addition –
- (a) the frame must be fixed on a curbed and drained concrete base;
 - (b) roadways, walkways and the immediate area surrounding the depot must be dust and mud free; and
 - (c) have an underground effluent disposal system.

C. Food safety practises and related matters**(1) Offal handling****Red offal****Depot**

26. (1) Red offal must be protected against contamination during evisceration, meat examination and handling at the depot, transportation to an abattoir and within the abattoir.
- (2) Evisceration and inspection of red offal must only be done at the depot or abattoir.
- (3) Red offal must be protected against contamination during evisceration, game meat examination and handling at the depot, transportation to an abattoir and within the abattoir.
- (4) Red offal intended for human consumption must be transported to the abattoir and must be identifiable and correlated to the carcass of origin.
- (5) Detained red offal at the depot must be kept separate from the rest of the consignment, in marked, lockable and leak proof containers until after inspection at the abattoir.
- (6) Condemned red offal must be handled in the prescribed manner.
- (7) Red offal passed for human consumption by the registered inspector may be washed with potable running water to remove excess blood.

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Abattoir

27. (1) Red offal may be washed with potable running water, hung on hooks or placed in containers and chilled in a red offal or game carcass chiller, to reach a core temperature less than 7 °C within 16 hours of chilling, but it need not be chilled at the abattoir if dispatched on a continuous basis through a protocol approved by the PEO.
- (2) Red offal must not be stored, or come into contact, with rough offal, except in a holding freezer and the products are packaged.
- (3) Further separation, cutting and packing of red offal must be done in a separate area or room.
- (4) Heads may only be demasked on the dressing floor and defleshing must take place in the area or room mentioned in sub-regulation (3).
- (5) Where red offal is packed in cartons, containers or plastic bags for dispatch, chilling or freezing –
- (a) it may only be done in an area or room separate from the dressing area/room and equipment must be provided for this function;
- (b) storage facilities for clean empty bags or containers, for a day's use, must be provided; and
- (c) bulk storage facilities must be provided for packing material.
- (6) Cartoned offal may not be stored in the same chiller as game carcasses or uncartoned offal: Provided that the PEO may allow this per protocol in rural and low throughput abattoirs.

Rough offal**Depot**

28. (1) Rough offal must be protected against contamination during evisceration, meat examination and handling at the depot, transportation to an abattoir and within the abattoir.
- (2) All rough offal must be made available for meat examination and correlated to the carcass of origin.
- (3) Rough offal passed by a registered inspector may be released directly for human consumption within four hours of shooting, through a protocol approved by the PEO. Rough offal from evisceration carried out outside a depot or abattoir must be condemned.
- (4) If rough offal cannot be released for human consumption at the depot within four hours of shooting, it must either be condemned or washed and frozen immediately or reach the abattoir within four hours to be handled as contemplated in regulation 29.
- (5) The paunches may be emptied at the depot in a hygienic manner and the stomach content collected at the depot must be handled and disposed off in accordance with regulation 53(k).

Abattoir

29. (1) Correlation of all rough offal to game carcasses of origin must be maintained until final inspection of the game carcasses has been completed.
- (2) Rough offal of harvested game that were eviscerated and inspected at the depots must be brought into the rough offal room through the rough offal room exterior door.
- (3) Rough offal, excluding heads and feet, received from depots must be washed immediately upon arrival.
- (4) Rough offal eviscerated at the abattoir must be removed from the dressing area or room to the offal room directly adjacent and connected thereto.
- (5) paunches and intestines must be –
- (a) separated and emptied of its contents;
- (b) washed with potable running water; and

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- (c) hung on hooks for cooling and drip drying before and during chilling.
- (6) Equipment must be provided for the emptying of paunches and intestines and the paunch and intestinal content must be removed continuously.
- (7) Where washed paunches or intestines are packed in containers or plastic bags for dispatch, chilling or freezing, a storage facility for clean bags or containers, for a day's use, must be provided.
- (8) Edible washed rough offal must be stored in a chiller at an air temperature not exceeding minus 2°C, but it need not be chilled at the abattoir if dispatched on a continuous basis through a protocol approved by the PEO.

Additional cleaning of rough offal

- 30. (1) The process as well as the equipment used to additionally clean offal must be verified by the PEO.
- (2) A separate room, which is of sufficient size and so arranged that the hygiene of the operation is assured, must be provided.
- (3) Separate containers must be used for washed and additionally cleaned offal.
- (4) Additionally cleaned offal must be removed from the room mentioned in regulation 28(2) without delay.
- (5) Where applicable, separate rooms must be provided for –
 - (a) dehairing of heads, hooves and feet; and
 - (b) skinning, defleshing and splitting of heads and the recovery and packing of brains.
- (6) Where additionally cleaned rough offal is packed for dispatch, chilling or freezing –
 - (a) it may only be done in a separate room or area and equipment must be provided for this function; and
 - (b) a storage facility for clean bags or containers, for daily use, must be provided.
- (7) Additionally cleaned rough offal must be stored in a chiller at an air temperature not exceeding minus 2 °C, but it need not be chilled at the abattoir if dispatched on a continuous basis through a protocol approved by the PEO.

(2) Cutting procedures at cutting plants attached to abattoirs and those producing for the export market

(See also Regulation 7)

General

- 31. (1) Only game carcasses or game meat that was passed or conditionally passed, may be presented for cutting.
- (2) All game meat received at a cutting plant must be verified by a registered inspector that –
 - (a) documentation pertaining to the origin of such meat is available;
 - (b) effective meat inspection was done on such meat and that it was passed; and
 - (c) the cold chain was maintained and that the meat core temperature is 7°C or less;
- (3) All game meat presented for cutting must be free of contamination.
- (4) No game meat that exhibits signs of spoilage may be cut.
- (5) A registered inspector may at any time require any packed game meat to be re-opened for inspection, and may authorize the resealing of such opened container or carton with meat.
- (6) A linear production flow must be followed by avoiding cross flow, backtracking and accumulation or congestion of meat at any stage of the production process.

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Cutting

32. (1) All the cutting, dicing or mincing must be so arranged that the hygiene of all the operations is assured.
- (2) Bones derived from cutting procedures must be removed regularly to a suitable room or container provided specifically for this purpose.
- (3) Game meat obtained from cutting and found unfit for human and animal consumption must be collected in properly marked containers or facilities and removed from the premises in accordance with Part VIII.
- (4) Meat that has been cut must be chilled, or freezing started, within one hour of cutting.
- (5) Game meat may be cut while warm if –
- (a) it is transferred directly from the dressing room to the cutting room in a single operation, the cutting room being in the same building or on the same premises as the dressing room;
 - (b) cutting is carried out immediately after transfer; and
 - (c) this procedure is done according to a protocol approved by the PEO.

Wrapping

33. (1) Wrapping materials may not be kept in a cutting room in quantities greater than the daily requirement, and must be so stored and handled as to maintain them in a clean condition up to the moment of use.
- (2) Exposed game meat may not come into contact with cartons, except where waxed cartons are used.
- (3) The owner of the establishment must ensure that in contact wrapping material is –
- (a) strong enough, when used as intended, to protect the meat;
 - (b) of such a nature that no harmful substances can leach from it into the meat; and
 - (c) clear so as not to alter the colour of the meat when viewed from outside the wrapping.

Temperature control

34. (1) The air temperature of a room where game meat is cut and packed, must be maintained at or below 12°C.
- (2) Cut game meat must be subjected to uninterrupted chilling to maintain a core temperature at or below 7°C.
- (3) frozen game meat may not be dispatched before a core temperature of minus 12°C has been reached.
- (4) Holding freezers must be able to provide uninterrupted core temperature of the product at minus 18°C.
- (5) Temperature capabilities must be as specified in regulation 38.

Sanitation

35. (1) The cleaning and sterilization procedure of portable and other equipment must comply with Part II(C)(5).
- (2) Sanitizing and sterilizing of hand and other equipment must be done during working hours.

Processing

36. Processing must comply with the requirements set in the Requirements for Food Premises under the Foodstuffs, Cosmetics and Disinfectants Act, 1972 (Act No. 54 of 1972).

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(3) Chilling and freezing at abattoirs**Requirements**

37. (1) All chilling, freezing and cold storage facilities for game meat must comply with the structural requirements for all abattoirs contained in Part II B(1).
- (2) Chillers and freezers must be equipped with dial thermometers or continuous thermo-recorders, to give an accurate indication of the air temperature within the room.

Temperature capability

38. (1) A chiller used for chilling warm game meat, game carcasses, sides, quarters or portions must be capable of providing uninterrupted cooling to reduce the core temperature of the game meat and game carcasses to 7°C before dispatching.
- (2) The defrost mechanisms for freezers and chillers must –
- (a) prevent the build-up of ice on the evaporator coil surfaces to levels detrimental for temperature maintenance;
 - (b) where a chiller or freezer contains meat during a defrosting cycle, defrosting of each evaporator coil must be completed within 30 minutes; and
 - (c) drainage connections of ample size must be provided from drip trays of air cooling units and must lead to ground level outside of the room or directly into the drainage system.
- (3) A chiller or freezer must have a visible permanent notice fixed to the outside, stating –
- (a) the cubic capacity of the room;
 - (b) the type of product which may be chilled, frozen or stored in it;
 - (c) the maximum permissible product load in kilograms or number of game carcasses for that room;
 - (d) the final temperature required for the game meat in degrees Celsius and the minimum period of time, in hours, which is necessary for this temperature to be achieved; and
 - (e) in the case of a storage chiller or freezer, the maximum permissible mean temperature value at which game meat may be introduced.

