

Section 1

OPERATIONAL CHANGES & CHECKLISTS

1.1 OPERATIONAL CHANGES

The following changes have been made to the previous *British Columbia Game Farm Procedures Manual (November 1, 1991)*:

A. Fallow deer

- 1) Reporting - from Quarterly Transactions to Semi-Annual Transactions.
- 2) Fencing - entire 7' height is to be woven wire on newly constructed perimeter fences.
- 3) Eartagging of fawns extended from January 31 to April 30.
- 4) Game animals farm slaughtered are no longer regulated under the *Game Farm Act*.

B. Reindeer

- 1) Reporting - from Quarterly Transactions to Semi-Annual Transactions.
- 2) Zoning - reindeer farms are authorized outside of the Peace River region (specific conditions apply).
- 3) Fencing - entire 7' height is to be woven wire on newly constructed perimeter fences.
- 4) Eartagging of fawns extended from January 31 to April 30.
- 5) Game animals farm slaughtered are no longer regulated under the *Game Farm Act*.

C. Bison

- 1) Reporting - QUARTERLY TRANSACTION REPORTS are replaced with a combined ANNUAL
- 2) INVENTORY & TRANSACTION REPORT. Animals are reported by group class.
- 3) Identification of animals can be a registered brand or an Agriculture and Agri-Food Canada eartag.
- 4) Post-mortems are to be carried out when excessively high mortality levels are reached.
- 5) Escaped or animals at large are subject to immediate actions by the Ministry of Environment, Lands and Parks.
- 6) Importation - for Bison entering BC from the Western provinces, the IMPORT PERMIT and HEALTH CERTIFICATE is replaced with the HEALTH DECLARATION. 6) Site inspections are not conducted for licence issuance.
- 7) Fencing standards are not specified by MAFF.
- 8) Game animals farm slaughtered are no longer regulated under the *Game Farm Act*.

In addition to the above changes, there have been a number of changes to the layout of the manual. The most noticeable is the separation into a Fallow Deer/Reindeer section and a Bison section. This is due to regulation and policy changes for Bison, and a desire to make the manual as user-friendly as possible.

The manual now also contains a section outlining, in general terms, the activities which require special attention in order to maintain a licence under the heading "**It is Unlawful...**". Section 1 includes the new forms "**Checklist for the New Game Farmer**" and "**Annual Checklist**" to provide a "calendar approach" in assisting game farmers in meeting the requirements of the legislation.

As of March 31, 1997, the MAFF has implemented a new operational structure to achieve its two objectives of Industry Development and Resource Management. To manage its strategic directions specific to game farming, the ministry will focus policy and program development and resources toward the following strategic priorities:

Industry Development

- continue to improve and develop new policies and programs that promote industry self-reliance
- continue to work with industry in monitoring and controlling plant and animal health
- finalize roles, responsibilities and staffing of commodity teams
- complete business plans that target improvements in industry diversification, value added, market development and job creation
- implement the *Farm Practices Protection Act* at the municipal level.

Resource Management & Planning

- maintain the amount of land zoned for agriculture within the Agriculture Land Reserve
- identify and maintain the amount of water licensed for agriculture
- promote and monitor further implementation of best waste and pesticide management plans by industry
- identify and monitor new technology production methods to reduce soil erosion
- identify and reach agreement with other agencies on the balance of water resources required for agriculture and fish preservation.

What this results in for game farming is that some of the previous contacts and reporting requirements have changed. These changes are noted within this edition of the British Columbia Game Farm Manual.

FOR FURTHER INFORMATION, PLEASE SEE THE SPECIFIC SECTIONS WITHIN THIS MANUAL

1.2 It is Unlawful.....

This section highlights *some* of the conditions that a game farmer must meet to satisfy licence requirements. This is not a complete list. The *Game Farm Act* and Regulations and this policy manual should be reviewed to understand the full legislative framework for the industry.

1.2.1 Fallow Deer & Reindeer

It is Unlawful To:

1. Possess Fallow Deer or Reindeer without a valid GAME FARM LICENCE or WILDLIFE PERMIT.
2. Hold Fallow Deer or Reindeer in a facility which does not have approved perimeter fences and handling facilities.
3. Hunt Fallow Deer or Reindeer.
4. Possess Fallow Deer or Reindeer which are not provided with sufficient water, food, shelter or which exceed maximum stocking densities which may lead to problems.
5. Allow Fallow Deer or Reindeer to escape or come in contact with wildlife.
6. Conduct handling and husbandry procedures on Fallow Deer or Reindeer (e.g. antler removal and castration) in an inhumane manner. Additionally, failure to administer a nerve blocking agent necessary for antler removal is unlawful.
7. Possess Fallow Deer or Reindeer that are not individually and permanently identified as prescribed.
8. Sell or move Fallow Deer or Reindeer to purchasers within British Columbia who do not hold a valid GAME FARM LICENCE or WILDLIFE PERMIT.
9. Fail to provide licence requirements on the game farm to officials in the manner and time schedule prescribed.
10. Expand or delete game farm facilities without ministry approval.
11. Transfer Fallow Deer or Reindeer in an unsafe and inhumane manner.
12. Transfer Fallow Deer or Reindeer or meat without proper documentation.
13. Exhibit Fallow Deer or Reindeer without proper restraining and control mechanisms and handling facilities.
14. Import Fallow Deer or Reindeer to British Columbia which have not met health and other import requirements specified by the province.

1.2.2 Bison

It is Unlawful To:

1. Possess Bison without a valid GAME FARM LICENCE or WILDLIFE PERMIT.
2. Hold Bison in a facility which does not have handling facilities and adequate perimeter fences to prevent escape.
3. Hunt Bison.
4. Possess Bison which are not provided with sufficient water, food, or shelter.
5. Allow Bison to escape or come in contact with wildlife.
6. Conduct handling and husbandry procedures on Bison (e.g. horn removal and castration) in an inhumane manner.
7. Possess Bison that are not individually and permanently identified as prescribed.
8. Sell or move Bison to purchasers within British Columbia who do not hold a valid GAME FARM LICENCE or WILDLIFE PERMIT.
9. Fail to provide licence requirements on the game farm to officials in the manner and time schedule prescribed.
10. Expand or delete game farm facilities without ministry approval.
11. Transfer Bison in an unsafe and inhumane manner.
12. Transfer Bison or meat without proper documentation.
13. Exhibit Bison without proper restraining and control mechanisms and handling facilities.
14. Import Bison to British Columbia which have not met health and other import requirements specified by the province.
15. Fail to have post-mortems done when mortalities exceed specified numbers as prescribed.

1.3 CHECKLISTS

1.3.1 Checklist for a Prospective Game Farmer

Fallow Deer & Reindeer

Game Farming in British Columbia falls under the *Game Farm Act* and is impacted by other legislation. This checklist is intended as a guide for a prospective game farmer to become operational.

1. Read this manual thoroughly paying attention to information on the species you wish to farm.
2. Obtain a proper legal description of the property intended to be fenced and used as the game farm.
3. Obtain a leasehold agreement if game farm is not registered to applicant.
4. Prepare a development plan for the property.
5. Complete and forward a licence application (see 2.1.2.8) to a MAFF office or to the Game Farm Office, MAFF, PO Box 9120 Stn Prov Govt, Victoria, BC V8W 9B4. Make sure to complete all parts thoroughly and enclose applicable information.
6. Upon receipt of PROVISIONAL APPROVAL (see 2.1.3.5, 2.1.3.6 or 2.1.3.7), commence construction of the fencing and facilities in accordance with the Development Plan.
7. Once construction is complete, notify the Game Farm Office, Animal Industry Branch and request a site inspection. Schedule the inspection so you can be in attendance. Allow up to four weeks for the inspection to take place.

NOTE: If the fencing and facilities do not meet requirements, any additional inspections required for licence approval are subject to a \$75 reinspection fee.

8. Upon receipt of a GAME FARM LICENCE (see 2.1.3.9), finalize arrangements to obtain animals ensuring that all required HEALTH, IMPORT and TRANSPORT PERMITS are obtained (see Section 2.3).

NOTE: Other agencies such as Agriculture and Agri-Food Canada are involved. Contact them directly for information.

1.3.2 Checklist for a Prospective Game Farmer

Bison

Game Farming in British Columbia falls under the *Game Farm Act* and is impacted by other legislation. This checklist is intended as a guide for prospective game farmers to become operational.

1. Read this manual thoroughly paying specific attention to the information on Bison farming.
2. Obtain proper legal description of the property intended to be fenced and used as a game farm.
3. Obtain a leasehold agreement if game farm is not registered to applicant.
4. Prepare a development plan for the property.
5. Complete and forward a licence application (see 3.1.2.8) to a MAFF office or the Game Farm Office, Animal Industry Branch, MAFF, PO Box 9120 Stn Prov Govt, Victoria, BC V8W 9B4. Make sure to complete all parts thoroughly and enclose applicable information.
6. Upon receipt of PROVISIONAL APPROVAL (see 3.1.3.4) commence construction of the fencing and facilities in accordance with the Development Plan.
7. Once construction is complete, forward a Completion of Bison Game Farm form (see 3.1.3.5) to the Game Farm Office, Animal Industry Branch. A GAME FARM LICENCE (see 3.1.3.6) is then issued.
8. Following receipt of a GAME FARM LICENCE, finalize arrangements to obtain animals, ensuring that all required HEALTH, IMPORT and TRANSPORT PERMITS are obtained (see Section 3.3).

NOTE: Other agencies such as Agriculture and Agri-Food Canada are involved. Contact them directly for information.

1.3.3 Annual Checklist

Fallow Deer & Reindeer

December/January

Submit the following:

- LICENCE RENEWAL APPLICATION (see 2.2.8.2)
- Semi-Annual TRANSACTION REPORT (See 2.2.8.3) covering the period June 1 to November 30
- ANNUAL INVENTORY REPORT (see 2.2.8.4)
- \$100 renewal fee.

Return unused eartags (for which you will receive a credit) and request new year's supply (enclose payment less credit claimed).

February

New licence year. Ensure licence has been received.

April

Complete eartagging of previous year fawns prior to April 30.

June

Submit Semi-Annual TRANSACTION REPORT (see 2.2.8.3) by June 10 covering the period December 1 to May 31. Eartag numbers for previous year fawns are to be included.

1.3.4 Annual Checklist

Bison

December/ January

Submit the following:

- LICENCE RENEWAL APPLICATION (see 3.2.7.2)
- ANNUAL INVENTORY AND TRANSACTION REPORT (see 3.2.7.3)
- \$100 renewal fee.

Complete individual identification of previous year calves prior to January 31.

February

New licence year. Ensure licence has been received.

Section 2

FALLOW DEER & REINDEER

This section addresses the production of Fallow Deer and Reindeer. The requirements for these species have not substantially changed since publication of the last manual in 1991. Notwithstanding, significant changes include reporting semi-annually from quarterly, and zoning to allow reindeer farming outside of the Peace River region under certain conditions.

Appendices and fact sheets on the requirements, construction and approximate installed costs of deer perimeter should be referred to when drafting your development plan. Refer to Appendix B.

The applicant should understand the requirements of existing legislation which affects agriculture. For instance, prior to planning your farm layout, the Code of Agricultural Practice pursuant to the *Waste Management Act* should be understood.

2.1 GAME FARM LICENCE REQUIREMENTS

2.1.1 Licensee Responsibilities

There are several conditions that a game farmer must adhere to when making application for a GAME FARM LICENCE and operating the game farm. The standards and conditions that the licensee must maintain and the liabilities and responsibilities are specified in this manual. Violation of a licence condition can result in licence suspension or cancellation.

Some of the conditions and responsibilities are:

1. Prohibition on hunting of game farm animals.
2. Ensure game farm animals do not escape from the approved facilities.
3. Prevent game farm animals from coming into contact with wildlife, for example, by:
 - (a) maintaining perimeter and facilities;
and
 - (b) immediate removal of wildlife "attractants" (e.g. mortalities).
4. Responsible for the welfare of the game farm animals; for example, by providing water, feed, health, shelter as required.
5. Liable for any and all damage to Crown land, equipment and facilities, as well as damage to private property, resulting from the capture and transportation of escaped game farm animals by the licensee and/or his agents.
6. Slaughter of game farm animals must be as specified in the manual.
7. Fences and facilities are to be constructed and maintained in accordance with the manual.
8. The GAME FARM LICENCE is not transferable or assignable.
9. A licensee shall ensure that stocking densities do not exceed levels which result in poor animal welfare. Without limiting the above, stocking densities must not exceed 25 adult animals per hectare (10/acre).
10. A licensee shall ensure that dehorning, antler removal, castration and other animal handling and husbandry procedures are conducted in a humane manner by experienced individuals using proper equipment and accepted techniques. Licensees should be aware of the *Veterinarians Act* and who is authorized to conduct certain animal husbandry practices.

2.1.2 Who Qualifies and How Do You Apply

The following outlines the eligibility and process of applying for a licence. Licensees are required to assure that measures are being taken to reduce the potential for contact between game farm animals and wildlife as well as to ensure proper care and handling of animals.

2.1.2.1 Licence Process

To farm game in British Columbia you must have a valid GAME FARM LICENCE. To broker game or game products in British Columbia, you must have a valid LIVESTOCK DEALER'S LICENCE (see 4.3.1.5 for interpretation).

2.1.2.2 Eligibility

To be eligible for a GAME FARM LICENCE, applicants must meet the following criteria:

1. Be an adult resident (19 years or older) of British Columbia, or a corporation registered in British Columbia; and
2. Own or have a leasehold interest in privately owned land which forms the game farm land base.

2.1.2.3 Restrictions

1. Game farms are licensed only for private land - CROWN LAND is ineligible. Where Crown agricultural leases exist, game farms may be eligible under the Ministry of Environment, Lands and Parks.
2. Game ranching (the raising of game animals on open, unfenced range areas) is not authorized in British Columbia.
3. Game Farm Licences are not issued for the Queen Charlotte Islands.
4. Reindeer farming was originally authorized for the Peace River region only. In July 1993, it was expanded to other regions of the province. Special conditions apply in areas of high caribou populations (see map at 2.3.4.5).

2.1.2.4 Application

To obtain a GAME FARM LICENCE, the following process should be followed:

1. Carefully read this manual to ensure you understand the minimum standards and requirements.

The *British Columbia Game Farm Manual* contains the Provincial Government's requirements regarding game farming in British Columbia. It is very important that all licensees are knowledgeable of the operating policies contained in the manual as the final responsibility rests with the licensee.

NOTE: It is recommended that the appropriate producer association (see Appendix E - List of Contacts) be contacted for additional information prior to submission of your application and subsequent construction of facilities.

2. Obtain a LICENCE APPLICATION (see 2.1.2.8) from the nearest MAFF District or request an application from the Game Farm Office, Victoria;
3. Forward your LICENCE APPLICATION, any attachments and the \$200 prescribed application fee to the Ministry of Agriculture, Fisheries and Food, Game Farm Office, PO Box 9120 Stn Prov Govt, Victoria, BC V8W 9B4. You may mail the information directly to Victoria or give it to a District office to forward. Cheques are to be made payable to the Minister of Finance and Corporate Relations.

Should the application be rejected, the prescribed application fee will be refunded less a \$25 processing fee.

2.1.2.5 Licence Application Form

Complete the application form thoroughly providing all pertinent details. Keep in mind that you are committing to a specific farm layout and construction plan. Once a licence is issued, modifications made to the original Development Plan (e.g. addition or deletion of perimeter or elimination of handling facilities) will require subsequent approval (see 2.2.8.1 - LICENCE REVISION APPLICATION).

A sample LICENCE APPLICATION is outlined to help you. Assistance can be obtained from the Game Farm Office, other MAFF staff and existing game farmers.

2.1.2.6 Completing the Application

Information required in each section of the LICENCE APPLICATION (see 2.1.2.8) is detailed below. Each item is numbered to correspond to the form.

