



Australian Government

AMPG300 Overview wild game meat industry

Release: 1

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Modification History

Release	TP Version	Comment
1	AMPv2.0	Initial release

Application

This unit describes the skills and knowledge required to interpret and operate in the commercial and regulatory environment of the game meat industry.

This unit is applicable to workers in game processing plants, field depot managers and wild game harvesters.

All work should be carried out to comply with workplace procedures, customer requirements and product specifications.

No occupational licensing, legislative or certification requirements are known to apply to this unit at the time of publication.

This unit must be delivered and assessed in the context of Australian meat processing standards and regulations.

Pre-requisite Unit

Nil.

Unit Sector

Elements and Performance Criteria

Element	Performance criteria
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
1. Identify the sequence of operations for wild game harvesting in Australia	1.1 Explain the importance of a professional image for wild game meat industry 1.2 Describe the sequence of operations from harvesting to end product 1.3 Identify the range of wild game meat products produced in Australia 1.4 Explain the impact of customer expectations on the wild game

Element	Performance criteria
	harvesting process
2. Interpret the commercial and regulatory environment of wild game meat harvesting	2.1 Explain the role of Department of Agriculture and relevant state and territory regulatory authorities 2.2 Explain the importance of the relevant approved arrangement, food safety plan or management plan 2.3 Explain relevant sections of AS 4464:2007 Hygienic Production of Wild Game Meat for Human Consumption 2.4 Explain the nature of prohibited areas/locations for harvesting 2.5 Describe auditing, review and micro-testing programs which affect the industry
3. Operate effectively as an individual in the wild game harvesting industry	3.1 Use appropriate communication skills and styles 3.2 Identify workplace health and safety hazards and take appropriate precautions 3.3 Manage time and delivery obligations 3.4 Describe personal hygiene requirements

Foundation Skills

Foundation Skills essential to performance are explicit in the performance criteria of this unit of competency.

Range of Conditions

Unit Mapping Information

This unit is equivalent to MTMG300A Overview wild game meat industry.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=5e2e56b7-698f-4822-84bb-25adbb8443a7>