Loading practices for chillers and freezers

39. (1) Game meat must be chilled in a hanging position ensuring air circulation or, if packed in containers, stacked so as to ensure air circulation.
- (2) No game meat may be stacked directly on the floor.
- (3) Warm game carcasses may not be loaded into a chiller containing chilled game meat.
- (4) No carcass or game meat –
- (a) which is unfit for human consumption or may have a detrimental effect on other game meat may be stored in a chiller or freezer containing edible products; and
 - (b) A carcass or game meat must be removed immediately if it deteriorates to such a state as determined by the registered inspector.
- (5) No exposed game meat may be stored in a freezer or chiller containing cartoned products.
- (6) Rough offal may not be stored in a holding freezer which contains game carcasses, game meat or red offal, unless all these products, including the rough offal, are wrapped and packaged.
- (7) No item or product other than game meat may be stored in a chiller or freezer except in the case of holding freezers, where approval has been granted by the registered inspector.

Ice

40. (1) The use of ice as a coolant in an abattoir is subject to prior approval of the system by the

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- (2) Ice incorporated in any system or equipment which is utilized for the chilling of game meat must be made from potable water.
- (3) Equipment or systems incorporating ice as coolant for game meat must be designed and operated in such a manner that water melting off the ice will not adversely affect the product or adjacent areas.

Sanitation and vermin control

- 41. (1) Equipment used in chillers, freezers or cold storage facilities that may come into direct contact with the game meat must be kept in a clean and hygienic condition, and provision must be made for cleaning and sterilizing such utensils directly after use.
- (2) Ice formation in freezers must be prevented and freezers must be defrosted and sanitized as frequently as may be required by the registered inspector.
- (3) Freezers and chillers must be free from vermin, toxins, mould and bacterial growths.
- (4) Chillers, freezers and cold storage facilities must be free from odours which may be absorbed by game meat.
- (5) Chillers in regular use must be sanitized immediately after dispatch of all game meat.

Records

- 42. (1) Thermo-control records must be available on request by the PEO or NEO.
- (2) Checks must be done according to the requirements of the Food Safety Management System in practice.

(4) Loading practices for transportation of game meat***Loading and transport in general***

- 43. (1) A vehicle used for the transport of game meat must comply with the requirements set in the Requirements for Food Premises under the Foodstuffs, Cosmetics and Disinfectants Act, 1974 (Act 54 of 1974) and must be inspected by the registered inspector prior to loading.
- (2) Rough offal may not be loaded in the same loading space as game carcasses, portions or red offal, unless such rough offal is kept in clean, waterproof containers with tight fitting lids, complying with specifications for equipment as set in Part II B(1).
- (3) No cartoned or wrapped products may be loaded in the same loading space with exposed game meat.
- (4) Chilled, game carcasses, sides and quarters that are unwrapped must be suspended without touching the floor and where such chilled game meat is wrapped, it may not be stacked on the floor if this results in the deterioration of air movement in the loading space.
- (5) Unwrapped game meat may not be loaded directly onto the floor.
- (6) Where required by the PEO, the driver of a vehicle transporting game meat must provide the name, address and contact details of the owner of the vehicle.
- (7) Game meat returned to an abattoir or cold storage facility may not be accepted unless by a protocol approved by the PEO.
- (8) Loading of game meat by informal traders must be regulated by a protocol approved by the PEO but without compromising hygiene or safety standards.
- (9) Loading and transportation of game meat must comply to relevant requirements that may be set from time to time under the Animal Diseases Act, 1984 (Act 35 of 1984)

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(5) Sanitation**Water and equipment**

44. (1) There must be available for sanitation purposes –
- (a) potable or drinking water;
 - (b) hot water at a minimum of 82°C in sterilisers for disinfecting hand equipment;
 - (c) water at not less than 40°C and not too hot to comfortably wash hands; and
 - (d) water at a minimum of 40°C for general cleaning purposes.
- (2) The abattoir owner must supply all the necessary sanitation equipment.

Sanitation programmes

45. (1) Sanitation programmes must be approved by a registered inspector.
- (2) A detailed post slaughter sanitation programme must be in place containing –
- (a) a list of all areas and rooms to be cleaned;
 - (b) the frequency of cleaning;
 - (c) step by step cleaning procedures for each area, room or equipment including ablution facilities, game meat transport vehicles;
 - (d) technical sheets of the chemicals used must be available with reference to accredited approval for use in game meat abattoirs, active ingredients, dilution rates and applications;
 - (e) results, including microbiological monitoring, to be obtained as the objective of the sanitation programme; and
 - (f) job descriptions and a training programme for all cleaners.
- (3) Programmes must be in place for continuous cleaning during –
- (a) work periods;
 - (b) breaks; and
 - (c) shift changes.
- (4) Sanitation must commence immediately after production for the day or shift has ended but, no sanitation may commence in any area before all edible game meat and game products have been removed to prevent contamination.
- (5) A new shift may not commence before all areas, rooms and equipment have been cleaned and disinfected and an effective pre-production monitoring programme must be in place to ensure cleanliness of all facilities before production commences.

Chillers and freezers

46. (1) Chillers must be sanitized before a fresh load of game meat is loaded.
- (2) Chillers may not be sanitized if it contains game meat.
- (3) Freezers must be defrosted and thoroughly sanitized at least once a year or more often if required by a registered inspector.

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PART III**FOOD SAFETY MANAGEMENT AND EVALUATION SYSTEMS**

[Section 11(1)(e)]

Food safety management system (FSMS/HMS)

47. The owner of an abattoir, cutting plant or depot must –

- (a) define the scope of the Food Safety Management System (FSMS) in terms of product, processes and production;
- (b) develop, implement and maintain a documented FSMS;
- (c) continuously improve the system;
- (d) include detailed information on measures or programmes required to monitor identified control points, including the methods of monitoring or checking these control points for approval by the PEO;
- (e) provide relevant records of observations, checks, measurements or results;
- (f) provide risk based sampling programmes for laboratory analyses, as well as names of approved laboratories to do the required analyses;
- (g) provide written accounts of decisions relating to corrective actions when taken; and
- (h) assess the food hygiene status of the abattoir or depot by means of the Hygiene Assessment System (HAS) and provide results to the PEO for verification as frequently as he or she may require.

Document management system

48. A document management system must provide for –

- (a) the accessibility of documents relating to an identified harvest batch;
- (b) the recording of each harvest batch containing information regarding date of harvesting, species harvested, mass, quantities, identification, animal health status of farm and destination for game carcasses as well as cut game meat;
- (c) a documented game product traceability and recall procedure approved by the PEO; and
- (d) records pertaining to the system must be available for a period of five years.

Schematic plan of abattoir and depot

49. The owner must on request provide an updated schematic plan of the abattoir and depots, which must include details of –

- (a) all the different areas on each level;
- (b) all the different rooms in each area identified, indicating the process or operation including the capacities or rates of operation that take place in such rooms;
- (c) the flow of the game product;
- (d) ancillary structures on the premises;
- (e) the required temperature as well as the capacity of each room where temperature is controlled;
- (f) the different ablution facilities for workers in clean and dirty areas as well as the personnel entrances to the different areas;
- (g) all entrances to rooms, areas and building; and
- (h) boundaries, indicating entrances and exits to and from premises.

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Flow diagram of harvesting and dressing processes

50. The owner must on request provide a flow diagram of the harvesting as well as the dressing process which includes –
- (a) all steps involved in the process, including delays during or between steps, from harvesting, receiving of the game carcasses to placing of the end game product on the market; and
 - (b) details and technical data including equipment layout and characteristics, sequence of all steps, technical parameters of operations, flow of game products, segregation of clean and dirty areas, hygienic environment of the abattoir and harvest depots, personnel routes and hygienic practices, game product storage and distribution procedures.

Potential hazards

51. The owner must conduct a hazard analysis and prepare a list of all potential biological, chemical or physical hazards that may occur at each harvesting and dressing step of the process.

Prevention of hazards

52. (1) The owner must prepare a written hazard management programme to prevent, eliminate or reduce hazards mentioned in regulation 51 to acceptable levels and must –
- (a) ensure that management programmes for each hazard are implemented;
 - (b) establish critical limits for critical control points;
 - (c) establish procedures that will be used for monitoring or checking and verification for each critical control point ;
 - (d) prepare written corrective actions required and assign responsibility without hesitation when a deviation from a critical limit is observed and such corrective action must specify that –
 - (i) the cause of the deviation is identified and eliminated;
 - (ii) the critical control point is under control after the corrective action is taken;
 - (iii) measures to prevent recurrence are established; and
 - (iv) no game product that is injurious to health as a result of the deviation enters the game meat chain.
- (2) The registered inspector shall verify the adequacy of the hazard management programme and such verification includes reviewing the hazard management plan, critical control points records, critical limits, other records pertaining to the hazard management programme, determining the adequacy of corrective actions taken when a deviation occurred, direct observation or measurement at a critical control point, sample collection and analysis to determine that the harvested game meets all safety standards.

