

A solution to RSA conditions

- Game
- Trophy/biltong hunting
- Small stock
- Cattle
- Small enterprises
- Emerging farmers
- Organic farming

Game

- Because game cannot be delivered alive to the abattoir the abattoir is taken to the game
- Reduce cost by cutting additional steps in the slaughter process
- Minimizing weight loss due to transport
- Prevent stress related diseases e.g. Shipping fever/capture miopathy
- Reducing cost by avoiding capture cost and translocation to sales.

continue

- Once off rectifying of breeding numbers on game farms allowing the animals to settle as opposed to biltong hunting that drags on through 4-6 months.
- Professional hunters minimising possible wounding of animals
- Etc.

Cattle and small stock

- Assisting emerging farmers accessing the commercial market without high cost of transport to approved abattoirs.
- Servicing a number of clients at one service point
- Immediate approval and chilling of carcasses

Safe meat principles

- The principle of safe meat for consumption is based on:
- i. Controlled environment slaughter(Structure)
- ii. Quality operations-slaughter techniques (Training)
- iii. Healthy animals- Farm to fork (AM & PM inspections)

FMD Meat

- Control is based on two major principles:
- i. Animal disease control-spread of disease.
- ii. Meat safety control-hygiene and quality management & traceability.
- Safety of the meat dependent on pH drop under controlled temperature 2-7°C for 24 hours.
- Principle of commodity based trading-the more the product is processed the lesser the risk of spreading of the disease.

Mobile abattoirs' solutions to the FMD challenge.

- A Registered abattoir that has proven to slaughter a safe and clean carcass.
- Trained slaughterers and independent meat inspectors.
- A full electronic traceability system available to all involved the moment a chiller is filled and ready for maturation.
- A fully documented quality management system.
- All risk material disposed of within the controlled FMD zones according to requirements





























