Part A: Applicant Information

1. **APPLICANT NAME:** This -is the name in which the GAME FARM LICENCE will be issued. Therefore, provide the name of the individual(s) or company who will be responsible for fulfilling all requirements of the GAME FARM LICENCE. The name can include one or more individuals, or be a registered company. If a company, include the full legal name and incorporation number. Additionally, list the full names, titles and addresses of the officers on the back of the form. Please do not supply the name you have given your farm if it is not an incorporated company.
2. **MAILING ADDRESS:** Complete mailing address, city and postal code where correspondence is to be mailed.
3. **TELEPHONE NUMBERS:** Business, residence and fax numbers where you can be contacted.

Part B: Farm Details

1. **PROVIDE DIRECTIONS TO THE FARM** and facilities on the back of the application form. For example, 25 km north of Quesnel on Hwy 97, west on East Lake Rd for 45 km, right on Taylor Rd for 1 km, driveway on the right, large cedar house.
2. **FARM ADDRESS:** Address of your game farm if different from your mailing address in Part A. If it is the same, indicate "as above."
3. **PROPOSED FENCED AREA (HECTARES):** Size in hectares that will be fenced for use as your proposed game farm area. *NOTE:* this may only be a portion of your total property.

4. **LAND OWNERSHIP, PRIVATE/LEASED:** Land intended for game farming purposes must be held under private title, (e.g. registered in fee simple), or by leasehold agreement. If the entire game farm area is registered to the applicant, mark the box "private"; if the applicant is not the registered owner, mark the box "leased"; if the game farm is comprised of land both registered to the applicant and leased, mark both boxes.

NOTE: A Game Farm Licence can cover one or more *contiguous* properties provided the applicant is the registered owner or lessee of the land in respect of which the licence is being sought.

5. **PROPERTY TAX FOLIO NUMBER:** This number is typically found at the top of a BC Property Assessment Notice. An example of the format is 10-20-300-40000.500.
6. **PARCEL IDENTIFICATION NUMBER:** This is a 9-digit number typically found within the "Property Description" section of an Assessment Notice. An example of the format is 100-200-300.
7. **LEGAL DESCRIPTION OF FENCED AREA:** Provide a complete legal description of the area proposed for the game farm (this may only be a portion of your total property).
8. **ATTACH COPY OF (a) LAND TITLE, OR (b) CURRENT BC ASSESSMENT AUTHORITY NOTICE. IF LEASED, ATTACH CERTIFIED OR NOTARIZED COPY OF LEASEHOLD AGREEMENT:** Provide copies as outlined.

If any part of the game farm area is located on leased land, include a copy of the lease. You may wish to stroke out any financial arrangements or other information that you deem "personal and confidential". Pertinent information to be included in the lease is: names and addresses of both the lessor and lessee, the legal description of the leased land, the term of the agreement including the start and end dates, signatures of all parties including witnesses, and date of signing.

Part C: Development Plan

1. **FACILITIES DRAWING:** On the back of the application form, sketch the game farm area. Please illustrate your proposal thoroughly. Include the location of the proposed perimeter and internal fences, gates, buildings and handling facilities and approximate dimensions of all fencelines. Include any geographical landmarks such as streams, dugouts, wood areas, hills, etc. Indicate proposed future expansion if minimal fencing is to be done initially. Photographs or diagrams (if available) will assist the application review.

Your Development Plan is not only reviewed to ensure compliance to regulations but to identify areas where assistance or advice may be helpful. Therefore, it is advisable to complete this section with as much attention to detail as possible.

2. **SPECIES:** The name of the species of game farm animal to be raised. Only one species of game farm animal may be included on one licence; if you wish to raise other game farm animals, a separate application is required.
3. **HERD SIZE:** The approximate number of animals that you propose to raise.
4. **FENCING TYPE:** Indicate the fence material you propose to use, (e.g. smooth wire, high tensile, page wire, game fence 17/84/6, etc.).
5. **FENCING MANUFACTURER:** The name of the company that manufactures the proposed fence, (e.g. Hurricane, Cyclone, Stelco, Langley, etc.).
6. **BREEDING STOCK SUPPLIER:** The name of the seller(s) from whom you propose to obtain your initial animals.
7. **ADDRESS:** Address of the seller(s) of the animals.
8. **GAME FARM LICENCE NO.:** If the animals are purchased from within BC, the Game Farm Licence number of the seller of your initial animals.

Part D: Additional Information

Use this space or a separate sheet of paper to provide additional information, (e.g. your related experience, any requests for specific information, etc.).

Part E: Payment and Declaration

Include signatures of all applicants as shown in Part A, as well as the names printed. If applicant is a company, include the signature, name (printed) and title of the person authorized to act on behalf of the company.

2.1.2.7 What Happens Next?

1. The application will be reviewed in accordance with government regulations and policies.
2. If the application is approved, PROVISIONAL APPROVAL (see 2.1.3.5 - 2.1.3.7) will be issued.

Construction of perimeter and facilities should then commence.

3. Once completed, notify the Game Farm Office to schedule a final site inspection.
4. A licence will be issued when a site inspection has demonstrated that the fencing and facilities are complete and meet the requirements of this manual.

2.1.3 Provisional and Final Approvals

The approval system for a game farm ensures that there are a minimum of problems within the industry once the farms are operational. This has been borne out over the nine years of game farm operation with very few problems occurring. The process can be completed in a relatively short time if information and construction is carried out with the appropriate attention to detail as required.

2.1.3.1 Provisional Approval

When the application is received it will be reviewed for completeness, eligibility, location and species, property ownership and development plan detail. A *preliminary site inspection* may be conducted to review the details of the application, at the applicant's request or as determined by officials.

Upon approval of the application, PROVISIONAL APPROVAL will be issued (see 2.1.3.5 - 2.1.3.7). This authorizes the applicant to proceed with construction of the facilities. Please note that possession of game farm animals is not authorized at this time.

Upon completion of construction, notify the Game Farm Office to schedule a final site inspection.

Please allow up to four weeks for your inspection.

Pursuant to the *Financial Administration Act*, a charge of \$75 may be made for each additional site inspection required to successfully pass inspection. Therefore, please ensure your fencing and facilities are fully complete prior to confirming an inspection date.

The PROVISIONAL APPROVAL is valid for two years from date of issuance. Upon expiration, and unless the applicant has requested an extension prior to expiration, reapplication for a GAME FARM LICENCE is required.

Changes to the original development plan require approval (e.g. expansion, deletion or alteration to the perimeter fencing). Upon the completion of the facilities and fencing, notify the Game Farm Office in writing or by telephoning (250) 356-1677 and request a site inspection.

2.1.3.2 Site Inspection

A site inspection is conducted to determine that the fencing and facilities are complete and meet the requirements of this manual.

All Fallow Deer and Reindeer farms require a site inspection prior to issuance of a licence with the date to be established in advance. Inspections can be completed without the applicant; however, it is strongly recommended that the applicant or representative attend the inspection.

The purpose of the site inspection is to:

1. Ensure the perimeter meets the minimum standards (as per 2.1.3.4 - Fencing & Facility Specifications);

2. Ensure adequate handling facilities are available to inspect and/or treat the animals; and
3. Ensure the facilities are as indicated on the LICENCE APPLICATION.

An inspection report will be completed by a Ministry representative (see 2.1.3.8 - INSPECTION REPORT).

NOTE: Future "spot" inspections may be carried out without notice to ensure continued compliance to the regulations.

2.1.3.3 Licence Approval

Upon site inspection approval and payment of any reinspection charges, a GAME FARM LICENCE will be issued (see 2.1.3.9). This licence must be renewed annually. Please note that a permanent "farm identification number" (F.I.D.) is assigned to your farm after the initial inspection.

The licence entitles you to game farm during the current licence year or any portion thereof. The licence year is February 1 to January 31 inclusive.

2.1.3.4 Fencing and Facility Specifications

It is the responsibility of the licensee to ensure that the animals are contained at all times. All perimeter fencing should be constructed bearing this in mind. Fence and facility requirements as outlined in the manual are only *minimum* standards. Licensees should ensure that standards acceptable to their specific operation and location are implemented (e.g. terrain, climate [snowpack], etc.).

Installation guidelines for fencing are outlined in detail under Appendix B. Please note that only Design A of the Fencing Factsheets (see 1.1 and 1.2) is approved for game farm fencing. It is also recommended that the B.C. Agricultural Fencing Handbook be referenced. It may be obtained from any MAFF office or purchased from: Warehousing Services, Purchasing Commission, Ministry of Finance, 742 Vanalman Avenue, Victoria, BC V8V 1X4, (250) 952-4560.

It is *strongly advised* that these publications be reviewed prior to construction. Additionally, staff at your local agriculture office can advise or direct you to engineering staff experienced in fence/facility construction.

PLEASE NOTE: Facilities being constructed for quarantine purposes in accordance with Agriculture and Agri-Food Canada's Importation Policy are required to have a *double perimeter fence* spaced at a minimum distance of *six feet apart*. Further information can be obtained by contacting Agriculture and Agri-Food Canada, New Westminster.

Provincial Regulations regarding fencing *are specific only to the perimeter of the area containing animals*. Internal fences may be built as desired; however, it is recommended to obtain technical advice.

2.1.3.4.1 Fences

NOTE: *There are several fencing manufacturers that now produce quality deer, fence material. Please ensure that the material you purchase meets the following specifications since some material has previously been rejected for substandard quality and failure to meet the necessary specifications. If in doubt, contact the Game Farm Office.*

The *minimum* fencing standards are as follows:

1. Height - 84 inches (7 feet)
In regions of high snowpack conditions additional measures must be taken to ensure that a full seven feet is available at all times; this may require fences greater than seven feet should the snowpack not be removed.
2. Material
 - (a) graduated, woven wire of which the bottom three feet must have maximum wire graduations of four inches; or
 - (b) solid plank fencing; or

- (c) combination of (a) and (b); or
- (d) material specifically approved by the Game Farm Office.

If wire is utilized, the following specifications and installation apply:

- 17 strand, 12 1/2 gauge, high tensile, horizontal wire minimum;
- 13 gauge, "knotted" joints or equivalent;
- 12 1/2 gauge, medium tensile, vertical ("stay") wire, with maximum vertical spacing of six inches (fallow deer) or twelve inches (reindeer);
- fence to be installed on animal side of posts except when completing corners;
- staples should be 1 1/2" minimum size, of "barb" type, "offset" and placed every 12 inches (if vertical stay wire is in line with post, the maximum distance is 24 inches). Staples should allow for horizontal movement of the fence (expansion and contraction) and only be stapled "tight" at both ends.

3. Posts

- (a) minimum 10 foot length, 4" - 5" diameter, pressure treated wood posts or equivalent for line posts and 12 foot length, 5" - 6" diameter for end posts;
- (b) attempt to install at a minimum post depth of two feet six inches for 10 foot posts, and four feet six inches for 12 foot posts;
- (c) post spacing not normally to exceed 20 feet or as approved by the Game Farm Office (post installation will vary by region due to soil types). Longer spacings may require midsection supports to prevent fence "lift" or "sag."

4. General Conditions

- (a) page wire fence must be installed with the correct tension (e.g. remove one-half of manufacturer's "crimp" in horizontal lines) and be flush to the ground. Where uneven terrain exists, hollows must be filled with suitable material (e.g. rocks, hard packed soil, logs, etc.);
- (b) overhangs (e.g. tree branches, dead falls, etc.) must be trimmed or removed to prevent falling on fences; and
- (c) all entries (e.g. gates) into the game farm facility must have locking devices.

2.1.3.4.2 Facilities

1. Corrals or paddocks and "chutes" are required to assemble animals.
2. Handling (retention) equipment (e.g. deer "crush" or "bail") is required that will enable restraining and handling of individual animals in a humane and safe manner for inspection and health examinations/treatments.
3. For purposes of effectively and calmly handling fallow deer, darkened pens should be utilized.

2.2 OPERATIONAL REQUIREMENTS

These operational requirements are intended to provide sufficient detail to allow the Fallow Deer or Reindeer farmer to follow farming and handling practices required by the MAFF plus maintain accurate and timely records.

2.2.1 Amendment to Development Plan

If you decide to farm a new species, a *new licence* is required; if you decide to alter your facility, an *amendment* to your current licence is required. A change can be made at any time of the year; however, you are not authorized to make a change in operation until it is formally approved. Complete a LICENCE REVISION APPLICATION (see 2.2.8.1) and forward to the Game Farm Office. You will be advised whether or not the change is permitted and if another site inspection is required. If a site inspection is required, an amended licence will not be issued until an inspection has demonstrated that the facilities and fencing, as altered, meet the requirements of the game farm policy.

NOTE: Facility alterations **normally** reflect the addition or deletion of perimeter or deletion of previously inspected handling facilities.

2.2.2 Annual Renewal of Game Farm Licences

A licence expires on January 31, following the date on which the licence is issued and, subject to regulation, may be renewed on application and payment of the prescribed fee. It is intended that a renewal notice will be sent to licensees in early December.

Notwithstanding the above, it is the licensee's responsibility to obtain a renewal for a licence. To renew your GAME FARM LICENCE, you must complete the LICENCE RENEWAL APPLICATION (see 2.2.8.2), the second period TRANSACTION REPORT (see 2.2.8.3) and the ANNUAL INVENTORY REPORT (see 2.2.8.4). These forms must be returned to the Game Farm Office with the \$100 prescribed renewal fee. Cheques are to be made payable to the Minister of Finance and Corporate Relations.

Submit your application for licence renewal as promptly as possible. Delays in issuing your new licence may result if your forms are not accurately completed.

NOTE: Failure to submit all necessary records and payment prior to 4:30 pm, January 31st will result in the expiration of your licence. A new application will be required with the necessary application fee of \$200. In the interim, should you possess any game farm animals, you will be in contravention of the Wildlife Act and the Game Farm Act and subject to all regulatory actions.

2.2.3 Records & Reports

Records serve two purposes:

1. for disease, movement and inventory control, and
2. to project trends and patterns (e.g. growth rates, productivity, etc.).

It is desirable to keep accurate records to facilitate these common production issues. Additionally, records are required to be current (e.g. as transactions occur) and available for inspection when requested by officials.

2.2.3.1 Transaction Report

2.2.3.1.1 General

Any change to the status of your herd inventory must be reported. When any transaction occurs, an entry should be made that day. This includes animals that are born, purchased, sold, slaughtered, that die, and that require ear tags to be replaced. If no transactions occurred, a Report is still required - simply write "NIL" across the face of the form. Game farm licensees are provided with blank forms prior to the respective reporting periods.

The TRANSACTION REPORT (see 2.2.8.3) is due semi-annually and must include all transactions that occurred within the current period. The reporting periods are:

1st Period

2nd Period

December 1 - May 31 June 1 - November 30

The Report must be postmarked by the 10th day following the last day of the reporting period (June 10 and December 10) and forwarded to the Game Farm Office, PO Box 9120 Stn Prov Govt, Victoria, BC V8W 9B4. If applicable, please number the forms **1** of 3; **2** of 3; **3** of 3; etc. All animals must be recorded by sex and registration number (eartag). Be accurate and record every transaction.

NOTE: The second period TRANSACTION REPORT may be submitted with your licence renewal.

2.2.3.1.2 Completing the Report

(see 2.2.8.3 for sample completed report)

The following information is required:

Animal Additions

Identification of newborn fawns and calves may pose a health risk to humans and a humane concern for the newborns. If the above applies to your situation, tagging may be deferred. However, all newborns shall be permanently identified and recorded no later than April 30 of the year following birth. Notwithstanding, an approximate inventory of fawns must be reported on the second period TRANSACTION REPORT.

1. When an animal is born:

- (a) Date
- (b) Sex
- (c) Registration number (eartag)
- (d) Check "Born" (B)

NOTE: If a newborn dies after being born alive, two entries must be completed - one for "animal born" and the other for "animal mortality."

2. When an animal is purchased within British Columbia (purchaser must ensure that the seller has a valid BC GAME FARM LICENCE or WILDLIFE PERMIT):

- (a) Date of arrival
- (b) Sex
- (c) Registration number

NOTE: Use the existing registration number. Do not assign your own registration number to an animal you have purchased that already has a BC registration number.