Hygiene management programmes (HMP)

53. The owner of the abattoir must develop, implement and maintain an effective –
- (a) HMP for ante-mortem inspection, including measures to –
 - (i) identify animals with diseases and conditions of which signs may not be visible during post-mortem game meat inspections;
 - (ii) identify animals with contagious diseases or diseases controlled under the Animal Diseases Act 1984 (Act No. 35 of 1984);
 - (iii) identify animals that pose a public health risk;
 - (iv) prevent the harvesting of such animals as identified above;
 - (v) ensure that all harvested game carcasses which for some reason or other cannot be processed into safe game meat are identified as being condemned and handled in accordance with Part VIII;
 - (vi) ensure that each batch of animals supplied to the abattoir has a health declaration; and

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- (vii) ensure that partially dressed game carcasses originate from an approved depot.
- (b) HMP for harvesting and dressing, including –
 - (i) harvesting and dressing procedures which must limit any contamination to the absolute minimum;
 - (ii) measures to ensure hygienic practices before, during and after harvesting and dressing, which must be monitored by the registered inspector;
 - (iii) control measures to ensure that no contamination of game meat and edible game products occur from –
 - (aa) the external surface of the harvested game animal;
 - (bb) wind and dust;
 - (cc) the contents of hollow organs;
 - (dd) persons working with edible game products; or
 - (ee) contact with unclean objects;
 - (iv) training of all workers in correct harvesting and dressing techniques including principles of hygiene practices; and
 - (v) a programme for the daily checking of game carcasses after dressing for soiling which must provide for regular checking of a representative sample of game carcasses throughout the game production period on a random basis and to determine the levels of contamination of game carcasses;
- (c) HMP for game meat inspection, at harvesting, at a depot and at an abattoir of which the supervisory registered inspector must monitor game meat inspection and which will include –
 - (i) written measures to ensure –
 - (aa) that game meat inspection is done according to Part VI;
 - (bb) the competency of trained persons and game meat inspection personnel;
 - (cc) the personal hygiene of the game meat inspection personnel;
 - (dd) that heads, red and rough offal are correlated to the game carcasses of origin;
 - (ee) the security of detained game carcasses and organs;
 - (ff) the security of provisionally passed game carcasses and organs;
 - (gg) the security of the stamp of approval;
 - (hh) the security of condemned products; and
 - (ii) the implementation of standard operational procedures (SOP's) to ensure the game production of safe game meat;
 - (iii) Monitoring of game meat inspection by a supervisory registered inspector;
- (d) HMP for personal hygiene of workers in terms of which –
 - (i) a general code of conduct, approved by a registered inspector, for personnel and in particular for workers who come into direct contact with game meat and edible game products, must be available;

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- (ii) a training programme, as well as registers of attendance, for all personnel to apply the principles of the code of conduct referred to in subparagraph (i) must be available; and
 - (iii) records of surveillance and supervision including records of disciplinary action in cases of repetitive misconduct or non-compliance must be available;
- (e) HMP for medical fitness of workers in terms of which –
 - (i) records of initial medical certification that workers are fit to work with game meat and edible game products, prior to employment, must be available; and
 - (ii) records of daily fitness checks, including corrective actions applied in cases of illness and injury, must be available;
- (f) HMP for steriliser temperatures and maintenance of sterilisers in terms of which measures to ensure the continuous availability and accessibility of sterilisers in good working order at temperatures of at least 82 °C, including registers for daily checks indicating frequency of checks as well as corrective action procedures in cases of non-compliance, must be available and in cases where chemical sterilisers are used on harvesting vehicles and depots, these must be maintained as required and a register kept;
- (g) HMP for the availability of liquid soap and soap dispensers, toilet paper, and disposable towels, in terms of which measures to ensure the continuous availability and accessibility of liquid soap and soap dispensers for hand-washing purposes, toilet paper and disposable towels at pre-identified points must be available;
- (h) HMP for sanitation and continuous cleaning including a cleaning schedule providing
 - (i) a list of all the areas to be cleaned;
 - (ii) a list of all the rooms that have to be cleaned within every area;
 - (iii) the name of the person responsible for the cleaning of each area, section or room;
 - (iv) for each room within a particular area, a detailed description of the cleaning of each structure, including –
 - (aa) the frequency of cleaning;
 - (bb) step by step methods of cleaning;
 - (cc) data of the chemicals which are used, such as registration data, safeness, dilutions, application prescriptions;
 - (dd) the correct application of the detergents such as dilution, temperatures and contact times;
 - (ee) the rinsing off of applied chemicals; and
 - (ff) the results to be obtained as an objective of the cleaning programme;
 - (v) an addendum for each room in which the cleaning of each structure must be described in detail including aspects such as method, frequency and target results;
 - (vi) for the training of cleaning teams in the execution of these programmes;
 - (vii) for control over the storage of detergents to prevent contamination of edible game products;
 - (viii) a detailed description for continuous cleaning in the meat handling areas during dressing, which must include –

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- (aa) a list of all the actions in this programme including the cleaning of moving equipment and crates; and
 - (bb) a step by step description of each action;
- (ix) for these programmes to be approved by a registered inspector; and
- (x) for laboratory checks as control of effectiveness of the cleaning programmes to be instituted and documented;
- (i) HMP for availability and quality of water in terms of which –
 - (i) the owner of the abattoir or depots must account for the source of water supply and the status of such water;
 - (ii) the owner must be able to demonstrate the water distribution system within the abattoir or depots and provide an updated schematic plan of the water distribution on the premises;
 - (iii) a sampling programme must be followed to ensure that all outlets, including water hoses are checked on continuous basis within allotted periods of time, and the sampling procedure must be described; and
 - (iv) the owner is responsible to ensure that water used in the abattoir or depots is potable and that records of microbiological and chemical water test results are available;
- (j) HMP for vermin control in terms of which the owner of the abattoir or depot must provide a written control programme for each vermin type, and such programme must include –
 - (i) schematic drawings indicating the position of bait stations;
 - (ii) a poison register, including specifications for the use of different poisons;
 - (iii) training programmes for persons working with poisons; and
 - (iv) routine checking of bait stations;
- (k) HMP for waste disposal, including condemned products, in terms of which –
 - (i) the owner of the abattoir or depot must provide a written control programme for the removal of each different category of waste material including general refuse removal; and
 - (ii) security arrangements to prevent condemned products from entering the food chain must be described;
- (l) HMP for in-contact wrapping and packaging materials in terms of which –
 - (i) the owner of the abattoir or depot must have a written control programme addressing the suitability as well as the storage and handling of all in-contact food grade wrapping and packaging material;
 - (ii) measures to prevent contamination in store rooms must be provided; and
 - (iii) measures to prevent contamination of wrapping materials must be provided;
- (m) HMP for maintenance, providing for the owner of the abattoir or depot to provide a document addressing the routine maintenance of all equipment and structures; and
- (n) HMP for temperature control in terms of which –
 - (i) a plan must be provided that indicates the layout of all the chillers, freezers and dressing areas and rooms where temperature control of the rooms is required including –
 - (aa) each temperature controlled room or area;
 - (bb) the number of the room or area;
 - (cc) the temperature requirement of each room; and
 - (dd) the throughput of each room;

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- (ii) each room or chilled vehicle used to transport game carcasses from the harvesting area, must be equipped with a recording thermograph, or equivalent means of monitoring and recording must be used, that indicates the temperature measurements in the room or chilled vehicle on a continuous basis;
- (iii) the graphs or data must provide the actual time and temperature as well as the correct date;
- (iv) annual calibration and certification to this effect must be available;
- (v) records in respect of regular testing of digital thermographs and meters against a certified fluid in glass thermometer, done by the owner, must be available;
- (vi) placing of the thermo-sensors within rooms must be representative of the temperature in the room;
- (vii) if a centralized computer system is used for this purpose all the relevant temperatures must be recorded on an ongoing basis at most every 30 minutes;
- (viii) the temperature status of every room must be checked at most every 12 hours by the owner to ensure maintenance of temperatures and all deviations must be accounted for;
- (ix) checks by the owner must be recorded on the temperature control records;
- (x) any deviations from the required temperature must receive immediate corrective attention;
- (xi) the hygiene manager must be notified immediately in every case where a temperature breakdown has occurred;
- (xii) records must be available for inspection by the NEO or PEO; and
- (xiii) the hygiene manager must indicate daily control checks by way of signature on the records.

PART IV

REQUIREMENTS FOR PERSONS ENTERING ABATTOIRS [Section 11(1)(f)]

Visitors entering an abattoir

54. All persons entering an abattoir, including management, visitors and maintenance personnel, must be issued by the owner with clean suitable protective clothing complying to regulation 57(1).

Medical records of employees

55. (1) Before employment at an abattoir or a cutting plant, a medical certification must confirm that a person is –
- (a) healthy and physically able to work as a meat handler; and
 - (b) not exhibiting visible signs and symptoms of a communicable disease.
- (2) All medical records pertaining to medical examinations and daily fitness checks must be available to the PEO or the registered inspector.

Fitness checks

56. The owner must ensure that all –

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- (a) personnel are examined daily, before starting work, for conditions such as suppurating abscesses, sores, cuts and abrasions which may pose a food safety risk, and persons so affected may not work with edible game products;
- (b) cuts and minor injuries must be covered with a durable waterproof dressing, surgical gloves or rubber finger guards;
- (c) personnel who were ill for three days or longer, present medical certificates to indicate that they are now fit to handle foodstuffs; and
- (d) personnel immediately report any injury to the owner.

