



Animal Products (Export Requirements for Game Estate Products) Notice 2013

Pursuant to section 60 and section 167(1)(ja) of the Animal Products Act 1999, I, Judy Barker, Acting Director Animal and Animal Products issue the following notice for the purpose of facilitating access to overseas markets.

Signed at Wellington this 21st day of November 2013.

[Signed]

Judy Barker
Acting Director Animal and Animal Products
Ministry for Primary Industries
(Acting under delegated authority)

[Signed]

Certified in order for signature
Solicitor

21st day of November 2013

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Explanatory Note

Notice

1 Title

This notice is the Animal Products (Export Requirements for Game Estate Products) Notice 2013.

2 Commencement

This notice comes into force on 2 December 2013.

Part 1 Preliminary Provisions

3 Application

- (1) This notice applies to —
 - (a) game estates operators who intend to supply animals hunted on their game estate for processing as wild game; and
 - (b) certified game estate suppliers who intend to supply animals hunted on game estates for processing as wild game; and
 - (c) risk management programme operators who process wild game for human consumption.
- (2) The only animals that can be made available for processing as wild game under the conditions of this notice are deer species.

4 Interpretation

- (1) In this notice, unless the context otherwise requires —

Act means the Animal Products Act 1999

game estate products means products for human consumption derived from animals that have been hunted and killed on a game estate.

MPI means the Ministry for Primary Industries

wild game means wild deer, and products derived there from, that are hunted for human consumption; or deer, and products derived there from, hunted for human consumption on a game estate which operates in compliance with this notice.

wild game estate means a game estate which operates in compliance with this notice and is designated as a wild game estate in accordance with the requirements of this notice.

- (2) Any term defined in the Act and used but not defined in this notice has the same meaning as in the Act.

Part 2 Requirements

5 General

- (1) The requirements of this notice are additional to the requirements for game estates and game estate animals contained in the Animal Products (Specifications for Products Intended for Human Consumption) Notice 2004. If there is a direct conflict between the two notices then this notice takes precedence.

- (2) An operator of a game estate required to be listed under S65D of the Act must not supply hunted animals for processing as wild game unless the requirements of this notice are complied with.
- (3) Compliance by the wild game estate operator, who intends to supply game estate animals for processing as wild game, with the requirements of this notice must be verified by an animal product officer in accordance with the verification frequencies set out in the Verification 2005 Statement of Policy (or any amendment or replacement thereof) with a starting frequency of Step 7 and a ceiling frequency of step 7.
- (4) A breach of the requirements of this notice, including failure by the wild game estate operator to cooperate with an animal product officer undertaking his or her lawful duties may result in —
 - (a) an increase in verification frequency in accordance with the switching rules in the Verification 2005 Statement of Policy; or
 - (b) loss of eligibility to supply killed game estate animals for processing as wild game; or
 - (c) removal of designation as a wild game estate.
- (5) Game estate animals and game estate products which do not comply with the requirements of this notice cannot be processed or labelled as wild game, and cannot be given official assurances as wild game.

6 Designation of wild game estates

- (1) A game estate will be designated as a wild game estate in the MPI Verification Services compliance database if such designation is requested by the game estate operator and if it is verified that the requirements of subclause (4) of this clause have been met.
- (2) A primary processor of wild game may request from MPI Verification Services the names of game estates which have been designated as wild game estates.
- (3) A game estate intending to supply hunted animals for processing as wild game must be a game estate that is designated as a wild game estate.
- (4) In order to be designated as a wild game estate, the game estate operator must provide, in writing, MPI Verification Services with the following information —
 - (a) confirmation that the game estate is currently listed as a game estate under section 65D of the Act; and
 - (b) the legal description of the location of the game estate; and
 - (c) the stocking rates of breeding and trophy animals taking account of the carrying capacity during the worst climatic conditions and without the routine use of supplementary feeding; and
 - (d) confirmation that the game estate is registered with TB Free New Zealand Limited and is classified as a game estate.
- (5) Game estate operators may elect to cease operating as a wild game estate at any time. A game estate operator who elects to cease operating as a wild game estate must inform MPI Verification Services as soon as practicable, and not more than 2 weeks after the date on which they have elected to cease operating as a wild game estate.

