



Australian Government

AMPSS00018 Game Harvester Skill Set

Release 1

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Modification History

Release	TP Version	Comment
1	AMPv2.0	Initial release

Description

This Skill Set describes the skills and knowledge to shoot and harvest wild game animals.

Pathways Information

The Units of Competency comprising the Game Harvester Skill Set are drawn from AQF level 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.

Licensing/Regulatory Information

Not applicable.

Skill Set Requirements

Complete 6 units of competency.

Unit Code	Unit Title
AMPCOR202	Apply hygiene and sanitation practices
AMPG300	Overview wild game meat industry
AMPG301	Operate a game harvesting vehicle
AMPG302	Eviscerate, inspect and tag wild game carcase in the field
AMPG306	Use firearms to harvest wild game
AMPX209	Sharpen knives

Target Group

Game harvesters who field shoot wild game animals, including macropods, possums, camels, horses, deer, feral goats and wild boar, for further processing.

Suggested words for Statement of Attainment

This Skill Set from the AMP Australian Meat Industry Training Package meets the industry requirements for shooters harvesting wild game animals.