Protective clothing

57. (1) Protective clothing must be light coloured, clean, in good repair and must include safety hats, hair nets, beard nets, head and shoulder capes, white gumboots and safety boots compliant with hygiene requirements and waterproof aprons as required by the work situation.
- (2) At the start of each working day or shift, the owner must provide personnel with clean protective clothing.
- (3) The owner must ensure that such clean protective clothing is stored and handled so that it does not make contact with private clothing.
- (4) Private and protective clothing must not be kept together.
- (5) Protective clothing must be changed or cleaned when it becomes contaminated by obnoxious matter or becomes dirty.
- (6) The workers in the clean and dirty areas must wear distinctive protective clothing, identifying which workers work in the respective areas.
- (7) Protective clothing must completely cover all personal clothing.
- (8) Personnel may change into protective clothing only in appropriate change rooms and items of protective clothing left in the abattoir working areas may only be placed or hung in areas designated for these items.
- (9) Personnel may not sit or lie on the ground in their protective clothing during rest periods and may never wear protective clothing outside the premises.
- (10) The abattoir owner must provide laundry facilities or make use of a laundry service and personnel must not be allowed to take protective clothing home to be washed.

Showering and washing of hands

58. Personnel who handle foodstuffs must –

- (a) wash their hands and fore-arms with a liquid germicidal soap and running water immediately after they become soiled or after having used a toilet or when entering a working area; and
- (c) shower when excessively soiled or as may be required by the registered inspector.

Prohibitions

59. (1) Jewellery, including traditional objects, may not be worn in an area where game meat is handled.
- (2) Fingernails must be short, clean and free of nail varnish.
- (3) Eating, drinking or using or handling tobacco are not allowed in any area where game meat is handled.
- (4) Drugs, liquor or any intoxicating substance may not be brought into any part of the premises and a drugged or intoxicated person may not be allowed to enter any part of harvesting area, depot or abattoir.
- (5) Personnel must refrain from any contaminatory actions.
- (6) Accommodation of personnel within the abattoir premises is prohibited.

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- (7) No pets are allowed at the harvesting area, depot or abattoir premises.

Training

60. (1) An owner of an abattoir must ensure that all his slaughter personnel participate or have participated in a training programme which emphasizes –
- (a) correct game harvesting and slaughter procedures as set out in these regulations; and
 - (b) good food safety practices for game harvesters and abattoir personnel.
- (2) Training requirements for trained persons and registered inspectors are:
- (a) All qualifications to be registered as a registered inspector as indicated in regulation 101 must be accredited by the South African Qualifications Authority (SAQA), provided that the training for a game meat examiner may be accredited by a different competent accreditation authority.
 - (b) All persons in possession of qualifications as mentioned in sub-regulation 60(2)(a) must have undergone practical training in game meat examination.

PART V**HARVESTING AND DRESSING OF GAME**

[Section 11(1)(h)]

61. Game animals and game meat harvested from specified disease control areas must be handled according to a specific procedure as approved for the control of that particular disease by the NEO or Director of Animal Health (Animal diseases Act, 1984).

General

62. (1) For game carcasses that were brought directly to the abattoir and were not eviscerated at a depot, regulation 68 is applicable.
- (2) All flaying equipment making contact with game meat must be sterilised after use on each game carcass.
- (3) Opening incision lines on a hide or skin must be made with a clean sterile hand knife from the inside to the outside (spear cuts) and mechanical flaying knives must not be used for this purpose.
- (4) Contact of the exposed game meat with platforms, walls, floor, outer surface of the skin or hide and soiled equipment must be avoided at all times.
- (5) Prior permission must be sought from the registered inspector at the abattoir to shoot game animal for trophies with the intention for the meat to enter the commercial market, provided that the NEO may require prior notification for such activity.

Shooting

63. (1) Game must be shot by an individual who has the relevant competency as required by the Fire Arms Control Act, 2000 (Act No. 60 of 2000).
- (2) All game shot with the intention of the game meat ultimately entering the commercial food chain, including trophy hunting, must be handled, from shooting until dispatch at the abattoir, in accordance with the provisions of these regulations.
- (3) Shooting must be carried out by or under the monitoring of a registered inspector, including a trained person where applicable.
- (4) Shooting must be done humanely so that it is reliably expected to cause immediate death.
- (5) Thoracic and abdominal shots must be avoided and game carcasses with such

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wounds must be marked for attention of the registered inspector.

- (6) In cases of trophy animals being hunted, where head and neck shots are undesirable, a thoracic shot to the heart is accepted provided that the carcass is marked for special attention of the registered inspector at the depot or abattoir.
- (7) Game animals wounded during harvesting that are still alive must be shot dead before making the bleeding incision.
- (8) Care must be taken to avoid the shooting of heavily pregnant game animals.

Bleeding

- 64. (1) Game must be bled within 10 minutes of being shot dead.
- (2) Bleeding is done by means of severing the jugular vein and carotid artery on either side of the neck (throat slitting).
- (3) Every harvested game animal must be bled with a clean and sterilised knife.
- (4) All trophy game animals harvested with the intention of the game meat entering the commercial food chain must be bled by sticking a clean and sterilised knife through the heart from the lowest ventral point of the thorax.
- (5) The different categories must be bled in the following ways:
 - (a) Category C or small animals – in a hanging position;
 - (b) Category B or medium animals – in a hanging or downward sloping position of not less than 20°; and
 - (c) Category A or large animals – in a lying position.

Transport of harvested game to depot or abattoir

- 65. (1) Harvested game animals must be transported from the point of harvesting to a depot or abattoir within two hours after being bled.
- (2) Care must be taken to minimize contamination of the neck slit area when transporting the game carcass to the depot or abattoir.

Receiving of partially dressed game carcasses at abattoir

- 66. (1) All partially dressed game carcasses received at an abattoir must be accompanied by an inspection report from the registered inspector at the depot, except if an abattoir is situated on the game farm where harvesting is done.
- (2) Partially dressed game carcasses received at a game abattoir must –
 - (a) be offloaded and moved to the holding chillers for partially dressed game carcasses without delay; or
 - (b) if a chiller vehicle, connected to the receiving area by a docking seal, is used to hold partially dressed game carcasses before dressing, the doors of the vehicle must be kept closed when not offloading.
- (3) Flaying and final dressing of partially dressed game carcasses may only be done in an abattoir.

Removal of heads and feet

- 67. (1) Heads and feet may be removed at the depot provided that correlation with the carcass is kept until game meat inspection is completed.
- (2) In cases where heads and feet are intended for human consumption, these game products must be transported to the abattoir and be correlated to the game carcasses of origin.
- (3) Horns may be removed with part of the cranium and stored separately.

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- (4) Game carcasses may not be cleaned, wiped or dried with a brush or cloth.

Evisceration

68. (1) Evisceration must take place at the depot or abattoir within two hours of bleeding.
- (2) In exceptional cases where the harvested game cannot be transported to the depot or abattoir for evisceration within two hours after bleeding and bloating has occurred, evisceration must take place in the field, provided that a registered inspector or trained person, where applicable, gives permission.
- (3) If evisceration as contemplated in sub-regulation (2) is not performed in the presence of a registered inspector, a trained person must supervise the evisceration and the rough offal must be correlated to the carcass of origin and submitted to the registered inspector at the depot or abattoir for inspection.
- (4) All care must be taken to avoid contamination of the partially dressed game carcass and red offal during evisceration as contemplated in sub-regulation 2. The exposed meat must not make contact with the ground and evisceration must occur in the absence of dust.
- (5) Rough offal as contemplated in sub-regulation (3) must be condemned and disposed off in accordance with the HMP on waste management.
- (6) Game carcasses must be transferred from the harvesting vehicle to a clean slaughter frame in such a manner as to avoid contamination or soiling.
- (7) Opening incision lines on a hide or skin must be made from the inside to the outside (spear cuts) with a clean sterilised knife for each carcass.
- (8) Lactating udders must be removed with the skin on, in such a way to prevent milk contamination, leaving the *Lnn inguinalis superficialis* on either side intact on the carcass.
- (9) Lactating udders and uteri must be condemned.
- (10) Game reproductive organs and any part not utilized commercially must be handled as condemned products and placed in appropriate containers, unless otherwise approved by the PEO through a protocol.
- (11) Contact of the exposed game meat with platforms, slaughter frames, floor, outer surface of the skin or hide and soiled equipment must be avoided at all times.
- (12) Partially dressed game carcasses may not be washed and accidental soiling must be cut off.
- (13) Heads, feet, rough and red offal must at all times be identifiable with the carcass of origin until game meat inspection is complete.

Game meat inspection at a depot

69. Game meat inspection must be done in accordance with Part VI of these regulations.

Chilling and freezing of partially dressed game carcasses and offal

70. (1) Partially dressed game carcasses and offal must be chilled within 12 hours of killing but when the ambient temperature is more than 15 °C, it must be chilled within four hours of being killed.
- (2) A core temperature of 7°C must be accomplished within 24 hours after chilling commences.
- (3) Edible washed rough offal must be stored in a chiller at an air temperature not exceeding minus 2° C.

