

HEALTH ACT 1911
HEALTH (ADOPTION OF FOOD STANDARDS CODE) AMENDMENT
REGULATIONS 1992

Made by His Excellency the Governor in Executive Council on the advice of the Food Advisory Committee.

Citation

1. These regulations may be cited as the *Health (Adoption of Food Standards Code) Amendment Regulations 1992*.

Commencement

2. These regulations come into operation on the day on which Part 5 of the *Health Amendment Act 1991* comes into operation.

Health (Adoption of Food Standards Code) Regulations 1992 amended

3. The Schedule to the *Health (Adoption of Food Standards Code) Regulations 1992** is amended by inserting after item 7 the following item —

“ 7A C Insert after Standard C5 the following —

“ C6 — GAME MEAT AND GAME MEAT PRODUCTS

Interpretation

1. In this Standard —

“game animal” means buffalo, camel, goat, kangaroo, pig or rabbit;

“game meat” means the whole or part of the carcass (including offal) of any game animal that has been field-slaughtered in the wild state, but does not include foetuses, pouch young or animals found dead in traps;

“game meat flesh” means the skeletal muscle of any game animal, with or without the accompanying and overlying fat, together with the connective tissue, nerve and blood vessels that ordinarily accompany the muscle tissue and that are not separated from it in the process of preparation;

“game meat products” are mixtures of game meat flesh with any permitted food additives and with other foods excluding meat;

“game sausage” means game sausage meat enclosed in a casing or formed by other

means into a cylindrical or other like shape;

“game sausage meat” means game meat flesh that has been comminuted and mixed with meal or flour derived from any one or more of cereals, potatoes, soya beans or edible starch, with or without gluten.

Restrictions and prohibitions

2. (1) Game meat offal must not be sold as food or used in the preparation of food.

(2) Meat derived from field-slaughtered animals other than game animals must not be sold for human consumption.

(3) Game meat flesh and game meat products must not be mixed with meat other than game meat.

(4) Game meat shall be derived only from game animals that are in good health and condition at the time of killing.

Frozen and thawed game meat flesh

3. Game meat is to be taken as —

- (a) frozen, when its temperature has been reduced to, and maintained at, below -2°C ; and
- (b) thawed, when, having been frozen, its temperature has risen above -2°C .

Game sausage meat and game sausages

4. (1) Subject to this Standard, game sausage meat —

- (a) may have added to it any of the foods permitted in sausage meat in Standard C1;
- (b) may be treated with smoke from untreated hardwood; and
- (c) must meet the fat free meat and fat level requirements of Standard C1 in relation to sausage meat,

as if references in Standard C1 to “sausage meat” and “meat flesh” were references to “game sausage meat” and “game meat flesh”, respectively.

(2) The nitrogen content of the meal or flour referred to in the definition of

“game sausage meat” in clause 1 must not exceed 45 g/kg.

(3) Sulphur dioxide may be added to game sausage meat to a level not exceeding 500 mg/kg if the game meat flesh content of the game sausage meat does not exceed 900 g/kg.

Premixes for use in making game sausage meat

5. Game meat premixes are premixes which correspond to premixes for use in making sausage meat, and the provisions of Standard C1 applying to sausage meat premixes apply to game sausage meat premixes as if references to “sausage meat” in those provisions were references to “game sausage meat”.

Edible casings

6. (1) Edible casings for use in the preparation of sausages as specified in Standard C1 may be used in the preparation of game sausages.

(2) The requirements set out in relation to edible casings in Standard C1 apply in this Standard as if references to “sausages” in Standard C1 were references to “game sausages”.

Corned, cured, pickled or salted game meat

7. Corned game meat, cured game meat, pickled game meat or salted game meat is a game meat product which corresponds to the equivalent meat product referred to in Standard C1, and the provisions in that Standard applying to corned meat, cured meat, pickled meat or salted meat apply to that game meat product as if references in those provisions to “meat” were references to “game meat flesh”.

Labelling

8. (1) The names by which foods are defined or described in this Standard are declared not to be prescribed names.

(2) The word “GAME” must be included as part of the appropriate designation in the label on or attached to a package containing game meat flesh or a game meat product.

(3) There must be written in the label on or attached to a package containing, and displayed clearly in any advertisement relating to, game meat flesh or a game meat product the type of game animal from which the game meat flesh or game meat product has been prepared.

(4) There must be written in standard type of 3 mm in the label on or attached to a package containing game meat flesh, or a game meat product, which has been thawed the word "THAWED", or a word or words of similar effect, immediately preceding or following the appropriate designation.

(5) If game meat flesh or a game meat product is displayed for sale otherwise than in a package, everything required by this Standard to be written in the label on or attached to a package of game meat flesh or a game meat product, including labelling requirements incorporated in this Standard by reference, must be written in a label displayed on or in connection with the game meat flesh or game meat product in lettering of not less than 9 mm.

(6) Except as otherwise provided in this clause, game meat flesh and game meat products must comply with the labelling requirements of the corresponding meat and meat products in Standard C1 as if references in that Standard to meat and meat products were references to game meat flesh and game meat products.

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By His Excellency's Command,

D. G. BLIGHT, Clerk of the Council.