- (d) Check "Purchased" (P)
- (e) Seller's name and address or seller's licence number

3. When a live animal is purchased (imported) from outside of British Columbia:

- (a) Date of arrival
- (b) Sex
- (c) Registration number assigned by yourself
- (d) Check "Imported" (I)
- (e) Import Permit Number
- (f) Seller's name and address

4. When an animal's eartag is missing:

- (a) Date
- (b) Sex
- (c) Enter new registration number assigned by yourself followed by old number (if known), e.g. 01234F/04321A
- (d) Check "Replacement Tag" (R)

Animal Deletions

1. When an animal dies:
 - (a) Date
 - (b) Sex
 - (c) Registration Number
 - (d) Check "Mortality" (M)
 - (e) Indicate probable cause of death under "Abattoir Utilized"

2. When an animal is sold within British Columbia (seller must ensure that the purchaser has a valid BC GAME FARM LICENCE or WILDLIFE PERMIT):
 - (a) Date of removal from farm
 - (b) Sex
 - (c) Registration number
 - (d) Check "Sold" (S)
 - (e) Buyer's name and address or buyer's licence number

3. When an animal is sold (exported) outside of British Columbia:
 - (a) Date of removal
 - (b) Sex
 - (c) Registration number
 - (d) Check "Exported" (E)
 - (e) Buyer's name and address and buyer's licence number, if applicable

4. When an animal is slaughtered:
 - (a) Date
 - (b) Sex
 - (c) Registration number
 - (d) Check "Slaughtered" (K)
 - (e) Name of abattoir used or indicate farm slaughter
 - (f) Buyer's name and address, if applicable

By-Product Sales

1. When antlers or velvet is sold:
 - (a) Weight (kg)
 - (b) Buyer's name and address

2.2.3.2 Annual Inventory Report

The ANNUAL INVENTORY REPORT records your total animal inventory by individual eartag number. You will receive an ANNUAL INVENTORY REPORT form prior to licence expiry. It must be completed and submitted with your LICENCE RENEWAL APPLICATION to the Game Farm Office. Please use additional pages if necessary. If applicable, please number the forms 1 of 3; 2 of 3; 3 of 3; etc.

All animals must be recorded individually by sex and registration number (eartag). A total is required to be entered at the bottom left hand corner. Any unused eartags for the past year are to be indicated. The 'Projected Inventory for Next Year' is an estimate of your anticipated herd size. This number is optional, however greatly appreciated, as it assists in forecasting the supply of eartags required.

Data will be cross-referenced with the TRANSACTION REPORTS and form the basis for inventory reconciliation.

2.2.4 Animal Registration

All fallow deer and reindeer in British Columbia must be registered with the MAFF

To register an animal, eartag the animal and then record the eartag number on the TRANSACTION REPORT the day it is entered into your herd.

Registration is administered through use of individually numbered, tamper-proof eartags. Tags should be affixed in *sequential order* from your supply of eartags.

After lengthy discussions with the industry and associated agencies, the tags being utilized are:

- fallow deer - Ketchum's #3
- reindeer - Ketchum's #2

These tags have been chosen for their "lightness" and small size. The registration number consists of three parts; two parts on the top side and one part on the bottom side as follows:

Top Side

1. A four digit number is sequentially numbered commencing with 0001.
2. A single letter indicates year of registration (e.g. A = 1991, B = 1992, C = 1993, etc.). This system is the National Livestock Identification System.

Bottom Side

3. The letters "BC" stand for British Columbia. The game farm species of fallow deer and reindeer are denoted as BC-F and BC-R respectively.

The eartags are obtained through the Game Farm Office, MAFF, PO Box 9120 Stn Prov Govt, Victoria, BC V8W 9B4, telephone (250) 356-1677, fax (250) 387-3522. The cost of the eartags, postage and handling is thirty cents (30Q) per tai plus applicable GST.

NOTE: Agriculture and Agri-Food Canada has approved the MAFF eartag. Therefore, the MAFF tag is the only tag required for animals imported into and exported from British Columbia.

Fawns and calves must be eartagged by April 30 of the year following the year of birth, or earlier

- a) upon changing ownership, or
- b) upon leaving the licensed premises.

When an animal is sold to another game farm in British Columbia, the registration number accompanies the animal. The animal is not retagged by the new owner. This process will minimize any undue handling and stress on the animals. *Unused eartags* are to be returned to the Game Farm Office *prior to January 31*. A credit will be issued for all returned tags and applied towards future eartag purchases; no cash refunds apply.

Additional eartags may be retained for replacing lost eartags. The maximum number of previous your eartags authorized to be retained by the licensee shall not exceed five percent (5%) of the total adult inventory on a per year basis. For example: with an adult inventory of 100 head for the years 1989, 1990, 1991 and 1992, the licensee would be authorized to retain five (5) tags for each year which would total 20 tags. **NOTE:** fawns are to be tagged only with the current year eartags.

In the unlikely event that an eartag is torn out and lost, a replacement eartag must be inserted. The replacement tag and the lost tag (if known) must be indicated on the TRANSACTION REPORT.

All fallow deer and reindeer imported to BC must have a BC eartag affixed prior to entering the province.

2.2.5 Animal Identification

All fallow deer and reindeer must be identified by a MAFF eartag in the left ear. Neck collars are additionally required for reindeer over three months of age located in areas of high caribou populations to allow for easy identification in the event of escapes.

Eartags to be placed in accordance with the following:

NOTE: Individuals who have not inserted curl lock tags should obtain advice and recommendations from a veterinarian or other experienced producers. The eartag pliers must have the **#3 clip insert** to permit tagging for fallow deer and the **#2 clip** insert for reindeer.

Eartag insertion is an important procedure where care should be taken. Typical problems encountered are:

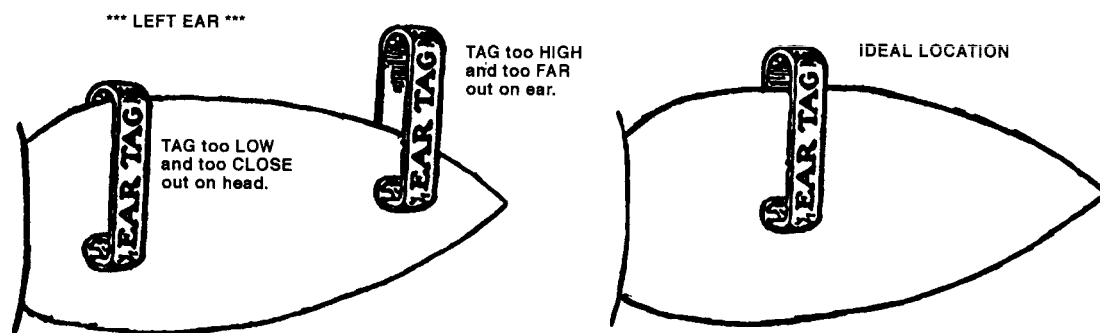
- loss of eartags from improper application
- poorly applied eartags becoming a source of irritation to the animal
- potential infection if improperly applied
- questioning of some eartag types by animal welfare groups.

The following points should be followed when eartagging:

1. Properly restrain the animal to minimize physical injury;
2. Ensure the eartag pliers are in proper mechanical operation. The eartag placed in the bottom jaw must be aligned properly so the pliers close evenly and "lock" the eartag correctly. It is strongly recommended that you have an experienced person demonstrate the application of eartags to prevent unnecessary trauma to the animal while gaining experience;
3. Eartags and pliers must be kept clean. Contaminated or dirty tags are a source of infection;
4. Eartag Placement
 - (a) eartags must be placed on the ear at the correct distance to avoid unnecessary "ear pressure" or hanging too far off the edge of the ear (see diagram following);
 - (b) eartags must not be inserted too close to the head where the ear is too thick for the tag;
 - (c) eartags *must not* be inserted too far away from the head as it causes unnecessary irritation;
 - (d) avoid large blood vessels or cartilage associated with the ear;
 - (e) depending on the age of the animal, allow room for ear growth.

Pliers to apply the eartags can be purchased from your local veterinary equipment supplier or by ordering from Ketchum's Manufacturing, 396 Berkley Avenue, Ottawa, Ontario K2A 3G6 Phone (613) 722-3451, Fax (613) 722-5612.

EARTAG PLACEMENT ON MATURE DEER



2.2.6 Escape of Game Farm Animals

Licensees must ensure that game farm animals do not escape from their facilities through proper maintenance of fences and facilities and effective management practices.

If escapes do occur the following procedures apply:

2.2.6.1 Notice of Escape

1. Escape is established effective from the actual date the escape occurred or date of knowledge of the escape.
2. If not recaptured within 24 hours, licensees are to report the escape to any designated officer or inspector appointed under the *Game Farm Act*. It is recommended that the local conservation officer for MELP also be advised.
3. For reindeer in high caribou density regions (see 2.3.4.5), escapes must be reported immediately.
4. Within time frames specified in Section 5 of the Game Farm Regulation, a complete herd inventory and written report are to be submitted to the Game Farm Office.

2.2.6.2 Recapture

1. A licensee must recapture game that escapes within 30 days of the escape to avoid application of the *Wildlife Act*, RS Chap. 488, Section 76 (animals revert to the ownership of the Crown).
2. If the escaped game constitutes a danger to property, the health or safety of an animal or individual or to the genetic integrity of wildlife as outlined under Section 7(2) of the Game Farm Regulation, Section 79 of the *Wildlife Act* (destruction of animals) may be invoked earlier.
3. The licensee is to submit a written report to the Game Farm Office outlining the recapture as outlined under Section 6 of the Game Farm Regulation.
4. When applicable and where capture of the animals has been either unsuccessful or not attempted, the MAFF will attempt to consult with the appropriate commodity association before instructing the implementation of Section 76 of the *Wildlife Act*.

2.2.6.3 Liability

1. Licensees are responsible for any and all damage to Crown Land, equipment and facilities, as well as damage to private property, resulting from the capture and transportation of escaped game farm animals by the licensee and/or his agents.

2.2.6.4 Control of Game in Transit

1. Licensees must maintain custody of game being transported, either directly or indirectly, by transferring authorization to qualified personnel.
2. The transporting vehicle is to be equipped with doors that close completely and have adequate locking devices to ensure animals cannot escape while in transport.

2.2.6.5 Public Display

1. Animals are required to be confined while they are not under the direct control of the licensee (i.e. on halter with person in attendance). Under the conditions for confinement, animals are required to be contained within a 7-foot fence or a lesser height pen with full roof covering.
2. It is suggested that at certain times of the year, exhibition of animals should be restricted while the animals are in a state that is dangerous to other animals and to the public (e.g. in the rut).

2.2.7 Slaughter

Meat inspection in British Columbia is carried out under the Federal *Meat Inspection Act*, the Provincial *Meat Inspection Act* and various municipal bylaws. Meat products originating from Federally approved plants may be sold anywhere in Canada and are eligible for sale in international markets. Meat products coming from establishments covered by the Provincial *Meat Inspection Act* can only be sold within British Columbia. Uninspected animals have specific conditions applying to where the product can be sold.

Agriculture and Agri-Food Canada (AAFC) carries out the inspection mandate under both Federal and Provincial *Meat Inspection Acts* to assure compliance to the standards set for sanitation, composition and quality of the product as well as the requirements for humane handling, treatment and slaughter of food animals. This mandate includes residue testing which is carried out under a statistically and centrally planned random sampling program and on samples identified as suspect by inspectors.

Game animals shall only be slaughtered as specified:

2.2.7.1 Abattoirs

1. Type 1

Federal Approved/Inspected -abattoirs licensed by AAFC pursuant to the Federal *Meat Inspection Act*. The carcasses or portions thereof, after being processed through this facility, can be sold anywhere in Canada and into export markets.

2. Type 2

Provincial Approved/Inspected – abattoirs licensed by the British Columbia Ministry of Health pursuant to the Provincial *Meat Inspection Act*. The carcasses or portions thereof, after being processed through this facility, can be sold anywhere in British Columbia but not exported from British Columbia or shipped to a Type 1 certified establishment for further processing.

3. Type 3

Provincial Approved/Non-Inspected - carcasses from these plants do not receive ante or post-mortem inspection and hence the plants cannot be located in a "meat inspection area". Further, carcasses or portions from these plants cannot be shipped to or sold in the declared "meat inspection areas" (Lower Mainland [Vancouver-Agassiz], Greater Victoria, South Peace River and Vernon) or exported out of the province.

Type 3 abattoirs are licensed under the *Livestock Brand Act* and animals slaughtered at these facilities must adhere to Special Conditions (2.2.7.2).

Local bylaws - certain local governments (currently Kelowna and Salmon Arm) require post-mortem inspection of carcasses by a local veterinarian. Standards established by local bylaws are not considered equivalent to the federal or provincial *Meat Inspection Acts*, hence carcasses or portions from these plants cannot be shipped to or sold in declared "meat inspection areas" or exported out-of-province.

4. Type 4

Farm slaughter - see Special Conditions (2.2.7.2).

2.2.7.2 Special Conditions

1. Abattoirs of **Types 1 & 2** have ante and postmortem inspection of all animals for health purposes.

Inspection of animals for ownership purposes is conducted through an approved documentation process (see 2.3.4.3 - FORM 3 MANIFEST). It is *not necessary* to report the slaughter of game farm animals processed through these facilities to government agencies other than on the TRANSACTION REPORT (see 2.2.8.3). Federal Meat Inspectors are present at these facilities.

2. **Type 3** abattoirs *do not* have federal or provincial meat inspection service. As these facilities are licensed under the *Livestock Brand Act*, all livestock slaughtered may be inspected by Provincial Livestock Inspectors. Consequently, game farm animals intended for processing through these facilities must be reported (by letter or telephone call) to the local Livestock Inspector of the Ministry of Agriculture, Fisheries and Food. In the case of Vancouver Island, animals to be processed through Type 3 facilities should be reported to the Game Farm Office in Victoria. The notice must be made *at least five days prior* to the proposed slaughter (unless an emergency situation arises [e.g. humane issues]).

The following data is required:

- Name of abattoir and address
- Date and time of slaughter
- Species, sex and registration number(s)
- Total number for slaughter

3. **Type 4** slaughter is known as "farm slaughter". The meat cannot be sold or otherwise distributed as per Type 1 and 2 slaughter. All game animals processed by farm slaughter must be reported as per Type 3 slaughter and entered on your TRANSACTION REPORT.
A list of licensed abattoirs is attached in 2.2.8.5.

2.2.7.3 Sale of Meat

1. The distribution and sale of farm slaughtered meat is not regulated under the *Game Farm Act*. Therefore, provincial legislation that applies for distribution of meat from domestic livestock also applies to game farmed animals (*Provincial Meat Inspection Act* and *Livestock Brand Act*).
2. Some areas of the province are designated as "Meat Inspected" regions. Meat distribution within these areas must have been slaughtered at an inspected plant. It is recommended that individuals contact their local municipal government for any additional bylaws or policies that may be in effect for their area.
3. Game farm animals that receive inspection under the Federal or Provincial *Meat Inspection Acts* will have a government stamp on the carcass. If the animal is sold to an abattoir, no further documentation is needed.
4. When a game animal is processed where the licensee maintains ownership, the licensee must provide the subsequent purchaser with a Bill of Sale which clearly indicates:
 - (a) Seller's name and address
 - (b) Licence number
 - (c) Species
 - (d) BC registration number(s)
 - (e) Date of slaughter
 - (f) Place of slaughter
 - (g) Buyer's name and address
 - (h) Description of meat cuts (e.g. fronts, hinds, quarters, sides, hides, etc.) and weight(s)

2.2.7.4 Transport of Meat

Transport of meat within British Columbia is monitored in order to reduce the incidence of illegal trade and health concerns. In order to transport meat from game farm animals including those circumstances in which a game farm owner has his farm in a different location from his primary residence and wishes to transport meat from the farm to the residence, the following procedure must be followed:

1. Complete a LIVESTOCK MANIFEST (see 2.3.4.3), often called a Form 3, as outlined in the *Livestock Brand Act*; and
2. Ensure that the GAME FARM LICENCE (see 2.1.3.9) accompanies the shipment.
A supply of the Form '3 can be obtained from the Regulatory Unit of the MAFF in Kamloops, BC at (250) 371-6050.