Loading and transport of partially dressed game carcasses and offal from a depot to an abattoir

71. (1) The freight compartment of a vehicle used for the transportation of partially dressed game carcasses and offal shall –
- (a) have an interior surface made of an easy-to-clean and smooth, rust-free, non- toxic and non-absorbent material without open joints or seams; and

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- (b) be dustproof.
- (2) No person shall transport partially dressed game carcasses and offal in any part of a vehicle unless that part is clean and has been cleaned to such an extent that chemical, physical or biological contamination of the game product is prevented;
- (3) Loading practices for partially dressed game carcasses and offal must be in such a manner that -
 - (a) if partially dressed game carcasses and associated offal need to be held in a chiller vehicle for periods exceeding eight hours, the chiller unit must have the potential to chill such carcass to a temperature of less than 7°C within 24 hours of having been loaded;
 - (b) partially dressed game carcasses must be hung (where applicable) away from the floor in such a way as to ensure optimal airflow within the chiller space;
 - (c) partially dressed game carcasses must be handled and hung (where applicable) in such a manner as to avoid contact between skin surfaces and exposed game meat or body cavities;
 - (d) where edible rough offal and red offal is transported in the same load space as partially dressed game carcasses, it must be packed in separate closable leak proof containers;
 - (e) dressed carcasses or game meat must not be transported in the same cargo compartment with partially dressed game carcasses; and
 - (f) no live animal or person may be transported in the same cargo compartment with a game carcass.
 - (g) No non-food items are transported together with the game products as contemplated in this regulation.

Final washing

72. (1) A game carcass may be washed with running water under moderate pressure to remove bone chips from the split sternum and vertebrae and to wash off blood after completion of game meat inspection but care must be taken to avoid any contamination of the game product from over spraying, splashing and dripping from overhead and other structures
- (2) No person may apply to any game meat or game product any insecticide, antibiotic substance, or any substance which is intended to prevent spoilage by inhibiting the activities of insects, or by preventing the development of bacteria or moulds, or for any purpose whatsoever: Provided that this does not apply to a substance which complies with the requirements of the Foodstuffs, Cosmetics and Disinfectants Act, 1972, at levels not harmful or injurious to health and through a protocol approved by the NEO.

Quartering

73. Approved game carcasses may be halved and quartered in an abattoir before or after chilling but any further cutting must be done in a cutting plant.

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PART VI**GAME MEAT INSPECTIONS**
[Sections 11(1)(j) and 11(1)(m)]**A ANTE-MORTEM AND HARVESTING INSPECTION*****Requirements for ante-mortem and harvesting inspection***

74. A trained person must be present at harvesting to perform a visual appraisal of the live game animal at time of harvesting to ensure that no animal showing signs of injury or diseases is harvested for commercial purposes;
75. Harvesting inspection must be performed during harvesting by a registered inspector or trained person to verify proper shooting, bleeding times, hygienic harvesting and transport procedures as described, as well as identifying abnormal conditions in the live as well as harvested game and deviations from procedures and in such cases alerting the registered inspector at the depot, abattoir or the State veterinarian, as the case may be.;
76. The NEO must randomly conduct inspections or audits of game farms to –
- (a) verify the health status and history of the farm in terms of diseases outbreaks and occurrences;
 - (b) verify the control and management of remedies, pesticides and veterinary applications;
 - (c) perform a risk analyses of all raw materials used as supplements or as additional nutrition.
77. The inspection or audit reports from the NEO must form part of the procedure and health program on the farm.

Persons harvesting for commercial purposes

78. The responsibilities of the person harvesting game are that –
- (a) no game animals showing signs of injury or disease are harvested for commercial purposes;
 - (b) all game carcasses which exhibit abnormalities during the harvesting inspection, including those that have been wounded, are identified and clearly marked and relevant information provided to the registered inspector, at the depot or abattoir, who must refer such carcass for secondary inspection by a registered inspector, who is a veterinarian, at the abattoir;
 - (c) any additional information including observations made by the harvesting team during harvesting must be communicated to the registered inspector or trained person, who may refer such information to the registered inspector at the depot or abattoir.

The owners of animals being harvested

79. The responsibilities of the owner of the game animals to be harvested for commercial purposes are that –
- (a) a declaration of health and origin must be provided to the registered inspector at the depot or abattoir for all game animals by the owner of the game animals and recorded by the abattoir owner and such declaration of health must contain –
 - (i) the date of harvesting;
 - (ii) the name and address of the owner and the farm;
 - (iii) the number of game animals and specie;
 - (iv) the health status of the herd, including the mortality rate; and

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- (v) details of any medication given as well as withdrawal periods and dates.
- (vi) confirmation by the local state veterinarian that the disease status of the herd or area is such that the harvested game animals do not pose any animal and zoonotic diseases risk and are not under any control or surveillance programme that would render them not to be harvested for human consumption
- (b) game animals from restricted areas as contemplated in the Animal Diseases Act, 1984 (Act No. 35 of 1984) are harvested in compliance to the relevant policies;
- (c) the owner of the game animals to be harvested may be required by the PEO to provide information on the dates of harvesting in advance;
- (d) game animals for which there is reasonable suspicion to have been administered with antibiotics, immobilising drugs, tranquilisers or any other substance may only be harvested if the withdrawal periods of the medication or substance used has been observed;
- (e) no game carcass or part thereof that has been condemned are brought into any part of a depot or an abattoir containing edible game products, but the registered inspector may authorize the salvage of the hide or skin, or any part of such game animal for the sole purpose of producing trophies or curios, providing that such condemned game animal may only be handled in the condemned products room in an abattoir after the slaughter for the day has been completed; and
- (f) he or she must acquaint him or her-self with all guidelines issued by the NEO regarding harvesting of game animals.

B PRIMARY MEAT INSPECTION

80. Primary meat inspection must be conducted –

- (1) on partially dressed game carcasses and offal at a depot where a depot is part of game harvesting
 - (2) on carcasses and offal at an abattoir, provided that offal already inspected at a depot need not undergo further inspection, unless the registered inspector at the abattoir, on the basis of the report from the registered inspector at a depot decides otherwise.
81. The registered inspector must inspect each partially dressed game carcass and matching viscera, head and feet noting any abnormalities and in the case of a game carcass that in his or her opinion may be utilised for human consumption, an inspection report must be submitted to the registered inspector at the abattoir which should state the identification number of the carcass, time of killing and problems encountered.
82. If the registered inspector is of the opinion that a game carcass is not suitable for marketing as fit for human consumption due to abdominal shots, gross pathology, soiling or any other reason, such carcass must not be transported to the abattoir with the rest of other game carcasses in the same vehicle.
83. Primary meat inspection of rough offal may be conducted by a registered inspector on the harvesting farm (at point of kill) if the carcass cannot be transported to the depot or abattoir within the stipulated time;
84. Lockable fly-proof containers for the collection of condemned products must be used during the process and the contents must be disposed of in a method approved by the PEO.
85. Offal that has been inspected on the harvesting farm must accompany the partially dressed game carcass to the depot (where applicable) and abattoir.
86. Identification and data collection for game animal disease surveillance must be in a format as determined by the NEO.

Provisions for game meat inspection personnel

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- 87 The PEO may determine the number of registered inspectors, required at a depot or in an abattoir after having considered the design of the facility, number of inspection stations, speed of harvesting or line speed in an abattoir, structural and managerial aspects.

General provisions regarding game meat inspection

- 88 (1) No game carcass, part thereof, rough or red offal may be sold or dispatched from an abattoir unless inspected and approved by a registered inspector and marked with the "PASSED" mark where applicable, as contemplated in Part VII.
- (2) All relevant information, including the harvesting report and health declarations must be taken into consideration when doing a game meat inspection.
- (3) An inspection report and health declarations must be submitted to the registered inspector at the abattoir which should state the identification number of the game carcass, time of killing, condemned statistics and problems encountered.
- (4) No person may remove, cut or debone or otherwise handle any game carcass or game meat prior to inspection.
- (5) No person may remove any sign or evidence of any disease, condition, contamination or soiling by washing, trimming or any other manner prior to a game meat inspection, unless this is done under supervision of a registered inspector.
- (6) No lymph nodes may be removed prior to a game meat inspection.
- (7) Heads, feet, rough and red offal must be identifiable with the game carcass of origin until inspection is done.
- (8) A registered inspector who is not a veterinarian, may condemn any offal, part thereof or part of a game carcass if he or she deems it to be unfit for human consumption

GAME MEAT INSPECTION PROCEDURES**Specific Inspections****Specific inspection of category C game carcass and organs, excluding warthogs and bush pigs**

89. (1) The registered inspector must examine a game carcass by means of observation, palpation, smell and, where necessary, incision and take into consideration –
- (a) its state of nutrition;
 - (b) colour;
 - (c) odour;
 - (d) symmetry;
 - (e) efficiency of bleeding;
 - (f) contamination;
 - (g) pathological conditions;
 - (h) parasitic infestation;
 - (i) injection marks;
 - (j) bruising and injuries;
 - (k) any abnormalities of muscles, bones, tendons, joints, or other tissues; and
 - (l) the species, age, and sex of the animal from which it was derived.
- (2) When examining the hindquarter, the registered inspector must examine bilaterally –
- (a) the parietal peritoneum by observation;
 - (b) the *Lnn iliaci mediales et laterales* by observation;

