



Australian Government

MTMSS00018 Game Harvester Skill Set

Release: 1

MTMSS00018 Game Harvester Skill Set

Modification History

Not Applicable

Description

Not Applicable

Pathways Information

Pathway	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.
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Licensing/Regulatory Information

Not Applicable

Skill Set Requirements

Units	MTMG300A Overview wild game meat industry MTMG301A Operate a game harvesting vehicle MTMG302A Eviscerate, inspect and tag wild game carcase in the field MTMG306A Use firearms to harvest wild game MTMCOR202A Apply hygiene and sanitation practices MTMPSR203A Sharpen knives
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Target Group

Target Group	Game harvesters who field shoot wild game animals, including macropods, possums, camels, horses, deer, feral goats and wild boar, for further processing.
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Suggested words for Statement of Attainment

Suggested words for Statement of Attainment	This Skill Set from the MTM11 Australian Meat Industry Training Package meets the industry requirements for shooters harvesting wild game animals.
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