2.2.7.5 Sale of Velvet/Antlers

A licensee who markets velvet/ antlers shall provide the purchaser with a Bill of Sale which clearly indicates:

- (a) Seller's name and address

- (b) Licence number
- (c) Species
- (d) BC Registration number(s)
- (e) Date of harvest
- (f) Place of harvest
- (g) Buyer's name and address
- (h) Velvet or antler and weight

These transactions must be recorded on the TRANSACTION REPORT (see 2.2.8.3) under "By-Products".

2.3 ANIMAL HEALTH

Agricultural production of game farm animals raises international concerns about disease and genetic contamination that could possibly affect wildlife or domestic livestock in British Columbia. To minimize this risk, preventative measures and certain health requirements have been established by the Chief Veterinarian for British Columbia.

****** Never compromise the health of your herd; be certain that the stock you are acquiring is disease-free. ******

2.3.1 Movement

Movement of fallow deer and reindeer into British Columbia is handled under separate systems depending on where the animals are being moved from. The following requirements are necessary for obtaining animals from within and from outside of British Columbia:

2.3.1.1 Animals Purchased From Within British Columbia

2.3.1.1.1 General

No additional health requirements are needed for the purchase of fallow deer and reindeer in this category.

The introduction of game animals to the farm must be reported on the TRANSACTION REPORT (see 2.2.8.3). Be sure that the seller holds a current British Columbia GAME FARM LICENCE or WILDLIFE PERMIT and that the animals have been identified with approved British Columbia registration eartags. Additionally, check with Agriculture and Agri-Food Canada (AAFC) regarding Movement Permits.

2.3.1.1.2 Zoos and Wildlife Parks

Zoos and wildlife parks often have species of animals that are considered "untestable" for named diseases which affect game farm animals. Consequently, the MAFF has restricted the movement of these animals into the agricultural industry.

The game farming industry, in conjunction with Agriculture and Agri-Food Canada (AAFC), has worked methodically and diligently to develop a disease-free status for game farm animals. Wildlife Permits issued by the Ministry of Environment, Lands and Parks allow for game farm animal sales **only** to other zoos or wildlife parks (non-agricultural purposes).

Notwithstanding the above, MAFF will work with zoos and wildlife parks to qualify them for a GAME FARM LICENCE to allow sales of these animals to game farms under specific conditions. Therefore, please contact the Game Farm Office prior to purchasing game farm animals from zoos and wildlife parks to determine whether or not a licence has been issued.

NOTE: Game farm animals that are being sold by licensees to zoos and wildlife parks require no special approval. These movements are only required to be reported on your TRANSACTION REPORT.

2.3.1.2 Animals Purchased Within Canada

All licensees proposing importations to British Columbia, except for the animals' *immediate*

*slaughter** must:

- complete, and have approved, an IMPORT PERMIT (see 2.3.4.1);
- complete, and have approved, a HEALTH CERTIFICATE (see 2.3.4.2);
- comply with the Veterinary Directorate of AAFC (see Appendix A -1.1);
- have each animal eartagged with British Columbia registration numbers; and
- have each animal treated with an anthelmintic (parasite control agent); for example, ivermectin at the dose level recommended by a licensed veterinarian at least two weeks prior to the date of importation.

** immediate slaughter means the animals are transported directly to a slaughter facility.*

2.3.1.2.1 Import Permit

An IMPORT PERMIT (see 2.3.4.1) is an authorized certificate issued to a licensee upon application and approval by the Chief Veterinarian for the import of a specific game farm species proposed for import to BC.

- Apply for an IMPORT PERMIT. Not all importations are acceptable.
- An IMPORT PERMIT application must be received by the Game Farm Office at least 60 days prior to the proposed importation.
- Notice of acceptance or rejection will be indicated within 30 days of receipt of application.
- An IMPORT PERMIT is valid for six months after date of issue.

The IMPORT PERMIT (see 2.3.4.1) requires the following:

- (a) Importer - name, licence number, farm location
- (b) Exporter - name, farm location and health status
- (c) Date of shipment/arrival
- (d) Animals - species and number
- (e) Chief Veterinarian authorization/date
- (f) Additional conditions
- (g) Import number and date.

As a condition of the IMPORT PERMIT, a HEALTH CERTIFICATE must be completed by a practising veterinarian at the site of origin.

2.3.1.2.2 Health Certificate

A HEALTH CERTIFICATE (see 2.3.4.2) is a veterinarian's certification that the game animals proposed for import to BC have been inspected and found free of clinical evidence of infectious diseases.

- If the proposed import receives *conditional approval** by the Chief Veterinarian, a HEALTH CERTIFICATE must be completed by a licensed veterinarian at the site of origin declaring the animals to be clinically free from infectious disease.
- This certification is to be obtained at the licensee's expense and sent to the Game Farm Office at least 14 days prior to importation of the animals.
- If approved, an IMPORT PERMIT will be issued.
- The licensee may be required to provide treatment(s) as recommended by the Chief Veterinarian.

** conditional approval means that the proposed import of game farm animals has been given preliminary authorization dependent on a veterinarian's inspection and certification of a disease free herd status.*

The HEALTH CERTIFICATE (see 2.3.4.2) requires the following:

- (a) IMPORT PERMIT number
- (b) Importer - name, licence number, farm location
- (c) Exporter - name and site of origin
- (d) Date of shipment/arrival
- (e) Animals - species, number, sex, age, registration number (if applicable)
- (f) Veterinarian name and certification
- (g) Conditions as indicated on IMPORT PERMIT.

The IMPORT PERMIT and HEALTH CERTIFICATE must accompany the shipment of animals into British Columbia. Additionally, check with AAFC regarding Movement Permits.

NOTE: IMPORT PERMIT and HEALTH CERTIFICATE application forms are available from the Game Farm Office.

2.3.1.2.3 Besnoitiosis (Reindeer)

Special conditions were previously imposed specifically for the disease *Besnoitiosis*. A research project completed April 30, 1991 demonstrated no evidence of disease transmission to domestic livestock or mule deer under the conditions of the trial. Since this time, there has been no evidence to suggest the disease is of any significant implication to domestic livestock or wildlife. Therefore, the Chief Veterinarian has waived the special conditions for *Besnoitiosis* in reindeer.

2.3.1.3 Animals Purchased Outside of Canada

In addition to meeting the requirements for 2.3.1.2 above, a licensee must also receive a FEDERAL IMPORT PERMIT to purchase animals outside of Canada. This can be done through the Animal Health Programs, Agriculture and Agri-Food Canada, PO Box 2523, 202-620 Royal Avenue, New Westminster, BC V3L 5A8, telephone (604) 666-7500, fax (604) 666-1963 (see Appendix A - 1.1.8.1).

NOTE: When a game animal is to be imported from a source outside of Canada, it *must not* have been treated with ivermectin within four months prior to shipment. The animal may be treated with ivermectin after the AAFC veterinary inspectors have completed fecal examinations during quarantine.

If AAFC requires game animals to be placed in quarantine prior to being imported, it is suggested that licensees take this opportunity to meet the British Columbia health and identification requirements to help minimize expenses and inconveniences.

2.3.1.4 Importation Conditions

1. Prior to importation to a game farm in British Columbia, animals must be certified free of the following diseases:
 - (a) **Brucellosis.** Animal certified negative by AAFC within 60 days prior to importation;
 - (b) **Tuberculosis.** Animal certified negative by AAFC within 60 days prior to importation;
 - (c) **Johne's disease.** Animals may be imported if this disease has not been diagnosed;
 - (d) Anaplasmosis and **Bluetongue.** Animals certified negative by AAFC within 60 days prior to importation.

2. Fallow deer may not originate from or be imported from *Parelaphostrongylus tenuis* (*P. tenuis*) enzootic areas. *P. tenuis* enzootic areas are as follows: all provinces east of Saskatchewan and all US states east of North Dakota, South Dakota, Nebraska, Kansas and New Mexico (see attached map 2.3.4.4).

3. Quarantine
The following quarantine conditions apply unless previously exempted by the Chief Veterinarian:
 - (a) imported animals shall be held in on-farm quarantine for a period of not less than 60 days to ensure that no named disease is present;
 - (b) all game animals must be examined by a licensed BC veterinarian at the completion of the quarantine period to ensure that no named disease is present;
 - (c) any animal that dies during the quarantine period must be necropsied by a veterinarian or appropriate samples submitted to the Animal Health Centre in Abbotsford, BC (exempt from this condition if the licensee is under AAFC quarantine); and
 - (d) the Chief Veterinarian must be advised of any deaths within seven days (604-556-3003).

2.3.1.5 General Conditions

1. A licensee shall ensure that stocking densities do not exceed levels which result in poor animal welfare. Without limiting the above, densities on game farms must not *exceed 25 adult animals per hectare (10/acre)*.
2. A licensee shall ensure that antler removal, castration and other game animal handling and husbandry procedures are conducted in a humane manner by experienced individuals using proper equipment and accepted techniques.

2.3.2 Exportation

The only requirement for exporting live game farm animals out of province is to report the transfer on your TRANSACTION REPORT (see 2.2.8.3).

Other provinces have specific import requirements. The onus is on the exporter and importer to meet the requirements before the shipping takes place.

If game animals are being shipped out of country, contact the nearest office of AAFC, Veterinary Directorate for any instructions that may be required.

2.3.3 Transportation

2.3.3.1 Documentation

Any shipment or movement of fallow deer and reindeer in British Columbia must be accompanied by:

1. ALIVESTOCK MANIFEST* (Form 3 – see 2.3.4.3) as outlined in the *Livestock Brand Act*;
or
A Bill of Lading (if a Form 3 is not required).
** FORM 3 declarations can be obtained from the Regulatory Unit of the MAFF in Kamloops, BC at (250) 371-6050.*
2. AAFC captive or wild ungulate movement permit. This permit is required by AAFC for all game farm movements. Please contact your nearest AAFC office for details (see Appendix A -1.1.8.2).
3. An IMPORT PERMIT (see 2.3.4.1) and HEALTH CERTIFICATE (see 2.3.4.2) must accompany all shipments originating from outside of British Columbia.

2.3.3.2 Handling

1. Transporters must have adequate locking doors on the container portion of the vehicle to prevent accidental opening.
2. Transportation of animals must be done humanely and meet the standards as set out in the federal regulations under the *Health of Animals Act (Canada)* (see Appendix A - 1.1.8.2).
3. Commercial livestock transporters are suitable for moving game animals. The body of the truck should have a stable, non-skid floor surface and provide adequate, dry bedding (e.g. shavings [not sawdust] or straw). It is advisable to minimize the light when shipping fallow deer.

Relative to the federal statute above, animals must be separated by sex and de-antlered prior to shipment.

5. Game animals require good air circulation with adequate floor space allotted each animal. The vehicle should be stopped periodically to check the condition of the animals. The licensee shall comply with conditions for maximum travel times for animals in transit. Contact AAFC for information prior to scheduling movements.

Section 3

BISON

This section addresses the production of Bison. The requirements for this species have substantially changed since publication of the last manual in 1991. This is reflected in the movement to more flexible requirements on fencing, inspections and animal identification and the decision to allow the farming of Plains Bison anywhere within the province with the exception of the Queen Charlotte Islands.

It is the responsibility of the licensee to ensure that the animals are contained at all times. All perimeter fencing should be constructed bearing this in mind.

The applicant should understand the requirements of existing legislation which affects agriculture. For instance, prior to planning your farm layout, the Code of Agricultural Practice pursuant to the *Waste Management Act* should be understood.

3.1 GAME FARM LICENCE REQUIREMENTS

3.1.1 Licensee Responsibilities

There are several conditions that a game farmer must adhere to when making application for a GAME FARM LICENCE and operating the game farm. The standards and conditions that the licensee must maintain and the liabilities and responsibilities are specified in this manual. Violation of a licence condition can result in licence suspension or cancellation.

Some of the conditions and responsibilities are:

1. Prohibition on hunting of game farm animals.
2. Ensure game farm animals do not escape from the approved facilities.
3. Prevent game farm animals from coming into contact with wild ungulates, for example, by:
 - (a) maintaining perimeter fences and facilities; and
 - (b) immediate removal of wildlife "attractants" (e.g. mortalities).
4. Responsible for the welfare of the game farm animals, for example, by providing water, feed, health, shelter as required.
5. Liable for any and all damage to Crown land, equipment and facilities, as well as damage to private property, resulting from the capture and transportation of escaped game farm animals by the licensee and/or his agents.
6. Slaughter of game animals must be as specified in the manual.
7. Fences and facilities constructed and maintained in a manner which will prevent the animals from escaping as recommended by the bison industry associations pursuant to Codes of Practice.
8. The GAME FARM LICENCE is not transferable or assignable.
9. A licensee shall ensure that dehorning, castration and other animal handling and husbandry procedures are conducted in a humane manner by experienced individuals using proper equipment and accepted techniques. Licensees should be aware of the *Veterinarians Act* and who is authorized to conduct certain animal husbandry practices.

3.1.2 Who Qualifies and How Do You Apply

The following outlines the eligibility and process of applying for a licence. Licensees are required to assure that measures are being taken to reduce the potential for contact between game farm animals and wildlife as well as to ensure proper care and handling of animals.

3.1.2.1 Licence Process

To farm game in British Columbia you must have a valid GAME FARM LICENCE. To broker game or game products in British Columbia, you must have a valid LIVESTOCK DEALER'S LICENCE (see 4.3.1.5 for interpretation).

3.1.2.2 Eligibility

To be eligible for a GAME FARM LICENCE, applicants must meet the following criteria:

1. Be an adult resident (19 years or older) of British Columbia, or a corporation registered in British Columbia; and
2. Own or have a leasehold interest in privately owned land which forms the game farm land base.

3.1.2.3 Restrictions

1. Game farms are licensed only for private land - CROWN LAND is ineligible. Where Crown agricultural leases exist, game farms may be eligible under the Ministry of Environment, Lands and Parks.
2. Game ranching (the raising of game animals on open, unfenced range areas) is not authorized in British Columbia.
3. Licences are not issued for the Queen Charlotte Islands.
4. Game farm licences are not transferable or assignable.

3.1.2.4 Application

To obtain a GAME FARM LICENCE, the following process should be followed:

1. Carefully read this manual to ensure you understand the minimum standards and requirements.

The *British Columbia Game Farm Manual* contains the Provincial Government's requirements regarding game farming in British Columbia. It is very important that all new licensees are knowledgeable of the operating policies contained in the manual as the final responsibility rests with the licensee.

NOTE: It is recommended that the appropriate producer association (see Appendix E - List of Contacts) be contacted for additional information prior to submission of your application and subsequent construction of facilities.

2. Obtain a LICENCE APPLICATION (see 3.1.2.8) from the nearest MAFF District Office or request an application from the Game Farm Office, Victoria;
3. Forward your LICENCE APPLICATION, any attachments and the \$200 prescribed application fee to the Ministry of Agriculture, Fisheries and Food, Game Farm Office, PO Box 9120 Stn Prov Govt, Victoria, BC V8W 9B4. You may mail the information directly to Victoria or give it to a District office to forward. Cheques are to be made payable to the Minister of Finance and Corporate Relations.

Should the application be rejected, the prescribed application fee will be refunded less a \$25 processing fee.

3.1.2.5 Licence Application Form

Complete the application form thoroughly providing all pertinent details. Keep in mind that you are committing to a specific farm layout and construction plan. Once a licence is issued, modifications made to the original Development Plan (e.g. addition or deletion of perimeter fencing or elimination

of handling facilities) will require subsequent approval (see 3.2.7.1 - LICENCE REVISION APPLICATION).

A sample LICENCE APPLICATION is outlined to help you. Assistance can be obtained from the Game Farm Office staff, other MAFF staff and existing game farmers.