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- (c) the *Lnn inguinalis superficialis*, *Ln subiliacus*, *Ln popliteus* and *Ln analis* by palpation;
- (d) kidneys by exposure, observation and palpation and the *Lnn. renalis* by palpation; and
- (e) the muscular part of the diaphragm by visual inspection.
- (3) When examining the forequarter, the registered inspector must examine bilaterally –
 - (a) the parietal pleura and thoracic cavity; and
 - (b) *Lnn cervicalis superficialis* by palpation.
- (4) When examining the head, the registered inspector must –
 - (a) visually examine the head; and
 - (b) if required, examine the throat, mouth, tongue and retro-pharyngeal and parotid lymph nodes.
- (5) The feet must be examined by observation.
- (6) When examining the red offal, the registered inspector must examine –
 - (a) the surface of the visceral pleura by observation;
 - (b) the liver by palpation and incisions into the gastric surface and the base of the caudate lobe to open the bile ducts;
 - (c) the hepatic lymph nodes by multiple incisions into the *Ln. hepaticus*;
 - (d) the lungs, oesophagus and trachea by observation and palpation;
 - (e) the bronchial and mediastinal lymph nodes by observation;
 - (f) the pericardium and the heart by an incision made lengthwise to open the ventricles;
 - (g) the spleen by observation and if necessary palpation;
 - (h) both sides of the diaphragm by observation; and
 - (i) the testes and ovaries by observation.
- (7) When examining the rough offal, the registered inspector must examine –
 - (a) the visceral peritoneum and omentum by observation;
 - (b) if necessary, the inner surfaces of the stomach and intestines but this examination will only take place in the rough offal room or detention area with separate equipment; and
 - (c) the gastric and mesenteric lymph nodes (*Lnn. gastrici, mesenterici, cranialis* and *caudalis*) by observation.

Specific inspection of warthog and bush pig game carcasses and organs

90. (1) The registered inspector must examine a game carcass by means of observation, palpation, smell and, where necessary, incision and take the following into consideration –
- (a) its state of nutrition;
 - (b) colour;
 - (c) odour;
 - (d) symmetry;
 - (e) efficiency of bleeding;
 - (f) contamination;
 - (g) pathological conditions;
 - (h) parasitic infestation;
 - (i) injection marks;
 - (j) bruising and injuries;

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- (k) any abnormalities of muscles, bones, tendons, joints, or other tissues; and
 - (l) the species, age, and sex of the animal from which it was derived.
- (2) When examining the hindquarter, the registered inspector must examine bilaterally –
- (a) the parietal peritoneum by observation;
 - (b) the *Lnn iliaci mediales et laterals* by multiple incisions;
 - (c) the *Lnn inguinalis superficialis* by multiple incisions;
 - (d) the muscular part of the diaphragm by making two incisions approximately 25 mm apart and removing the peritoneal layer to expose the muscle; and
 - (e) kidneys by exposure or incisions if necessary and the *Lnn. renalis* by incisions if necessary.
- (3) When examining the forequarter, the registered inspector must examine bilaterally –
- (a) the parietal pleura; and
 - (b) *M triceps brachii* by making one deep transverse incision through the distal part of the muscle.
- (4) Where the carcass has been split, the sternum, ribs, vertebrae and spinal cord must be examined.
- (5) When examining the head the registered inspector must examine bilaterally –
- (a) the *Lnn mandibulares* and *Lnn parotidei* by multiple incisions;
 - (b) the external masseters (*M. masseter*) by making two deep linear incisions parallel to the mandible and the internal masseters (*M. pterygoideus medialis*) by making a single deep linear incision; and
 - (c) observe the tongue, skin, lips, gums, hard and soft palate, eyes and nostrils.
- (6) When examining the red offal, the registered inspector must examine –
- (a) the surface of the visceral pleura by observation;
 - (b) the liver by palpation and incisions into the gastric surface and the base of the caudate lobe to open the bile ducts;
 - (c) the hepatic lymph nodes by multiple incisions into the Ln. hepaticus;
 - (d) the trachea by a lengthwise incision and the oesophagus by observation;
 - (e) the lungs by palpation and an incision in their posterior thirds perpendicular to their main axes to open the main branches of the bronchi;
 - (f) *Lnn mediastinales* by multiple incisions;
 - (g) *Lnn bronchiales* bilaterally by multiple incisions;
 - (h) the pericardium and the heart by an incision made lengthwise to cut through the interventricular septum and open the ventricles and two additional vertical cuts into the split septum;
 - (i) the spleen by visual examination and if necessary incision;
 - (j) both sides of the diaphragm by observation; and
 - (k) the testes and ovaries by observation.
- (7) When examining the rough offal, the registered inspector must examine –
- (a) the visceral peritoneum and omentum by observation;
 - (b) if necessary, the inner surfaces of the stomach and intestines but this examination will only take place in the rough offal room or detention area with separate equipment; and
 - (c) the gastric and mesenteric lymph nodes (*Lnn. gastrici, mesenterici, cranialis* and *caudalis*) by observation.

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Additional tests

91. Additional tests must be carried out to determine the presence of *Trichinella* where the NEO has reasonable grounds to require this.

Specific inspection of category B game carcass and organs, excluding zebras

92. (1) The registered inspector must examine a game carcass by means of observation, palpation, smell and, where necessary incision and take into consideration –
- (a) its state of nutrition;
 - (b) colour;
 - (c) odour;
 - (d) symmetry;
 - (e) efficiency of bleeding;
 - (f) contamination;
 - (g) pathological conditions;
 - (h) parasitic infestation;
 - (i) injection marks;
 - (j) bruising and injuries;
 - (k) any abnormalities of muscles, bones, tendons, joints, or other tissues; and
 - (l) the species, age, and sex of the animal from which it was derived.
- (2) When examining the hindquarter, the registered inspector must examine bilaterally –
- (a) the parietal peritoneum by observation;
 - (b) the *Lnn iliaci mediales et laterales* and the *Lnn subiliacus* by multiple incisions;
 - (c) the *Lnn inguinalis superficialis* by multiple incisions;
 - (d) the muscular part of the diaphragm by making two incisions approximately 25 mm apart and removing the peritoneal layer to expose the muscle; and
 - (e) the kidneys by exposure or incisions if necessary and the *Lnn. renalis* by incisions if necessary.
- (3) When examining the forequarter, the registered inspector must examine bilaterally –
- (a) the parietal pleura;
 - (b) *Lnn cervicalis superficialis* by palpation; and
 - (c) *M triceps brachii* by making one deep transverse incision through the distal part of the muscle.
- (4) Game carcasses must be split and the sternum, ribs, vertebrae and spinal cord must be inspected.
- (5) When examining the head, the registered inspector must examine bilaterally –
- (a) the *Lnn mandibulares*, *Lnn parotidei* and the *Lnn retropharyngiales* by multiple incisions;
 - (b) the external masseters (*M. masseter*) by making two deep linear incisions parallel to the mandible and the internal masseters (*M. pterigoideus medialis*) by making a single deep linear incision;
 - (c) the tongue by palpation;
 - (d) the skin, the external surface of de-masked heads, lips, gums, hard and soft palate, eyes and nostrils; and
- (6) The tonsils must be removed under supervision after inspection as part of the slaughtering process and condemned.

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- (7) The registered inspector must examine the feet by observation.
- (8) When examining the red offal, the registered inspector must examine –
 - (a) the surface of the visceral pleura by observation;
 - (b) the liver by palpation and incisions into the gastric surface and the base of the caudate lobe to open the bile ducts;
 - (c) the hepatic lymph nodes by multiple incisions into the *Lnn. hepaticus*;
 - (d) the trachea by a lengthwise incision and the oesophagus by observation;
 - (e) the lungs by palpation and an incision in their posterior thirds perpendicular to their main axes to open the main branches of the bronchi;
 - (f) *Lnn mediastinales* by multiple incisions;
 - (g) *Lnn bronchiales* bilaterally by multiple incisions;
 - (h) the pericardium and the heart by an incision made lengthwise to cut through the interventricular septum and open the ventricles and two additional vertical cuts into the split septum;
 - (i) the spleen by visual examination and if necessary incision;
 - (j) the tail by observation;
 - (k) the thyroid gland by observation;
 - (l) both sides of the diaphragm by observation; and
 - (m) the testes and ovaries by observation.
- (9) When examining the rough offal, the registered inspector must examine –
 - (a) the visceral peritoneum and omentum by observation;
 - (b) if necessary, the inner surfaces of the stomach and intestines but this examination will only take place in the rough offal room or detention area with separate equipment; and
 - (c) the gastric and mesenteric lymph nodes (*Lnn gastrici, mesenterici, cranialis* and *caudalis*) by observation and, if necessary by multiple incisions.

