



Australian Government

MTMSS00019 Game Industry Depot Management Skill Set

Release: 1

MTMSS00019 Game Industry Depot Management Skill Set

Modification History

Not Applicable

Description

Not Applicable

Pathways Information

Pathway	The Units of Competency comprising the Game Industry Depot Management Skill Set are drawn from AQF levels II and III in the meat processing qualifications, and can be counted towards other meat processing qualifications, where this is in accordance with the qualification requirements.
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Licensing/Regulatory Information

Not Applicable

Skill Set Requirements

Units	<p>MTMG300A Overview wild game meat industry</p> <p>MTMG303A Receive and inspect wild game carcasses from the field</p> <p>MTMG305A Store wild game carcasses</p> <p>MTMCOR202A Apply hygiene and sanitation practices</p> <p>MTMPS204C Maintain production records</p> <p>MTMP2132C Loadout meat product</p>
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Target Group

Target Group	<p>The target group for this skill set is game depot managers responsible for the receipt, chilling, storage and loadout of wild game carcasses from chiller boxes. However, individual Units are applicable to operators responsible for the receipt of wild game carcasses directly from the field and into a processing plant.</p>
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Suggested words for Statement of Attainment

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