3.1.2.6 Completing the Application

Information required in each section of the LICENCE APPLICATION (see 3.1.2.8) is detailed below. Each item is numbered to correspond to the form.

Part A: Applicant Information

1. **APPLICANT NAME:** This is the name in which the GAME FARM LICENCE will be issued. Therefore, provide the name of the individual(s) or company who will be responsible for fulfilling all requirements of the GAME FARM LICENCE. The name can include one or more individuals, or be a registered company. If a company, include the full legal name and incorporation number. Additionally, list the full names, titles and addresses of the officers on the back of the form. Please do not supply the name you have given your farm if it is not an incorporated company.
2. **MAILING ADDRESS:** Complete mailing address, city and postal code.
3. **TELEPHONE NUMBERS:** Business, residence and fax numbers where you can be contacted during office hours.

Part B: Farm Details

1. **PROVIDE DIRECTIONS TO THE FARM** and facilities on the back of the application form. For example, 25 km north of Quesnel on Hwy 97, west on East Lake Rd for 45 km, right on Taylor Rd for 1 km, driveway on the right, large cedar house.
2. **FARM ADDRESS:** Address of your game farm if different from your mailing address in Part A. If it is the same, indicate "as above."
3. **PROPOSED FENCED AREA (HECTARES):** Size in hectares that will be fenced for use as your proposed game farm area. *NOTE:* this may only be a portion of your total property.
4. **LAND OWNERSHIP, PRIVATE/LEASED:** Land intended for game farming purposes must be held under private title, (e.g. registered in fee simple), or by leasehold agreement. If the entire game farm area is registered to the applicant, mark the box "private"; if the applicant is not the registered owner, mark the box "leased"; if the game farm is comprised of land both registered to the applicant and leased, mark both boxes.

NOTE: A Game Farm Licence can cover one or more *contiguous* properties provided the applicant is the registered owner or lessee of the land in respect of which the licence is being sought.

5. **PROPERTY TAX FOLIO NUMBER:** This number is typically found at the top of a BC Property Assessment Notice. An example of the format is 10-20-300-40000.500.
6. **PARCEL IDENTIFICATION NUMBER:** This is a 9-digit number typically found within the "Property Description" section of an Assessment Notice. An example of the format is 100-200-300.
7. **LEGAL DESCRIPTION OF FENCED AREA:** Provide a complete legal description of the area proposed for the game farm (this may only be a portion of your total property).
8. **ATTACH COPY OF (a) LAND TITLE, OR (b) CURRENT BC ASSESSMENT AUTHORITY NOTICE. IF LEASED, ATTACH CERTIFIED OR NOTARIZED COPY OF LEASEHOLD AGREEMENT:** Provide copies as outlined.

If any part of the game farm area is located on leased land, include a copy of the lease. You may wish to stroke out any financial arrangements or other information that you deem "personal and

confidential". Pertinent information to be included in the lease is: names and addresses of both the lessor and lessee, the legal description of the leased land, the term of the agreement including the start and end dates, signatures of all parties including witnesses, and date of signing.

Part C: Development Plan

1. **FACILITIES DRAWING:** On the back of the application form, sketch the game farm area. Please illustrate your proposal thoroughly. Include the location of the proposed perimeter and internal fences, gates, buildings and handling facilities and approximate dimensions of all fencelines. Include any geographical landmarks such as streams, dugouts, wood areas, hills, etc. Indicate proposed future expansion if minimal fencing is to be done initially. Photographs or diagrams (if available) will assist the application review.

Your Development Plan is not only reviewed to ensure compliance to regulations but to identify areas where assistance or advice may be helpful. Therefore, it is advisable to complete this section with as much attention to detail as possible.

2. **SPECIES:** The name of the species of game farm animal to be raised. Only one species of game farm animal may be included on one licence; if you wish to raise other game farm animals, a separate application is required.
3. **HERD SIZE:** The approximate number of animals that you propose to raise.
4. **BREEDING STOCK SUPPLIER:** The name of the seller(s) from whom you propose to obtain your initial animals.
5. **ADDRESS:** Address of the seller(s) of the animals.
6. **GAME FARM LICENCE NO.:** If the animals are purchased from within BC, the game farm licence number of the seller of your initial animals.

Part D: Additional Information

Use this space or a separate sheet of paper to provide additional information, (e.g. your related experience, any requests for specific information, etc.).

Part E: Payment and Declaration

Include signatures of all applicants as shown in Part A, as well as the names printed. If applicant is a company, include the signature, name printed and title of the person authorized to act on behalf of the company.

3.1.2.7 What Happens Next?

1. The application will be reviewed in accordance with government regulations and policies.
2. If the application is approved, a letter of **PROVISIONAL APPROVAL** (see 3.1.3.4) will be issued.
Construction of perimeter and facilities should then commence.
3. Once completed, forward a **COMPLETION OF BISON GAME FARM** form (see 3.1.3.5) to the Game Farm Office. Your licence will be mailed shortly thereafter.

3.1.3 Provisional and Final Approvals

The approval system for a game farm ensures that there are a minimum of problems within the industry once the farms are operational. This has been borne out over the nine years of game farm operation with very few problems occurring. The process can be completed in a relatively short time if information and construction is carried out with the appropriate attention to detail as required.

3.1.3.1 Provisional Approval

When the application is received it will be reviewed for completeness, eligibility, location and species, property ownership and development plan detail. A *preliminary site inspection* may be

conducted to review the details of the application, at the applicant's request or as determined by officials.

Upon approval of the application, PROVISIONAL APPROVAL will be issued (see 3.1.3.4). This authorizes the applicant to proceed with construction of the facilities. Please note that possession of game farm animals is not authorized at this time.

The PROVISIONAL APPROVAL will be valid for two years from date of issuance. Upon expiration, and unless the applicant has requested an extension prior to expiration, reapplication for a GAME FARM LICENCE is required.

Changes to the original development plan require approval (e.g. expansion, deletion or alteration to the perimeter). Upon the completion of the facilities and fencing, notify the Game Farm Office using the COMPLETION OF BISON GAME FARM form (see 3.1.3.5)

3.1.3.2 Licence Approval

Once construction is completed, forward a COMPLETION OF BISON GAME FARM form (see 3.1.3.5) to the Game Farm Office. By signing this form, you are certifying that you have constructed a perimeter fence that will prevent the escape of bison, and retention facilities that will enable restraining and handling of individual animals in a humane and safe manner.

Upon receipt of the COMPLETION OF BISON GAME FARM form, a GAME FARM LICENCE will be issued (see 3.1.3.6 & 3.1.3.7). This licence must be renewed annually. Please note that a permanent "farm identification number" (F.I.D.) is assigned to your farm.

The licence entitles you to game farm during the current licence year or any portion thereof. The licence year is February 1 to January 31 inclusive.

3.1.3.3 Fencing and Facility Specifications

3.1.3.3.1 Fences

Fencing standards for bison farms are not specified by the Ministry of Agriculture, Fisheries and Food. However, licensees are responsible for confining their bison to the licensed premises; therefore fencing is to be constructed and maintained adequately to prevent bison from escaping. The Peace Country Bison Association (PCBA) and BC Interior Bison Association (BCIBA) have developed a Code of Practice that recommends fencing and husbandry standards.

It is also recommended that the B.C. Agricultural Fencing Handbook be referenced. It may be obtained from any MAFF office or purchased from: Warehousing Services, Purchasing Commission, Ministry of Finance, 742 Vanalman Avenue, Victoria, BC V8V 1X4, (250) 952-4560.

3.1.3.3.2 Facilities

1. Corrals or paddocks and "chutes" are required to assemble bison.
2. Handling equipment (e.g. bison "squeeze") is required that will enable restraining and holding of individual animals in a humane and safe manner for inspection and health examination/treatments.

3.2 OPERATIONAL REQUIREMENTS

These operational requirements are intended to provide sufficient detail to allow the bison farmer to follow farming and handling practices required by the MAFF plus maintain accurate and timely records.

3.2.1 Amendment to Development Plan

If you decide to farm a new species, a *new licence* is required; if you decide to alter your facility, an *amendment* to your current licence is required. A change can be made at any time of the year; however, you are not authorized to make a change in operation until it is formally approved.

Complete a LICENCE REVISION APPLICATION (see 3.2.7.1) and forward to the Game Farm Office, MAFF. You will be advised whether or not the change is permitted.

NOTE: Facility alterations normally reflect the addition or deletion of perimeter or deletion of handling facilities.

3.2.2 Annual Renewal of Game Farm Licences

A licence expires on January 31, following the date on which the licence is issued and, subject to regulation, may be renewed on application and payment of the prescribed fee. It is intended that a renewal notice will be sent to licensees in early December.

Notwithstanding the above, it is the licensee's responsibility to obtain a renewal for his licence. To renew your game farm licence, you must complete the LICENCE RENEWAL APPLICATION (see 3.2.7.2) and the ANNUAL INVENTORY AND TRANSACTION REPORT (see 3.2.7.3). Both forms must be returned to the Game Farm Office with the \$100 prescribed renewal fee. Cheques are to be made payable to the Minister of Finance and Corporate Relations.

Submit your application for licence renewal as promptly as possible. Delays in issuing your new licence may result if your inventory form is not accurately completed.

NOTE: Failure to submit all necessary records and payment prior to 4:30 pm, January 31st will result in the expiration of your licence. A new application will be required with the necessary application fee of \$200. In the interim, should you possess any game farm animals, you will be in contravention of the Wildlife Act and the Game Farm Act and subject to all regulatory actions.

3.2.3 Records & Reports

Records serve two purposes:

1. for disease, movement and inventory control, and
2. to project trends and patterns (e.g. growth rates, productivity, etc.).

It is desirable to keep accurate records to facilitate these common production issues. Additionally, records are required to be current (e.g. as transactions occur) and available for inspection when requested by officials.

3.2.3.1 Annual Inventory and Transaction Report

3.2.3.1.1 General

Any change to the status of your herd inventory must be reported. When any transaction occurs, an entry should be made that day. This includes animals that are born, purchased, sold, slaughtered, and that die. If no transactions occurred, a Report is still required - simply write "NIL" across the Transaction section of the form. Game farm licensees are provided with blank forms prior to the reporting period.

The ANNUAL INVENTORY AND TRANSACTION REPORT (see 3.2.7.3) is due annually and must be submitted with your LICENCE RENEWAL APPLICATION (see 3.2.7.2). The report is to be forwarded to the Game Farm Office, PO Box 9120 Stn Prov Govt, Victoria, BC V8W 9B4. If applicable, please number the forms 1 of 3; 2 of 3; 3 of 3; etc. All bison must be recorded by sex and group class*.

** group class denotes the combination of sex and age of the animal (e.g. male >1 year, female >1 year, male bull calf <1 year, female heifer calf <1 year).*

> means "greater than"

< means "less than"

Be accurate and record every transaction.

All bison in British Columbia must be registered with the MAFF by group class.

3.2.3.1.2 Completing the Report

(see 3.2.7.3 for sample completed report)

The following information is required:

Animal Additions

Identification of newborn calves may pose a health risk to humans and a humane concern for the newborns. If the above applies to your situation, the identification process can be deferred. However, all newborns shall be recorded to the best approximate accuracy and reported on the ANNUAL INVENTORY AND TRANSACTION REPORT.

1. When an animal is born:

- (a) Date
- (b) Group class
- (c) Number of animals in "Born" (B) column.

NOTE: If a newborn dies after being born alive, two entries must be completed - one for "animal born" and the other for "animal mortality."

2. When an animal is purchased within British Columbia (purchaser must ensure that the seller has a valid BC GAME FARM LICENCE or WILDLIFE PERMIT):

- (a) Date of arrival
- (b) Group class
- (c) Number of animals in "Purchased" (P) column
- (d) Seller's name and address or seller's licence number

3. When an animal is purchased (imported) from outside of British Columbia:

- (a) Date of arrival
- (b) Group class
- (c) Number of animals in "Imported" (I) column
- (d) HEALTH DECLARATION approval date (see 3.3.4.1) or Import Permit number (see 3.3.4.2)
- (e) Seller's name and address

Animal Deletions

1. When an animal dies:

- (a) Date
- (b) Group class
- (c) Number of animals in "Mortality" (M) column
- (d) Indicate probable cause of death in "Abattoir Utilized"

2. When an animal is sold within British Columbia (seller must ensure that the purchaser has a valid BC GAME FARM LICENCE or WILDLIFE PERMIT):

- (a) Date of removal
- (b) Group class
- (c) Number of animals in "Sold" (S) column
- (d) Buyer's name and address or buyer's licence number

3. When an animal is sold (exported) outside of British Columbia:

- (a) Date of removal from farm
- (b) Group class
- (c) Number of animals in "Exported" (E) column
- (d) Buyer's name and address or buyer's licence number (if applicable)

4. When an animal is slaughtered:

- (a) Date
- (b) Group class
- (c) Number of animals in "Slaughtered" (K) column
- (d) Name of abattoir used or indicate farm slaughter
- (e) Buyer's name and address (if applicable)

3.2.4 Animal Registration & Identification

All bison in British Columbia must be registered with the MAFF.

1. Individual animals are to be permanently identified by any one of the following:
 - (a) a registered brand (must comply with *Livestock Brand Act*), or
 - (b) an official Agriculture and Agri-Food Canada (AAFC) eartag.
2. All bison must carry such identification by January 31 of the year following birth, or earlier:
 - (a) upon changing ownership, or
 - (b) upon leaving the licensed premises.

3.2.5 Escape of Game Farm Animals

With the elimination of provincial fencing standards and the initial site inspection, the Ministry of Environment, Lands and Parks (MELP) enforces the *Wildlife Act* more rigidly pursuant to bison at large. With the approval of MAFF, under this legislation, MELP has the authority to immediately destroy any game farm animal at large that is posing a threat to people, property, wildlife or wildlife habitat.

Licensees must ensure that game farm animals do not escape from their facilities through proper maintenance of fences and facilities and effective management practices.

If escapes do occur, the following procedures apply:

3.2.5.1. Notice of Escape

1. Escape is established effective from the actual date the escape occurred or date of knowledge of the escape.
2. If not recaptured within 24 hours, licensees are to report the escape to any designated officer or inspector appointed under the *Game Farm Act*. It is recommended that the local conservation officer for MELP also be advised.
3. Within time frames specified in Section 5 of the Game Farm Regulation, a complete herd inventory and written report are to be submitted to the Game Farm Office.

3.2.5.2 Recapture

1. A licensee must recapture game that escapes within 30 days of the escape to avoid application of the *Wildlife Act*, RS Chap. 488, Section 76 (animals revert to the ownership of the Crown).
2. If the escaped game constitutes a danger to property, the health or safety of an animal or individual or to the genetic integrity of wildlife as outlined under Section 7(2) of the Game Farm Regulation, Section 79 of the *Wildlife Act* (destruction of animals) may be invoked earlier.
3. The licensee is to submit a written report to the Game Farm Office outlining the recapture as outlined under Section 6 of the Game Farm Regulation.
4. When applicable and where capture of the animals has been either unsuccessful or not attempted, the MAFF will attempt to consult with the appropriate commodity association before instructing the implementation of Section 76 of the *Wildlife Act*.

3.2.5.3 Liability

1. Licensees are responsible for any and all damage to Crown land, equipment and facilities, as well as damage to private property, resulting from the capture and transportation of escaped game farm animals by the licensee and/or his agents.

3.2.5.4 Control of Game in Transit

1. Licensees must maintain custody of game being transported, either directly or indirectly, by transferring authorization to qualified personnel.

2. The transporting vehicle is to be equipped with doors that close completely and have adequate locking devices to ensure animals cannot escape while in transport.

3.2.5.5 Public Display

1. Animals are required to be confined while they are not under the direct control of the licensee (i.e. on halter with person in attendance). Under the conditions for confinement, bison are required to be contained within a fenced area, or a pen with a full roof covering, that is adequate to prevent the animals from escaping.
2. It is suggested that at certain times of the year, exhibition of animals should be restricted while the animals are in a state that is dangerous to other animals and to the public (e.g. in the rut).