Specific inspection of zebra game carcasses and organs

- 93. (1) The registered inspector must inspect a game carcass by means of observation, palpation, smell and, where necessary incision, and must take into consideration –
 - (a) its state of nutrition;
 - (b) colour;
 - (c) odour;
 - (d) symmetry;
 - (e) efficiency of bleeding;
 - (f) contamination;
 - (g) pathological conditions;
 - (h) parasitic infestation;
 - (i) injection marks;
 - (j) bruising and injuries;
 - (k) any abnormalities of muscles, bones, tendons, joints, or other tissues; and
 - (l) the age and sex of the animal from which it was derived.
- (2) When inspecting the hindquarter, the registered inspector must inspect bilaterally –
 - (a) the parietal peritoneum by observation;
 - (b) the *Lnn iliaci mediales et laterales*, and the *Lnn subiliacus* by multiple incisions; and

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- (c) the kidneys, by exposure or incisions if necessary and the *Lnn. renalis* by incisions if necessary.
- (3) When inspecting the forequarter, the registered inspector must inspect bilaterally –
 - (a) the parietal pleura by observation; and
 - (b) the *Lnn cervicalis superficialis* by palpation;
- (4) Game carcasses must be split after which the sternum, ribs, vertebrae and spinal cord must be inspected.
- (5) To inspect the head the registered inspector must –
 - (a) examine the head by observation;
 - (b) palpate the tongue; and
 - (c) observe the skin, lips, gums, hard and soft palate, eyes and nostrils.
- (6) The registered inspector must inspect the feet by observation.
- (7) When inspecting the red offal, the registered inspector must inspect –
 - (a) the surface of the visceral pleura, by observation;
 - (b) the liver, by palpation and incisions to open the bile ducts;
 - (c) the hepatic lymph nodes, by multiple incisions into the *Ln. hepaticus*;
 - (d) the lungs, oesophagus and trachea by observation and palpation and an incision into the trachea;
 - (e) the pericardium and the heart, by an incision made lengthwise to cut through the interventricular septum;
 - (f) the spleen, by visual inspection and if necessary by palpation;
 - (g) the tail by observation;
 - (h) both sides of the diaphragm by observation; and
 - (i) the testes, by observation.
- (8) When inspecting the rough offal, the registered inspector must inspect –
 - (a) the visceral peritoneum and omentum by observation;
 - (b) if necessary, the inner surfaces of the stomach and intestines but this examination will only take place in the rough offal room or detention area with separate equipment; and
 - (c) the gastric and mesenteric lymph nodes (*Lnn. gastrici, mesenterici, cranialis* and *caudalis*) by observation.

Specific inspection of category A game

94. The inspection of category A game will be in accordance with a protocol approved by the PEO.

Parasitic intermediate stages (measles) and treatment

95. (1) A game carcass, head and red offal found to be infested with one or more parasitic intermediate stages, which may be alive or calcified, must be detained and in category B and C animals and wild pigs, two additional incisions must be made into each *M. triceps brachii*, parallel and proximal to the original incisions.
- (2) If one or more parasitic intermediate stages are found on the majority of incision surfaces, the game carcass must be condemned.
- (3) Where the infestation does not warrant condemnation as contemplated in sub-regulation (2), the game carcass and organs may be conditionally passed subject to treatment as described in sub-regulations (6)
- (4) A conditionally passed game carcass must be identified by roller marking in red ink along its entire side with the letter "M", being a minimum of 2 cm in height.
- (5) All parts belonging to the carcass to be treated must be identified by "M" tags.

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- (6) Game carcasses and organs must be treated by freezing in accordance with a protocol approved by the PEO –
 - (a) as sides in a freezer with air temperature at minus 18 °C for 72 hours, or;
 - (b) as sides in a freezer with air temperature at minus 10 °C for 10 days, or;
 - (c) to reach a deep bone or core temperature of lower than minus 6 °C, confirmed by the registered inspector.
- (7) If measly game carcasses are deboned before treatment, in accordance with a protocol as contemplated in sub-regulation (6) –
 - (i) the container or carton in which deboned game meat is packed must be marked with the letter "M" and the date of introduction into the freezer must be indicated; and
 - (ii) the core temperature of game meat inside the container must be below minus 6 °C before it can be released by the registered inspector.
- (8) Visible parasitic intermediate stages must be removed from the meat of a game carcass that is conditionally passed for treatment as described above.
- (9) Records of core temperatures, freezer temperatures and batches of containers, game carcasses and organs introduced for freezing must be kept by the abattoir owner and must be made available for monitoring purposes.

C SECONDARY GAME MEAT INSPECTIONS

General provisions regarding secondary game meat inspection

- 96 (1) Suspect game carcasses and offal found during primary meat inspections in terms of sub part B, must be detained and must be subjected to a secondary game meat inspection by a registered inspector who is a veterinarian.
- (2) During a secondary inspection, information regarding game carcasses must be ascertained on the –
 - (a) species, age and sex;
 - (b) organ or part of the game carcass affected;
 - (c) condition or disease;
 - (d) probable cause of the condition or disease; and
 - (e) finding and the motivation therefore where applicable.
- (3) Depending on the said finding, the game carcass, organ or game meat may be –
 - (a) approved;
 - (b) conditionally approved, subject to treatment;
 - (c) partially approved by removing the condemned part; or
 - (d) totally condemned.
- (4) When a game carcass has not been passed, the owner of the game animal or abattoir may request a written condemnation certificate.

Additional inspection of game carcasses exhibiting abnormalities

97. (1) The meat of game animals which was referred to a registered inspector who is a veterinarian during ante mortem inspection, as contemplated in Part VI(A), must be examined by the veterinarian who must pay specific attention to –
 - (a) the game carcass colour, blood content of intercostal veins and the small vessels beneath the serosa of the abdominal wall and in the retroperitoneal fat in the walls of the pelvis;
 - (b) all visible lymph nodes after the game carcass has been split and examine and loosen a shoulder and open an acetabulum from the medial aspect to observe the exposed connective tissue, fat, lymph nodes and articular surface; and
 - (c) the condition of the musculature and abnormal odours;
- (2) If regarded as necessary by the registered veterinarian, the game carcass or game meat must be submitted for laboratory examination in order to make a final decision.

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Records of game meat inspection

98. (1) The results of the ante mortem inspection, primary game meat inspection and secondary game meat inspection must be recorded, and where notifiable and controlled diseases, are diagnosed, the local state veterinarian must be notified when such diagnosis are made.
- (2) The records contemplated in sub-regulation (1) and slaughter statistics must be submitted on a monthly basis to the PEO.

Guidelines

99. (1) A registered inspector and trained person must acquaint him- or herself with all guidelines issued by the NEO regarding game meat inspections.
- (2) The NEO or Director of Animal Health may issue guidelines for the handling and treatment of game products infested or infected with organisms that render the game product unsafe for human consumption.

General requirements for registered inspectors and trained persons and persons doing game meat inspection

100. The following persons are qualified to perform duties as registered inspectors:
- (a) A registered veterinarian, game meat inspector, game meat examiner or animal health technician.
- (b) A person who has an appropriate bio-scientific qualification approved by the NEO.

Registration as registered inspector with PEO

101. Persons contemplated in section 11(1)(d) of the Act wishing to do game meat inspection –
- (a) must be registered with the PEO as prescribed by the NEO in order to do game meat inspection; and
- (b) may be suspended or deregistered by the PEO in the event of non-conformance to these regulations or if found incompetent to perform the functions required of a registered inspector.

Registration as trained person with PEO

102. A trained person must be registered with the PEO in order to perform the functions of a trained person.

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PART VII

MARKS AND MARKING

[Section 11(1)(m)]

General

103. (1) All approved products must be marked with a stamp of approval that has been approved by the PEO
- (2) No person may place a stamp of approval on, or remove such mark from, any game carcass, part thereof, game meat or a wrapping, packing or container, except under the supervision of a registered inspector.
- (3) The registered inspector may at any time re-inspect a game carcass or game meat, in an abattoir, notwithstanding that it may already have been passed for consumption and, if upon re inspection he or she is of the opinion that it is no longer fit for human or animal consumption, he or she must remove the stamp of approval by trimming, and such game carcass or game meat must be condemned.

Specifications for stamps, marks and ink used

104. (1) All stamps or roller marks used to mark any game carcass or game meat must be constructed of a non-toxic, non-corrosive material and must be so constructed as to be readily cleanable.
- (2) The following stamps are required:



(Rural)



(High throughput)



(Low throughput)

- (3) The stamps must contain –
- (a) the abattoir registration number; and
- (b) the wording shown in sub-regulation (2) which must be in at least two official languages, one of which must be English.
- (4) The minimum sizes of stamps are 60 mm in diameter for the round mark shown in sub-regulation (2).
- (5) The letters on the stamps must be readable and may not be less than 8 mm high.
- (6) Marks printed on wrapping material may be smaller than the sizes stated in sub-regulations (4) and (5) to suit specific circumstances provided they are approved by the PEO.
- (7) A purple coloured ink is required where stamps are applied to game carcasses and must be manufactured of harmless, edible ingredients approved for use on foodstuffs.
- (8) The marks must be placed, in case of all game, on each quarter of the carcass

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Wrapping, packing and labelling at approved cutting plants

105. (1) All labels used on game meat must –
- (a) be printed on food grade paper or plastic printing material and treated in the same hygienic way as in contact wrapping material; and
 - (b) include the information required by regulation 104(3).
- (2) Where game products are individually wrapped, food grade wrapping material on which the mark of approval is printed or a label, printed with such mark, must be used and wrapping bearing the mark of approval may not be re-used after opening.
- (3) In the case of bulk packing, containers or cartons must be clearly marked with a facsimile of the mark of approval clearly visible and of readable size.
- (4) A container must be clearly marked on both ends with information required by the Agricultural Products Standards Act, 1990 (Act No. 119 of 1990) and –
- (a) the name, address and registration number of the establishments in which the game meat was packed;
 - (b) the net weight of the contents;
 - (c) an accurate description of the contents;
 - (d) the date packaged or a code which enables the date of packaging to be determined; and
 - (e) directions regarding the temperature at which the game product must be stored.
106. Game meat sources from areas under specific control measures in accordance with the Animal Diseases Act, 1984, must be clearly marked and identifiable to reflect origin of the meat and any special labelling requirements as according to the control measure

Security of stamps

107. (1) The stamp of approval must be kept and used under control of a registered inspector.
- (2) When not in use the stamp must be secured by a registered inspector and kept in safe custody.
- (3) A stamp of approval must never be used at an abattoir where the abattoir number differs from the number on the stamp.

