

Food Standards (Proposal P1025 – Code Revision) Variation

The Board of Food Standards Australia New Zealand gives notice of the making of this standard under section 92 of the *Food Standards Australia New Zealand Act 1991*. The Standard commences on 1 March 2016.

Dated 25 March 2015



Standards Management Officer
Delegate of the Board of Food Standards Australia New Zealand

Note:

This Standard will be published in the Commonwealth of Australia Gazette No. FSC 96 on 10 April 2015.

Standard 1.6.2 Processing requirements for meat

Note 1 This instrument is a standard under the *Food Standards Australia New Zealand Act 1991* (Cth). The standards together make up the *Australia New Zealand Food Standards Code*. See also section 1.1.1—3.

Note 2 This Standard applies in Australia only. For New Zealand purposes, processing requirements for meat products are regulated under the *Animal Products Act 1999* (NZ) and the *Food Act 2014* (NZ).

1.6.2—1 Name

This Standard is *Australia New Zealand Food Standards Code – Standard 1.6.2 – Processing requirements for meat*.

Note Commencement:
This Standard commences on 1 March 2016, being the date specified as the commencement date in notices in the *Gazette* and the *New Zealand Gazette* under section 92 of the *Food Standards Australia New Zealand Act 1991* (Cth). See also section 93 of that Act.

1.6.2—2 Game meat

- (1) Game meat, except game birds, must be obtained:
 - (a) from a game carcass that has been subjected to a post mortem inspection that is conducted in accordance with relevant State or Territory law; or
 - (b) in accordance with a quality assurance program that:
 - (i) is conducted in accordance with relevant State or Territory law; and
 - (ii) is designed to ensure that the game meat is fit for human consumption.
- (2) A food for sale must not consist of, or have as an ingredient, game offal, other than bone or cartilage attached to game meat flesh.
- (3) In this section:

game meat means the whole or part of the carcass of any bird, buffalo, camel, deer, donkey, goat, hare, horse, kangaroo, rabbit, pig, possum or wallaby that has been slaughtered in the wild state, but does not include avian eggs, foetuses, parts of foetuses or pouch young.

game meat flesh means skeletal game meat muscle, including any attached fat, connective tissue, nerve, blood, blood vessels and, in the case of birds, skin.

game offal means game meat other than game meat flesh.

1.6.2—3 Fermented meat products

- (1) Fermented comminuted processed meat is heat treated if it has had its core temperature maintained at 55°C for a period of at least 20 minutes, or an equivalent combination of time and higher temperature.

Note Standard 1.2.1 and Standard 2.2.1 provide for the labelling of heat treated fermented comminuted processed meat.
- (2) Fermented comminuted processed meat is cooked if it has had its core temperature maintained at 65°C for a period of at least 10 minutes, or an equivalent combination of time and higher temperature.

Note Standard 1.2.1 and Standard 2.2.1 provide for the labelling of cooked fermented comminuted processed meat.
- (3) A fermented meat product must not contain mechanically separated meat or rendered trimmings unless it has been cooked so that its core temperature is maintained at 65°C for a period of at least 10 minutes, or an equivalent combination of time and higher temperature.
- (4) In this section:

mechanically separated meat means meat that has been separated from bone by a mechanical process that results in *comminuted meat.

rendered trimmings means the cooked meat fractions derived from the rendering of meat trimmings, excluding ligamentum nuchae.