3.2.6 Slaughter

Meat inspection in British Columbia is carried out under the Federal *Meat Inspection Act*, the Provincial *Meat Inspection Act* and various municipal bylaws. Meat products originating from Federally approved plants may be sold anywhere in Canada and are eligible for sale in international markets. Meat products coming from establishments covered by the Provincial *Meat Inspection Act* can only be sold within British Columbia. Uninspected animals have specific conditions applying to where the product can be sold.

Agriculture and Agri-Food Canada (AAFC) carries out the inspection mandate under both Federal and Provincial *Meat Inspection Acts* to assure compliance to the standards set for sanitation, composition and quality of the product as well as the requirements for humane handling, treatment and slaughter of food animals. This mandate includes residue testing which is carried out under a statistically and centrally planned random sampling program and on samples identified as suspect by inspectors.

Game animals shall only be slaughtered as specified:

3.2.6.1 Abattoirs

1. Type 1

Federal Approved/Inspected - abattoirs licensed by AAFC pursuant to the Federal *Meat Inspection Act*. The carcasses or portions thereof, after being processed through this facility, can be sold anywhere in Canada and into export markets.

2. Type 2

Provincial Approved/Inspected - abattoirs licensed by the British Columbia Ministry of Health pursuant to the Provincial *Meat Inspection Act*. The carcasses or portions thereof, after being processed through this facility, can be sold anywhere in British Columbia but not exported from British Columbia or shipped to a Type 1 certified establishment for further processing.

3. Type 3

Provincial Approved/Non-Inspected - carcasses from these plants do not receive ante or post-mortem inspection and hence the plants cannot be located in a "meat inspection area". Further, carcasses or portions from these plants cannot be shipped to or sold in the declared "meat inspection areas" (Lower Mainland [Vancouver-Agassiz], Greater Victoria and South Peace River and Vernon) or exported out of the province.

Type 3 abattoirs are licensed under the *Livestock Brand Act* and animals slaughtered at these facilities must adhere to Special Conditions (3.2.6.2).

Local Bylaws - certain local governments (currently Kelowna and Salmon Arm) require post-mortem inspection of carcasses by a local veterinarian. Standards established by local bylaws are not considered equivalent to the Federal or Provincial *Meat Inspection Acts*, hence carcasses or portions from these plants cannot be shipped to or sold in declared "meat inspection areas" or exported out-of-province.

4. Type 4

Farm slaughter - see Special Conditions (3.2.6.2).

3.2.6.2 Special Conditions

1. Abattoirs of **Types 1 & 2** have ante and postmortem inspection of all animals for health purposes. Inspection of animals for ownership purposes is conducted through an approved documentation process (see 3.3.4.4 - FORM 3 MANIFEST). It *is not necessary* to report the slaughter of game farm animals processed through these facilities to government agencies other than on the ANNUAL INVENTORY AND TRANSACTION REPORT (see 3.2.7.3). Federal Meat Inspectors are present at these facilities.
2. **Type 3** abattoirs *do not* have federal or provincial meat inspection service. As these facilities are licensed under the *Livestock Brand Act*, all livestock slaughtered may be inspected by Provincial Livestock Inspectors. Consequently, game farm animals intended for processing through these facilities must be reported (by letter or telephone call) to the local Livestock Inspector of the Ministry of Agriculture, Fisheries and Food. In the case of Vancouver Island, animals to be processed through Type 3 facilities should be reported to the Game Farm Office in Victoria. The notice must be made *at least 5 days prior* to the proposed slaughter (unless an emergency situation arises, [e.g. humane issues]).

The following data is required:

- Name of abattoir and address
 - Date and time of slaughter
 - Species, sex and registration number(s)
 - Total number for slaughter
3. **Type 4** slaughter is known as "farm slaughter". The meat cannot be sold or otherwise distributed as per Type 1 and 2 slaughter. All game animals processed by farm slaughter must be reported as per Type 3 slaughter and entered on your ANNUAL INVENTORY AND TRANSACTION REPORT.

A list of licensed abattoirs is attached in 3.2.7.4

3.2.6.3 Sale of Meat

1. The distribution and sale of farm slaughtered meat is not regulated under the *Game Farm Act*. Therefore, provincial legislation that applies for distribution of meat from domestic livestock also applies to game farmed animals (*Provincial Meat Inspection Act* and *Livestock Brand Act*).
2. Some areas of the province are designated as "Meat Inspected" regions. Meat distribution within these areas must have been slaughtered at an inspected plant. It is recommended that individuals contact their local municipal government for any additional bylaws or policies that may be in effect for their area.
3. Game farm animals that receive inspection under the Federal or Provincial *Meat Inspection Acts* will have a government stamp on the carcass. If the animal is sold to an abattoir, no further documentation is needed.
4. When a game animal is processed where the licensee maintains ownership, the licensee must provide the subsequent purchaser with a Bill of Sale which clearly indicates:
 - (a) Seller's name and address
 - (b) Licence number
 - (c) Species
 - (d) Registration number(s)
 - (e) Date of slaughter
 - (f) Place of slaughter
 - (g) Buyer's name and address
 - (h) Description of meat cuts (e.g. fronts, hinds, quarters; sides, hides, etc.) and weight(s)

3.2.6.4 Transport of Meat

Transport of meat within British Columbia is monitored in order to reduce the incidence of illegal trade and health concerns. In order to transport meat from game farm animals including those circumstances in which a game farm owner has his farm in a different location from his primary residence and wishes to transport meat from the farm to the residence, the following procedure must be followed:

1. Complete a LIVESTOCK MANIFEST (see 3.3.4.4), often called a Form 3, as outlined in the *Livestock Brand Act*; and
2. Ensure that the GAME FARM LICENCE accompanies the shipment.

A supply of the Form 3 can be obtained from the Regulatory Unit of the MAFF in Kamloops, BC at (250) 371-6050.

3.3 ANIMAL HEALTH

Agricultural production of game farm animals raises international concerns about disease and genetic contamination that could possibly affect wildlife or domestic livestock in British Columbia. To minimize this risk, preventative measures and certain health requirements have been established by the Chief Veterinarian for British Columbia.

***** Never compromise the health of your herd; be certain that the stock you are acquiring is disease free. *****

3.3.1 Movement

Movement of bison into British Columbia is handled under separate systems depending on where the animals are being moved from. The following requirements are necessary for obtaining animals from within and from outside of British Columbia:

3.3.1.1 Bison Purchased From Within British Columbia

3.3.1.1.1 General

No additional health requirements are needed for the purchase of bison in this category.

The introduction of bison to the farm must be reported on the ANNUAL INVENTORY AND TRANSACTION REPORT (see 3.2.7.3). Be sure that the seller holds a current British Columbia GAME FARM LICENCE or WILDLIFE PERMIT and that the animals have been identified with an approved identification marking. Additionally, check with the bison associations regarding Movement Permits.

3.3.1.1.2 Zoos and Wildlife Parks

Zoos and wildlife parks often have species of animals that are considered "untestable" for named diseases which affect game farm animals. Consequently, the MAFF has restricted the movement of these animals into the agricultural industry.

The game farming industry, in conjunction with Agriculture and Agri-Food Canada (AAFC), has worked methodically and diligently to develop a disease-free status for game farm animals. Wildlife Permits issued by the Ministry of Environment, Lands and Parks allow for game farm animal sales **only** to other zoos or wildlife parks.

Notwithstanding the above, MAFF will work with zoos and wildlife parks to qualify them for a GAME FARM LICENCE to allow sales of these animals to game farms under specific conditions. Therefore, please contact the Game Farm Office prior to purchasing game farm animals from zoos and wildlife parks to determine whether or not a licence has been issued.

NOTE: Game farm animals that are being sold by licensees to zoos and wildlife parks require no special approval. These movements are only required to be reported on your ANNUAL INVENTORY AND TRANSACTION REPORT (see 3.2.7.3).

3.3.1.2 Bison Purchased from Western Canada

This Section applies to the provinces of Alberta, Saskatchewan and Manitoba.

All bison entering BC from Western Canada (including those consigned for research or any other reason, with the exception of *immediate slaughter**) must:

- have a completed HEALTH DECLARATION (see 3.3.4.1); and
- have each animal identified with an approved identification marking.

* *immediate slaughter means the animals are transported directly to a slaughter facility.*

3.3.1.2.1 Health Declaration

A HEALTH DECLARATION (see 3.3.4.1) is a certification by a vendor that the bison proposed for movement to British Columbia are:

- free of contagious disease;
- have been on the farm for at least the last 30 days; and
- the herd has been declared free of brucellosis and tuberculosis by AAFC.

These forms are obtained from the Game Farm Office. They are to be completed by the consignor of the bison and forwarded to the Game Farm Office within two days (48 hours) of the bison arriving on the farm.

3.3.1.3 Bison Purchased from Other Canadian Provinces and Territories

This Section applies to all provinces east of Manitoba, the Yukon and Northwest Territories.

Licensees proposing importations of bison from these areas, except for the animals' *immediate slaughter** must:

- complete, and have approved, an IMPORT PERMIT (see 3.3.4.2);
- complete, and have approved, a HEALTH CERTIFICATE (see 3.3.4.3);
- comply with the Veterinary Directorate of AAFC (see Appendix A - 1.1); and
- have each animal permanently identified as outlined in Section 3.2.4 Animal Identification.

3.3.1.3.1 Import Permit

An IMPORT PERMIT (see 3.3.4.2) is an authorized certificate issued to a licensee upon application and approval by the Chief Veterinarian for the import of a specific game farm species proposed for import to BC.

- Apply for an IMPORT PERMIT. Not all importations are acceptable.
- An IMPORT PERMIT application must be received by the Game Farm Office at least 60 days prior to the proposed importation.
- Notice of acceptance or rejection will be indicated within 30 days of receipt of application.
- An IMPORT PERMIT is valid for six months after date of issue.

The IMPORT PERMIT requires the following:

- (a) Importer - name, licence number, farm location
- (b) Exporter - name, farm location and health status
- (c) Date of shipment/arrival
- (d) Animals - species and number
- (e) Chief Veterinarian authorization/date
- (f) Additional conditions
- (g) Import number and date.

As a condition of the IMPORT PERMIT, a HEALTH CERTIFICATE must be completed by a practising veterinarian at the site of origin.

3.3.1.3.2 Health Certificate

A HEALTH CERTIFICATE (see 3.3.4.3) is a veterinarian's certification that the game farm animals proposed for import to BC have been inspected and found free of clinical evidence of infectious diseases.

- If the proposed import receives *conditional approval** by the Chief Veterinarian, a HEALTH CERTIFICATE must be completed by a licensed veterinarian at the site of origin declaring the animals to be clinically free from infectious disease.
- This certification is to be obtained at the licensee's expense and sent to the Game Farm Office at least 14 days prior to importation of the animals.
- If approved, an IMPORT PERMIT will be issued.
- The licensee may be required to provide treatment(s) as recommended by the Chief Veterinarian.

** conditional approval means that the proposed import of game farm animals has been given preliminary authorization dependent on a veterinarian's inspection and certification of a disease free status.*

The HEALTH CERTIFICATE requires the following:

- (a) Import Permit number
- (b) Importer - name, licence number, farm location
- (c) Exporter - name and site of origin
- (d) Date of shipment/arrival
- (e) Animals - species, number, sex, age, registration number (if applicable)
- (f) Veterinarian name and certification
- (g) Conditions as indicated on Import Permit.

The IMPORT PERMIT and HEALTH CERTIFICATE must accompany the shipment of animals into British Columbia. Additionally, check with AAFC regarding Movement Permits.

NOTE: The HEALTH DECLARATION, IMPORT PERMIT and HEALTH CERTIFICATE forms are available from the Game Farm Office.

3.3.1.4 Bison Purchased Outside of Canada

In addition to meeting the requirements for 3.3.1.3 above, a licensee must also receive a FEDERAL IMPORT PERMIT to purchase animals outside of Canada. This can be done through the Animal Health Programs, Agriculture and Agri-Food Canada, PO Box 2526, 203-620 Royal Avenue, New Westminster, BC V3L 5A8, telephone (604) 666-7500, fax (604) 666-1963 (see Appendix A - 1.1.8.1).

NOTE: When a game animal is to be imported from a source outside of Canada, it *must not* have been treated with ivermectin within four months prior to shipment. The animal may be treated with ivermectin after the AAFC veterinary inspectors have completed fecal examinations during quarantine.

If AAFC requires game animals to be placed in quarantine prior to being imported, it is suggested that licensees take this opportunity to meet the British Columbia health and identification requirements to help minimize expenses and inconveniences.

3.3.1.5 Importation Conditions

1. Prior to importation to a game farm in British Columbia, animals must be certified free of the following diseases:

- (a) **Brucellosis.** Animal certified negative by AAFC within 60 days prior to importation;
- (b) **Tuberculosis.** Animal certified negative by AAFC within 60 days prior to importation;
- (c) **Johne's disease.** Animals may be imported if this disease has not been diagnosed;
- (d) **Anaplasmosis and Bluetongue.** Animals certified negative by AAFC within 60 days prior to importation.

2. Quarantine

The following quarantine conditions apply unless previously exempted by the Chief Veterinarian:

- (a) imported animals shall be held in on-farm quarantine for a period of not less than 60 days to ensure that no named disease is present;
- (b) all game animals must be examined by a licensed BC veterinarian at the completion of the quarantine period to ensure that no named disease is present;
- (c) any animal that dies during the quarantine period must be necropsied by a veterinarian or appropriate samples submitted to the Animal Health Centre in Abbotsford, BC (exempt from this condition if the licensee is under AAFC quarantine); and
- (d) the Chief Veterinarian must be advised of any deaths within seven days (604-556-3038).

3.3.1.6 General Conditions

1. Post-Mortems

(a) Post-Mortems must be done:

(i) on all dead animals (other than slaughtered animals) where mortality levels exceed the following:

- mortalities amounting to five or more, or 5% of the herd, whichever is the greater, or

- five calves or 10% of the calf crop, in any six-month period.
- (ii) by a veterinarian on the next animal to die, or however many animals that are required for a complete diagnosis of the problem.
- (b) Any producer who routinely has postmortems done by a veterinarian and submits the results to the Chief Veterinarian, is exempt from the above post-mortem requirement.

This record will be part of the ANNUAL INVENTORY AND TRANSACTION REPORT (see 3.2.7.3).

2. A licensee shall ensure that dehorning, castration and other game animal handling and husbandry procedures are conducted in a humane manner by experienced individuals using proper equipment and accepted techniques.

3.3.2 Exportation

The only requirement for exporting live game farm animals out of province is to report their transfer on your ANNUAL INVENTORY AND TRANSACTION REPORT (see 3.2.7.3).

Other provinces have specific import requirements. The onus is on the exporter and importer to meet the requirements before the shipping takes place.

If game animals are being shipped out of country, contact the nearest office of AAFC, Veterinary Directorate for any instructions that may be required.

3.3.3 Transportation

3.3.3.1 Documentation

Any shipment or movement of bison in British Columbia must be accompanied by:

1. A LIVESTOCK MANIFEST* (Form 3 - see 3.3.4.4) as outlined in the *Livestock Brand Act*;
or
A Bill of Lading (if a Form 3 is not required).

* *FORM 3 declarations can be obtained from the Regulatory Unit of the MAFF in Kamloops, BC at (250) 371-6050.*
2. A HEALTH DECLARATION (see 3.3.4.1) for all shipments originating from the Western Provinces;
or
an IMPORT PERMIT and HEALTH CERTIFICATE (see 3.3.4.2 and 3.3.4.3) for all shipments originating from other Canadian Provinces and Territories, and outside Canada.