Use of marking equipment

108. (1) Stamps and roller marking equipment must be cleaned and sterilised regularly during use.
- (2) All marking equipment must be kept hygienically away from the floor and dirty surfaces.
- (3) Marks must be applied in such a manner that it is clearly legible on the game carcass or game meat.

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PART VIII**TREATMENT OF CONDEMNED PRODUCTS**

[Section 11(1)(r)]

Handling of condemned products

109. (1) Game carcasses, portions thereof or any edible game products in a depot and abattoir, which cannot be passed for human or animal consumption, must be –
- (a) portioned and placed in a theft proof container which has been clearly marked "CONDEMNED", in letters not less than 10 cm high, or conspicuously marked with a stamp bearing the word "CONDEMNED", using green ink;
 - (b) kept in a holding area or a room or dedicated chiller provided for the purpose, except if removed on a continuous basis; and
 - (c) removed from the abattoir at the end of the working day or be secured in a dedicated chiller or freezer at an air temperature of not more than minus 2 °C.
- (2) No person may remove a game carcass, part thereof or any edible game product which has been detained or condemned from an abattoir, except with the permission of a registered inspector who is a veterinarian and subject to such conditions as he or she may impose.
- (3) The abattoir owner is responsible for complying with the legal requirements or conditions relating to the safeguarding and disposal of any game carcass, part thereof or any edible game product which cannot be passed for human or animal consumption.

Disposal of condemned products

110. Any condemned products must be disposed of by a method that complies with the National Environmental Management Act, 1998 (Act No. 107 of 1998) and any other related legislation and must be approved by the PEO.

Requirements for sterilizing plants

111. (1) A sterilizing plant must comply with the general requirements for premises, structures and equipment set out in regulations 8 to 22, which apply with the necessary changes.
- (2) The premises of a sterilizing plant must be fenced and secured so as to prevent the entry of unauthorized persons, vehicles and animals, and must include–
- (a) unclean areas, comprising the rooms in which condemned products are received, stored or prepared for sterilizing as well as the entrance to the sterilizing apparatus; and
 - (b) clean areas, comprising the rooms in which the sterilized products are dried, milled or otherwise prepared, packed, stored or dispatched.
- (3) A solid wall must separate the unclean and clean areas, and there may be no direct contact between these areas.
- (4) A Sterilizing plants must comply with the requirements of the Fertilizers, Farm Feeds, Agricultural Remedies and Stock Remedies Act, 1947 (Act No. 36 of 1947)

Vehicles for condemned products

112. (1) A vehicle used for the transport of condemned products may not be used for any other purpose, but after cleaning and disinfection the vehicle may be used for the transport of inedible products.
- (2) A vehicle may only be used for the transport of condemned products if the –
- (a) load space is lockable, theft proof and sealable;

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- (b) internal surface is leak proof and constructed of durable material; and
 - (c) floor is provided at its lowest point with a drain pipe capable of being securely closed by a screw valve.
- (3) The load space of a vehicle used for transporting products to a sterilizing plant must be cleaned and disinfected to the satisfaction of a registered inspector at the end of each delivery, at a place specially constructed for the purpose.

Specimens

113. (1) Specimens of condemned products and animal parasites from an abattoir may be removed from an abattoir for research and teaching purposes, through a protocol approved by the PEO, which must state the following –
- (a) the name of the organisation or individual conducting the research, or making the collection;
 - (b) the name of the abattoir of origin;
 - (c) the kind and amount of products removed;
 - (d) the purpose of collection; and
 - (e) how the products must be disposed of after the intended use, where applicable.
- (2) The registered inspector must monitor the implementation of the protocol at the abattoir as contemplated in sub-regulation (1).

PART IX**EXPORT REGULATIONS**

[Section 14(1)(d)][Section 22(1)(h)]

Exportation of game meat

114. (1) Game meat may only be exported from abattoirs that are graded as high throughput or, in the case of low throughput abattoirs, comply with all the requirements as required for high throughput abattoirs, and are registered as export establishments.
- (2) An abattoir may be allowed to export game meat to a country which has no restrictions on importation of game meat without a need to comply with the requirements as contemplated in sub-regulation (1).
- (3) The owner of an abattoir or plant who wants to export game meat must apply for the registration of his or her abattoir or plant as an export establishment with the NEO.
- (4) In addition to requirements as contemplated in regulations 104(8) and 105, game meat intended for export must be marked according to the requirements of the importing country.
- (5) The reefer in which game meat is to be exported must be sealed at the time of its loading with a seal bearing a unique seal number.

PART X**IMPORT REGULATIONS**

[Section 13][Section 22(1)(h)]

Importation of game meat

115. (1) The manner in which an application for an import permit must be made by an importer is to complete the official application form obtainable from the NEO and to submit it to him or her together with the prescribed fee.
- (2) Any person who knowingly provides false information on an application form for an import

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- permit is guilty of an offence and liable for conviction to the penalties as stipulated in section 19 of the Act.
- (3) The manner in which imported game meat that has been off loaded in the Republic must be stored as contemplated in section 13(6)(d) of the Act is –
- (a) that the imported game meat must be stored in such a way as to ensure –
 - (i) that no contamination, soiling or deterioration thereof in any way may take place; and
 - (ii) such imported game meat cannot possibly contaminate other game products in the cold store;
 - (b) that security measures must be in place to prevent any part of the consignment being removed before final release thereof; and
 - (c) that all documentation relevant to a consignment must be held by the owner of the cold store for inspection by the NEO.
- (4) The veterinary procedures to be performed while the game meat is stored as contemplated in sub-regulation (3) are to –
- (a) confirm a positive link between the game meat and the import permit as well as all other documentation pertaining to the inspection;
 - (b) examine the maintenance of the temperature of the game meat during transportation;
 - (c) confirm that no soiling, contamination or deterioration of the game meat in any way took place during transportation prior to storage;
 - (d) remove samples for examination;
 - (e) examine test results pertaining to samples taken from the consignment;
 - (f) confirm that all other conditions stated on the import permit have been complied with; and
 - (g) conduct any other actions necessary to ensure that the game meat is safe and suitable for human consumption and poses no threat of transmitting a contagious animal disease.

PART XI

EXEMPTIONS FOR THE SLAUGHTER OF GAME ANIMALS FOR OWN CONSUMPTION

[Section 22(1)(c)]

Slaughter of game, not in an abattoir, for own consumption

116. (1) A person may slaughter for own consumption, in a 14 day period, not more than –
- (a) one category B game animals; or
 - (b) four category C game animals;
- (2) A person may only slaughter game animals contemplated in sub-regulation (1), on land of which he or she –
- (a) is the legally registered owner;
 - (b) is the lawful tenant or occupier; or
 - (c) otherwise has the right of control, management or use.
- (3) Any other legal provisions regulating the keeping and slaughtering of animals on land referred to under sub-regulation (2), must be complied with in addition to the provisions of the Act and these regulations.
- (4) No game meat slaughtered for own consumption must be sold to any person, including indirect sale through the offering of the meat to paying guests at a game lodge or similar arrangements.
- (5) Only healthy game animals may be slaughtered.

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- (6) The parts of game animals slaughtered that are not utilised, must be regarded as condemned products and disposed of in accordance with applicable prescripts of Part VIII of these regulations or according to health requirements of the relevant local authority.
117. A person shooting game for own consumption, with permission, on land in respect of which he or she is not a person as contemplated in regulation 116(2), is exempt from these regulations provided that –
- (a) a person may not, in a 14 day period, shoot for own consumption more than one category B game animal or four category C game animals provided that the NEO may, at his or her discretion, give permission to increase this number;
 - (b) the game meat and all edible game products made from it may not be sold.
118. A person as contemplated in regulation 116(2) –
- (a) may obtain permission from the NEO, at his or her discretion, to shoot more game animals for own use than mentioned under regulation 116(1); and
 - (b) retains the right given under regulation 116(1), notwithstanding that persons contemplated in regulation 117 may also shoot game on his or her land.
119. Game meat slaughtered under this exemption may not be stored and used in contravention to the Foodstuffs, Cosmetics and Disinfectants Act, 1972 (Act No. 54 of 1972).
120. This exemption in no way distracts from any other legislation or bylaws dealing with animal diseases control, transportation, handling and processing of meat.

PART XII**FINAL PROVISIONS**

[Section 18(2)]

Appeals

121. Any person who wants to appeal under section 18(1) of the Act, must –
- (a) clearly state the decision that is appealed against and the grounds of the appeal;
 - (b) lodge the appeal with the Minister or the MEC, as the case may be, within 30 days of being informed of the decision; and
 - (c) include a fee with the appeal as determined by the Minister in the *Gazette*.

Short title

122. These regulations are called the Game Meat Regulations, 2016.