7 Game estate practices

- (1) The animal population on the game estate may be supplemented with farmed animals.
- (2) The number of introduced females must not exceed that which is necessary for breeding purposes.
- (3) Records of the dates, numbers and sources of all introduced animals must be maintained by the operator, and kept for four years.

- (4) The game estate operator must have a system that reliably ensures compliance with clause 8(2).
- (5) Game estate animals must be treated in such a manner that they are free of hunger and pain, are able to seek shelter and able to freely express themselves naturally.
- (6) Game estate animals must not be herded or mustered in the manner of farmed animals.
- (7) Game estate animals must not be —
 - (a) treated with agricultural chemicals or veterinary medicines. Treatment (including the use of tranquiliser guns) to alleviate pain and suffering caused by traumatic injury is acceptable; or
 - (b) routinely provided with supplementary feed such as hay or baleage. Feeding in emergency situations is acceptable providing it is as a result of climatic or environmental events outside the control of the game estate operator which are not typical of normal expected natural or seasonal variations (e.g. drought). Supplementary feeding as a consequence of farm-like practices such as intensive stocking, or other events within the control of the game estate operator is not permitted. Records of the amount, type, date/period of feeding and the reasons for feeding must be maintained by the operator and kept for five years; or
 - (c) mustered or yarded; or
 - (d) subject to any other conventional farming practices.
- (8) Yard facilities must not be present on a game estate that supplies animals for processing as wild game.

8 Harvesting of game estate animals as wild game

- (1) Game estate animals must be killed —
 - (a) on the game estate; and
 - (b) hunted by ground shooting or shooting from an aerial recovery operation.
- (2) Killed game estate animals introduced to the game estate less than 60 days before being killed must be excluded from supply for processing as wild game.
- (3) Killed game estate animals must remain unskinned and the head must remain attached (antlers may be removed for trophy purposes).
- (4) Killed game estate animals must be tagged by the game estate operator with an individual property identification applied at the time the game estate animal is killed.
- (5) Records of the dates, numbers and destinations of all killed game estate animals must be maintained by the operator, and kept for four years.
- (6) Killed game estate animals for processing as wild game must only be supplied to a risk management programme (RMP) registered for processing wild or game estate deer.
- (7) Killed game estate animals are not eligible to be supplied to a wild or game estate RMP operation for export processing as wild game if they do not comply with the requirements of this notice.

Part 3 Processing Premises

9 Receipt and processing of wild game

- (1) Killed game estate deer for processing as wild game must be supplied only to processing premises which are on the EU-list for wild game as set out in the European Union, Animal Products: Overseas Market Access Requirements. The

killed game estate deer must be handled, processed and stored in accordance with notified requirements for the European Union.

- (2) Facilities for the reception and storage of unskinned wild game must be physically separate from other facilities. The skinning of the animals and the processing and storage of unpackaged wild game products must be done at a separate time or place from the processing and storage of unpackaged farmed products or meat of non-cervine species.
- (3) RMP operations processing game estate animals which qualify for processing as wild game may mix such product with wild deer without any change in status of products from either source.

Part 4 Revocation

10 Revocation

This notice revokes the Animal Products (Export Requirements for Game Estate Products) Notice 2010 dated 3 June 2010.

Explanatory Note

This notice permits the harvesting, processing, and exporting of game estate animals for human consumption as wild game.

Animal products processed in compliance with this notice must meet any additional market access requirements for wild game notified for specific countries before they are eligible for export to those countries.

Issued under the authority of the Animal Products Act 1999.

This notice is administered in the Ministry for Primary Industries.