3.3.3.2 Handling

1. Transporters must have adequate locking doors on the container portion of the vehicle to prevent accidental opening; and
2. Transportation of animals must be done humanely and meet the standards as set out in the federal regulations under the *Health of Animals Act (Canada)* (see Appendix A -1.1.7).
3. Commercial livestock transporters are suitable for moving game animals. The body of the truck should have a stable, non-skid floor surface and provide adequate, dry bedding (e.g. shavings [not sawdust] or straw).
4. Relative to the federal statute above, animals must be separated by sex and de-horned prior to shipment.
5. Bison require good air circulation with adequate floor space allotted each animal. The vehicle should be stopped periodically to check the condition of the animals. The licensee shall comply with conditions for maximum travel times for animals in transit. Contact AAFC for information prior to scheduling movements.

3.3.4 Forms and Reports

3.3.4.1 Health Declaration

HEALTH DECLARATION FOR BISON COMING TO BRITISH COLUMBIA

I, _____
(name)
of _____
(address)

hereby certify that the bison, consisting of: _____
(# of bulls) (# of cows) (# bull calves) (# heifer calves)

that I have sold to/assigned to _____
(name)
of _____
(address)

are, to my knowledge, free of contagious disease and have been on my farm for at least the last 30 days.

HERDS WITH/OR UNDER ONE HUNDRED (100) ADULT/YEARLING BISON:*

I have not had five (5) or more of the adult/yearling bison on my farm die for any reason in the last six (6) months. I have not had five or more of my cows abort or calves die in the last twelve (12) months. (This does not include bison slaughtered for human consumption.)

HERDS WITH OVER ONE HUNDRED (100) ADULT/YEARLING BISON:*

I have not had five percent (5%) or more of the adult/yearling bison die for any reason in the last six (6) months. I have not had fifteen percent (15%) or more of my cows abort or my calves die in the last twelve (12) months. (This does not include bison slaughtered for human consumption.)

ALL HERDS:

My herd has been declared free of brucellosis and tuberculosis by Agriculture and Agri-Food Canada.

** Strike out which of these herd sizes is not applicable to your herd.*

Adult/Yearling, for the purposes of this certificate, means bison over twelve (12) months.

I (vendor/assignor) assume all liability for a false declaration on this certificate.

Signed by:

(Vendor/Assignor) Date _____, 19 ____

A copy of this declaration must be forwarded by the purchaser/assignee within two days (48 hours) of the bison arriving on the farm to:

B. C. Ministry of Agriculture, Fisheries and Food
Animal Industry Branch - Game Farm Office
PO Box 9120 Stn Prov Govt
Victoria, British Columbia V8W 9B4
Attn: Chief Veterinarian
Facsimile: (250) 387-3522 Telephone: (250) 356-1677

* If more than the above numbers have died, they may still be accepted into British Columbia, provided post-mortem examinations performed by a licensed veterinarian indicate that the deaths are not due to a contagious infection or disease. Reports of these post-mortem examinations must be submitted to the Chief Veterinarian and permission obtained from him to waive these requirements, before the animals enter BC.

3.3.4.2 Import Permit



Province of
British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

IMPORT PERMIT

IMPORTER

Name _____ Import Permit No. _____
 Mailing Address _____ Licence No. _____
 _____ Farm I.D. No. _____
 Farm Address (if different from above) _____ Agriculture Canada Import Permit No. _____
 Telephone _____ (if applicable) _____
 Species to be imported _____ No. head: _____
 Date of importation _____

EXPORTER

Name _____
 Farm Address _____

(province / state, country)

Has this herd experienced any disease? YES NO

Please Specify _____

NOTE: THIS PERMIT IS VALID FOR SIX MONTHS AFTER DATE OF ISSUANCE.

I BELIEVE THE ABOVE IS ACCURATE AND TRUE and acknowledge that this application is cancellable at any time by the Chief Veterinarian. I further acknowledge that a B.C. Game Farm Health Certificate is required before animals may be imported into British Columbia.

 Applicant's Signature Date

Applicant's Name (printed): _____

FOR GOVERNMENT USE ONLY

Conditional Authorization YES NO

Comments _____

Health Certificate received and approved YES NO Import Permit forwarded (date) _____

Comments _____

 Chief Veterinarian Authorization Date

3.3.4.3 Health Certificate



Province of
British Columbia

Ministry of Agriculture, Fisheries and Food
GAME FARMING

HEALTH CERTIFICATE

IMPORTER

Name _____ Health Certificate No. _____

Mailing Address _____ Import Permit No. _____

_____ Licence No. _____

Farm Address (if different from above) _____ Farm I.D. No. _____

Telephone _____

Species to be imported _____ No. head: _____

Date of importation _____

EXPORTER

Name _____

Farm Address _____

(province / state, country)

ANIMALS EXAMINED FOR CERTIFICATE
(USE REVERSE SIDE FOR ADDITIONAL SPACE)

Sex	Age	Registration Number	Sex	Age	Registration Number

I have inspected the above animals and certify them to be free of clinical evidence of infectious disease.

Veterinarian's Signature Date

Veterinarian's Name (printed): _____ Telephone: _____

Address: _____

FOR GOVERNMENT USE ONLY

Health Certificate received (date) _____

Import Permit Issued YES NO Date of Issue _____

Comments _____

Chief Veterinarian Authorization Date

APPENDIX D

GENERAL INFORMATION

- By Species -

1.1 Fallow Deer - General Information

Fallow Deer



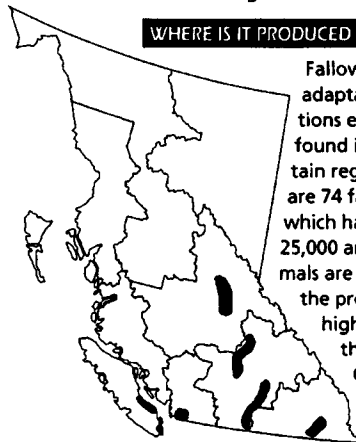
WHAT IS IT?

Fallow deer are mammals with a longer tail compared to other deer, white spots and prominent Adam's apple. There are up to 14 colour variations, ranging from white to butterscotch, light red, dark red, reddish brown, brown, dark brown and black. They are all born with white spots which, along with the colour of their coat, they retain for life.

Females, or does, appear light, smooth and fragile. They tend to be about 6cm higher at the hips than at the shoulders. Height at the shoulders (withers) is between 50-100 cm. The length of the body is 130-175cm.

Males, or bucks, have a heavy or stocky appearance. Bucks have "pot bellies" and at maturity stand about 90cm, weighing 73-90kg. Only males grow antlers. These antlers are shed and regrow annually.

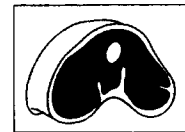
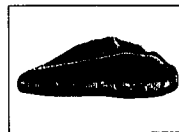
WHERE IS IT PRODUCED IN B.C.?



Fallow deer are very adaptable to most conditions except for those found in very high mountain regions. In B.C., there are 74 fallow deer farms which have approximately 25,000 animals. These animals are found throughout the province with a higher concentration in the Thompson/Okanagan region.

WHAT DOES IT LOOK LIKE WHEN I USE IT?

Final products include venison, antler velvet and shavings, and deer fur and hide.

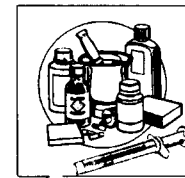


The fur and hide is used for rugs and clothing. Reindeer meat is called venison. Resulting from changes in lifestyles toward healthier living and eating, specifically concerning red meat, consumers are demanding more game farmed venison than ever before. Game

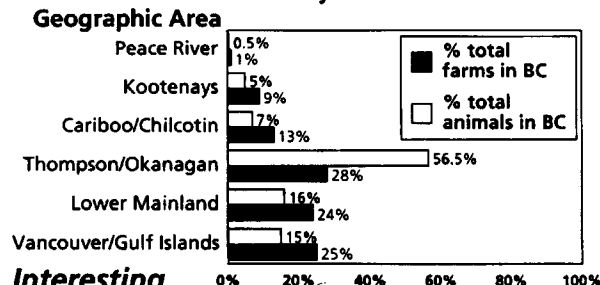


farmed venison has been proven to have a lower fat and cholesterol content than most red meats. The demand for venison meat has increased greatly in the last few years and continues to grow rapidly.

Antler velvet and shavings are exported to various countries. Some of the Asian countries provide a good market where antler shavings are used for medicinal purposes to increase vitality, energy and the overall health of a person. Some take it as an aphrodisiac.



Fallow Deer Farms and Inventory in B.C.



Interesting Fact:

In 1990, the bulk of venison sold in B.C. was imported from New Zealand. Today, approximately 80% of the market is being served by B.C. fallow deer producers. There has been an increase in the number of restaurants serving venison and the number of stores selling it.

HOW MUCH DO WE PRODUCE?

Fallow deer farms make up 55% of the game farm industry in British Columbia. There are about 2200 deer slaughtered each year for meat.

Fallow Deer

HOW IS IT PRODUCED?

The females, or does, are seasonally polyestrous which means they will cycle only at a certain time of the year. They are referred to as short-day-breeders as breeding occurs in the fall, being triggered by environmental factors, mainly changes in the amount of daylight in a 24-hour period.

During the rut or breeding season, the bucks spend more time establishing their territories than feeding, therefore, they end up experiencing dramatic weight loss. The buck will go through physically demanding feats when in the pre-rut agitation, courtship, and mating stages.

The gestation period is between seven-and-a-half and eight months. Fawns are born during June or July when climate and feed normally favour survival. The average birthweights for farmed fallow deer are 3.9 to 4.8 kg for males and 3.5 to 4.0 kg for females.

WHAT HAPPENS AFTER IT LEAVES THE FARM?

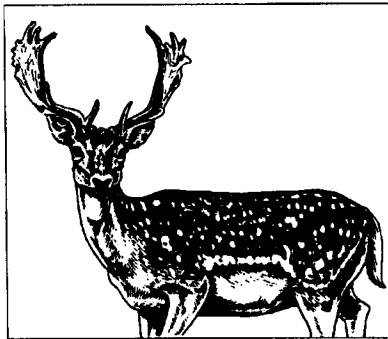
Fallow deer are transported to processing facilities where the animals are slaughtered and processed. The product is distributed by producers or wholesalers to retail stores, restaurants and novelty shops.

WHAT CHALLENGES DOES THE PRODUCER FACE?

One challenge that fallow deer farmers face is the perception that venison is a meat to be eaten only in autumn and winter. Some restaurants, for example, remove venison from their menus when the weather warms. To counter this, there is a need for increased promotion and exposure to improve the year-round market for venison.

WHO'S INVOLVED IN PRODUCING IT?

- Game farmers
- Slaughterhouses (processors)
- Transporters/truckers
- Meat packers
- Butchers



Contacts and other resources:

B.C. Fallow Deer Association

*Game Farming
Department, Ministry
of Agriculture,
Fisheries and Food*

1.2 Fallow Deer - Fact Sheets

FACT SHEET #1

CHARACTERISTICS OF FALLOW DEER

Fallow deer are an ancient cervid believed to be related to the Genus *Megaceros Giganteus* (Irish Elk). They were originally found in the Mediterranean region of Europe and Asia Minor. Fallow deer have since been introduced to many European countries, New Zealand, Canada and the USA.

Typical characteristics of fallow deer are: long tail, white spots and a prominent Adam's apple. While they appear quite stocky, they are sleek and long-legged. Fallow deer vary in color, with up to fourteen variations noted, ranging from white to butterscotch, light red, dark red, reddish brown, brown, dark brown and black. They are born with white spots, these and the color of their coat at birth are retained for life.

Female fallow deer appear light, smooth and fragile. They tend to be about two and one half inches higher at the hips than shoulders. Height at the withers (shoulders) is between 20 and 40 inches, with the length of the body 51 to 68 inches.

Males or bucks have a heavy or stocky appearance and the difference in hip/wither height is not as obvious as with females. Bucks have "pot bellies" and at maturity stand around 36 inches, weighing from 160 to 200 pounds.

At birth a fawn weighs from about eight to 10 pounds and the tips of its hooves have a waxy-looking soft cover which prevents injury to the mother during gestation and birth. Within a day or two, this substance shrivels up to expose the sharp tips of the hooves.

Fallow deer are very adaptable to most conditions except for those found in very high mountain regions.

Males do not move much and they tend to stay in groups away from does - eating, resting and putting on fat in preparation for the rut (mating season). During the rut, they will hardly eat and lose up to 40 pounds.

Each fallow deer has a unique pattern, that is found directly above the upper lip, on the nose, between the nostrils. Much like human fingerprints, this pattern will never change.

Only males grow antlers, which shed and regrow annually. Old antlers are cast off in late April or early May. The new antlers begin growing in May and continue growing until the end of August. Antlers are basically bony outgrowths of skull that are formed of living tissue enveloped and nourished by a finely haired skin called "velvet". To start, the antler is cartilage, which becomes mineralized, then finally converted to bone. At this stage, the blood supply dries up and the velvet dies and is rubbed off.

FACT SHEET #2

REPRODUCTION AND BREEDING

A clear understanding of the reproductive behavior and physiology of fallow deer is important to maximize production. Reproductive behavior is closely related to the annual liveweight cycle, in particular, with the bucks. The following summarizes reproduction and breeding in fallow deer. We recommend further reading as outlined at the end of this fact sheet and that you work closely with your veterinarian for a successful breeding program.

Does are "seasonally polyestrous" which means they will only cycle at a certain time of the year. They are referred to as "short-day-breeders" as breeding occurs in the fall, being triggered by environmental factors, mainly the change in the amount of daylight in a 24 hour period. As the does come into estrus, the bucks exhibit intense rutting activity. Groaning is an excellent signal of the true rut for both sexes.

Fawns are born during summer months when climate and feed normally favor survival.

Female Reproductive Cycle

Does that accept the sexual advances of the buck, are sexually attractive to the buck and are willing to mate, are described as being in estrus (or heat). This is a hormonally induced condition that occurs from 15 minutes to 24 hours depending on copulation. First estrus is naturally synchronized to within a 12 to 14 day period within each herd. The onset of estrus corresponds to the rutting period of the bucks.

In the absence of mating or conception, does will continue to come into estrus at regular intervals. The interval between two successive estruses is referred to as the estrous cycle which is approximately 21 days long.

Ovulation is the release of an ovum (egg) from the ovaries. Ovulation normally occurs within 48 hours of estrus meaning greater chances for successful fertilization.

Estrous Cycle and Potential Breeding Season

Conception at first estrus is as high as 85%, those does do not go into heat again. This gives the impression that the female breeding season is less than 30 days duration and is virtually equivalent to the rut. However, in the absence of pregnancy, fallow does are able to exhibit continuous estrous cycles for three to six months from the onset of estrus.

The *potential breeding season* is three to six months in duration. The *actual breeding season* is considerably shorter than this because pregnancy prevents subsequent ovulations. Younger does have fewer cycles than older does, therefore a shorter breeding season.

Gestation Length

The gestation length is between 228 and 244 days. The doe's age, fawn sex, fawn birth weight, year and sire has no effect upon gestation length.

Pregnant does have no live weight increase until approximately 120 days when weight is gained daily until parturition. They are approximately eight kilograms heavier than non-pregnant animals.

Fawning

Fawning is quite synchronized, reflecting synchronized first estrous and conception. Separation of bucks and does in early December is recommended to prevent fawns being born later than July. Should does fail to conceive within a desired time frame, reproductive disorders are most likely the cause and the animal should be culled.

The fetus' main development occurs in the spring and corresponds to intensive pasture growth. Therefore it is important to have well developed pastures. Lactating does also require quality pastures. Poor pastures will result in poor fetus, fawn growth rates and a severe decline in the doe's condition. This may have carry-over effects on doe reproductive performance during the subsequent rut.

Fawn Mortality and Birth Weights

The average birth weights for farmed fallow deer are 3.9 to 4.8 kg for males and 3.5 to 4.0 kg for females.

Early fawn mortalities are attributable to many causes. A major cause is interference during the "doe-fawn" bonding period. Bonding can last up to two weeks and requires the delay in tagging and weighing of newborn fawns. Pre-weaning mortality may reach 19.4%.

Artificial or hand rearing of fawns may be necessary if one or more of the following situations arise:

- Cesarean birth, which usually occurs if doe is overweight
- Mis-mothering, due to disturbances during doe-fawn bonding period
- Doe becomes sick
- Injury, which can be avoided by not yarding at an early age
- Death of doe after fawning
- Dry does
- Late fawns, which should be taken to prepare does for an upcoming breeding season
- Over-mothering syndrome, caused by an overzealous doe's cleaning of the perineal area causing extreme rawness and bleeding. See your veterinarian for treatment.

The basic requirements for successful fawn rearing are adequate rearing facilities and the correct food. First, a warm, dry, ventilated draft-free pen is necessary. The most important nutrient in the first 24 hours of a fawn's life is deer colostrum. It should be given two or three times by the time the fawn is two days old. Colostrum can be stored in plastic containers in the freezer for up to three months. Colostrum plays an important role in transferring antibodies from mother to fawn and also provides localized protection in the intestine. After the initial "inoculation", small supplies of colostrum may be necessary to protect fawns from "normal" gut organisms which may cause scours (watery diarrhea).

With respect to the buck, the events leading up to mating fall into three general phases:

Phase 1 Pre-rut Agitation

Fallow bucks establish their territories (stands), patrol boundaries (or fences), develop "scrapes", chase does and display to other bucks. The time spent in these activities increases while the time spent feeding decreases, accounting for the dramatic weight loss.

Phase 2 Courtship

The buck is allowed to come close and will lick the vulva, face, ears and shoulders of the doe. The flehman (lip curl) response of the buck is common after vulval licking. During courtship the buck frequently bunts the doe, followed by mounting maybe 10 to 20 times before successful mating. The doe occasionally walks away, stops and grooms herself. This often leads to a "goose stepping" walk by the buck, involving stiff, exaggerated steps made with the head held high.

Phase 3 Mating

Copulation takes very little time, usually one second. The buck mounts, penetrates, and makes a pronounced rapid thrust with the hind legs leaving the ground. Two factors limit the number of does a buck is capable of servicing; the long courtship period and sexual exhaustion due to the intensity of rutting activities.

FACT SHEET #3

FEEDING AND NUTRITION

Knowledge of feed requirements can help in farm planning, especially with regard to supplemental feeding. Efficient feed management involves maximum utilization of the lowest cost feed, in terms of energy, to achieve the best possible stock performance (weight gain, velvet yield, fertility, mothering, health) at all times.

One simple, effective management technique is record keeping. Your system doesn't have to be fancy and can vary from complex computerized records to a simple annual diary. The key to success is maintaining and using accurate records.

Fallow deer are adaptable to most circumstances and this holds true for feeding. Keep in mind that to achieve optimum production, you have to provide maximum nutrition. With the costs associated with fencing and stocking, you should make every attempt to provide the highest quality land to obtain a maximum return on your investment.

Each season has its own feed requirements and there is a general pattern of live weight gain and loss, it makes sense then that feeding must be planned around this pattern.

Fawns (birth to 15 months of age):

Fawns are usually born in early summer (June) and permitted to suckle for 100 days, with weaning in September (suckling can last for eight months). During the suckling period, fawns grow at their greatest rate, with males growing faster than females. After weaning, the growth rate slows to 50% of the suckling weight gain rate.

The rate of gain over the autumn/winter period after weaning (six to nine months of age) is low. Come spring, in keeping with pasture growth and quality, there is a high weight gain. Live weights will roughly double from approximately 40-50 pounds to 90-110 pounds on average (nine to 15 months of age).

Start creep-feeding fawns the first of August. Fawns must learn from their mothers how to feed from a trough. Place the troughs inside the creeps within easy reach of the does, so they can stick their heads in and teach the fawns. The trough can be gradually moved further into the creep so only the fawns can reach it when they enter. It is believed by some that creep feeders have to be in place before fawning begins, or the fawns might not use them.

Puberty (14 to 16 months of age):

Males will likely maintain their fall weights through to spring, but unlike the previous year will not experience a weight gain over winter. The onset of puberty causes some males to become difficult to handle. Many producers take this as an opportunity to slaughter those not intended for breeding. Carcass weights average about 24 kg (52.8 pounds, containing as little as 7% chemical fat).

Supplemental feeding is usually given ad libitum. The rule is quality not quantity. Alfalfa hay or silage augmented with a small amount of grain (calculated at +/- 2.3% of the total herd weight) and oilseed rapemeal provide an adequate supplemental feed. A proven mixture for pellets is below:

200 lbs cane molasses	240 lbs chopped alfalfa
200 lbs linseed-oil meal	60 lbs wheatgerm meal
200 lbs wheat bran	40 lbs brewers yeast
400 lbs hominy feed & cornmeal	0.5 lbs irradiated yeast
419.5 lbs crushed oats	0 lbs salt
200 lbs beet pulp	15 lbs dicalcium phosphate
	5 lbs ground limestone

This mixture makes a ton of feed which should be pressed into 1/2" x 1/2" pellets.

FACT SHEET #4

PLANNING A NEW OR EXPANDED OPERATION

Decisions relating to game farming must be made on a sound economic basis. There are many questions to consider before diversifying a present livestock operation or starting a new game farm. Please consider:

- The type, size and location of production unit.
- The managerial skills and labor available to successfully operate the enterprise
- Your access to investment and operating capital.
- A satisfactory feed supply plan will be necessary.
- Manure handling and disposal methods must meet with environmental and health regulations.
- You will require reliable sources of breed stock or weaners.
- Provision for logical siting is necessary so that facilities can be expanded or given alternate uses.
- That the addition or expansion must be profitable enough to repay debt.

These factors suggest that it is important to prepare a budget for any new or diversified operation. Long-range budgeting for income and expense calculations and cash flow budgets are required. Budgeting looks at the profitability and financial soundness of the business over the longer term. Will an operational change be a profitable adjustment considering the production costs and market returns over this period?

Equally important to the profitability analysis is the payback capacity; especially when using borrowed funds. This calls for the use of cash flow planning. A cash flow budget is nothing more than a complete farm budget on a cash basis over a period of time. It is carried on monthly or annually over several periods to show changes that are anticipated in costs (cash out-flow) and returns (cash in-flow) for each subsequent time period. In most situations it should be done on a monthly schedule. Projections will be no more accurate than the records from which they come and the realism of the manager's assumptions for the future.

The planning, preparation and monitoring of cash flows should be a standard feature in every game farm enterprise. Because a game farm operation requires a capital investment, be sure that the operation can pay for itself, for your labor input and management skills before you make such a major decision. Further, before you make your decision, we recommend you talk with as many people in the industry as possible. Talk to associations, visit several game farms and call on the Ministry of Agriculture, Fisheries and Food for further input.

Record Keeping

Besides providing decision-making information on a weekly or monthly basis, well designed record keeping systems give short-range summary material to identify production problems and allow for timely corrective changes. For example, a few of the many costly problems that can and should be identified from the record system are: excessive still-births and high fawn or calf death loss, anestrus (unbreedable females). Record keeping systems don't have to be complicated but they have to be maintained to be of any use.

Profitable Game Farming Production

The profitability of game farming depends on production and marketing efficiency. The major principles of profitable production are:

- Reproductive efficiency
- Improved breeding and selection
- Efficient utilization of feeds
- Carcass quality
- Reduced disease and parasite risk
- Proper animal husbandry practices
- Quality control of "velvet" or by-product harvesting

FACT SHEET #5

HEALTH MANAGEMENT

This lesson is not a guide to veterinary medicine. It would be virtually impossible to provide a complete report of that magnitude in a fact sheet of this size. Contact your veterinarian for answers to your specific questions and do further reading on herd health and diseases, please refer to the reference list supplied.

One important component of herd management is disease control. It is the responsibility of each farmer to manage his animals in such a manner that they are in a continual state of health and condition, therefore resistant to infections and disease. "Despite emergency veterinarian attention, most of us with experience with sick deer reluctantly accept the dictum - a sick deer is a dead deer. Prevention then, has to be better than any possible cure" (Modern Deer Farm Management).

It is important to establish a good working relationship with your veterinarian. Together you can work out a program tailored for your farm to control disease and to maximize the health and productivity of your animals. Getting to know your animals is one of the best ways to spot a problem before it gets out of hand. Out of character activity is a clear signal you should investigate and when you see an animal behaving in an uncharacteristic manner - act on it.

Well fed animals, with minimum stress during handling will be healthier, and more disease resistant. The causes of diseases can be categorized as due to:

- 1) intrinsic flaws
- 2) nutritive deficiencies
- 3) exogenous poisons
- 4) trauma
- 5) tumours (reoplasms)
- 6) parasitic or other living organisms (ie. parasites, bacteria, fungi, viruses, mycoplasmas and rickettsia)

Intrinsic Flaws

Intrinsic flaws refer to hereditary or congenital disorders. Little control can be exercised here except to ensure these animals are culled to eliminate future problems.

Nutritive Deficiencies

Selenium and copper deficiency and winter death syndrome are examples of nutritive disorders in deer. Selenium deficiency occurs when supplementary feeds (hay, ground grains) which have had natural stores of selenium (vitamin E) destroyed by oxidation, are not supplemented with a selenium rich additive. It has been shown to cause muscular dystrophy, reproductive failure and death in deer. Veterinarian advice should be sought on the amount of selenium to be added to the diet, as too much selenium can cause poisoning.

Copper deficiency causes a progressive disease known as enzootic ataxia. This disease begins with loss of coordination followed by brain and spinal cord damage. If the deficiency is not detected prior to this stage, there will be no recovery of affected tissue. Liver samples, obtained via a liver biopsy, are the best indication of copper deficiency. Studies in New Zealand have shown that molybdenum and sulfur do not antagonize copper absorption in deer to the same extent as in conventional domesticants. With veterinarian confirmation, copper deficiency can be treated by adding CuSo to the mineral mixture.

Winter death syndrome is caused by gross mismanagement, the failure to appreciate the winter feed and energy requirements of stock. Live weight monitoring in midwinter and early spring and comparison to the expected live weights will give you a guide. As a general rule, maintenance only requirement of a deer is roughly 2% of live weight in digestible dry matter. Winter death syndrome is simply known as starvation.

Exogenous Poisons

Exogenous poisons can be supplied by natural or artificial sources. Environmental pollutants in the air, ground and water can cause poisoning. Excessive use of selenium can cause death within one day. Selenium is rapidly absorbed by the gut and after showing a wide range of clinical signs (distress, rapid and weak pulse, labored respiration, bloating, colic frequent urination) terminates in blindness and/or behavioral changes and finally death.

Trauma

Many mortalities, attributable to elementary mistakes in management, are caused by poor yard and gateway design, lack of or poor handling facilities, collisions with fences, gates, races, and yards, handling a group that is too large and exerting excessive pressure when "mustering". Fractures are commonly due to gaps alongside and under gateways combined with pressuring during mustering. Site boards and sacking can stop fence collisions in races. In general, gentle handling and provision of good facilities and design can greatly reduce these types of mortality.

Additionally, feed and exposure stresses, exacerbated by the low-fat, high muscle composition of the deer body, can cause associated diseases. Gastro intestinal ulceration and stress enteritis shock syndrome have been shown to occur in recently transported deer, in deer undergoing a change in feed and those not accepting a supplemental feed.

Tumours

Tumours or reoplasms are generally uncommon and not usually infectious (epizootic).

Parasitic or Other Living Organisms

Most of the deer parasitology literature available focuses on lungworm infection, because lungworms cause the greatest parasitic loss in deer. For the most part, dewormers that kill lungworms in deer are effective against other internal nematodes or roundworms.

Management techniques such as pasture rotation and off-the-ground feeding (combined with strategically-timed, sequential dewormings) should all help to fight parasitism.

In general, parasitism in conjunction with other stress (especially nutritional) will be responsible for the majority of losses in deer not on a regular anthelmintic (deworming) program.

Signs of internal parasitism are weight-loss, rough hair coat, diarrhea sometimes and in cases of lungworm infection, a soft cough (unlike lungworm infected cattle who have a hacking cough).

In addition to lungworms, gastrointestinal and other body system nematodes, deer can also be parasitized internally by several species of trematodes (liver flukes) and cestodes (tapeworms).

For details of all the parasite life cycles, control programs and treatments, consult your veterinarian or refer to books and articles on this specific subject.

INTERNAL PARASITES IN DEER

The following is simply a list of internal parasites reported in deer:

Lungworm Nematodes

Dictyocaulus
Elaphostrongylus
Protostrongylus

Gastroenteric Nematodes Abomasum:

Haemonchus
Ostertagia Rinadia
Skrjabinagia
Spiculopteragia
Trichostrongylus

Small Intestine

Bunostomum
Capillaria Cooperia
Nematodirus
Strongyloides
Trichostrongylus

Large Intestine/Cecum

Chabertia
Oesophagostomum
Trichuris

Other Nematodes

Elaeophora (circulatory system-arterial worm)
Parelaphostrongylus (nervous system-meningeal worm)

Trematodes (liver flukes)

Fasciola Fascioloides
Paramphistomum
Dicrocoelium

Cestodes (tapeworms)

Echinococcus
Moniezia Taenia

Deer are also susceptible to attack by the array of ruminant flies and their parasitic larvae (warbles and bots), also ruminant lice, mites and ticks. Treatment and control would be the same as for the other food-producing ruminants.

FALLOW DEER DISEASES

Diseases of farmed Fallow Deer are listed below:

- Bluetongue
- Brucellosis
- Clostridial infections: blackleg, Malignant Edema, Enterotoxemia
- Facial Eczema
- Foot Disorders:
 - scald
 - foot abscess
 - foot rot
 - Kerato conjunctivitis
 - Leptospirosis
- Louping ill
- Pneumonia
- Ryegrass staggers
- Salmonellosis
- Tuberculosis

Yersiniosis and malignant catarrhal fever have not been recorded in fallow deer. Deer develop severe clinical illness very quickly in serious diseases; this can rapidly progress to recumbency and death. This is exacerbated by their nervous temperament, making any illness potentially dangerous.

FACT SHEET #6

PRODUCTION FACILITIES

For maximum results, stresses must be kept to a minimum on both the deer and the operator. Effective management means handling the deer causing as little stress as possible (including transport, yarding, mustering, etc.).

Once the deer are accustomed to your facilities and the routine, yarding and mustering should not cause much problems. But before you can even consider that, you must give careful consideration to the layout of your facilities. It is important to think about your immediate and long term plans. Time invested planning will save you dollars in terms of work efficiency, the ability to expand as you are able to cope with growth, and most importantly, to handle your deer effectively causing minimal stress.

The routine activities requiring yarding and restraint are:

- drenching and vaccination
- ear tagging
- harnessing of sire bucks
- recording wet or dry status of does
- removal of velvet or spikes
- weighing
- artificial insemination
- assisted fawning

Some basic facilities are required:

- a good race entry system
- a covered yard system with or without outside holding pens
- a light control pen before the restraint
- a form of mechanical restraint (i.e. bail, cradle, etc.)
- a drafting system

Any yarding operation will cause some stress on the animals, therefore, it is ideal to have an annual program designed to tie in as many activities as possible for every yarding. In the case of sick or injured animals, it will be necessary to yard some groups or parts of groups at unscheduled times. Reviewing your records will help you effectively schedule activities.

In general terms, the farm layout is a system of variable size paddocks, each being connected to a central race which in turn leads to the other farm facilities i.e. loading ramp, drenching and vaccination yards, and weighing station. There are numerous designs, each with their own advantages and disadvantages. We recommend you research the various designs and that you visit existing farms for ideas.

FACT SHEET #7

YARD AND RACEWAY DESIGN

For easy yarding of the animals, the raceway, as it leads into the yard complex, should ideally have blind bends and corners incorporated, that the animals will flow around, into the yards. This last section of the race should be boarded to minimize the possibility of injury to the animals from jumping into netting fences when put under pressure. A solid gate to close off the race at the start of the boarded section will prevent animals escaping if they balk at the yard entry.

The primary consideration for yard design is to have enough holding capacity within the yard complex to hold the numbers of animals envisaged when the property is fully stocked. These animals can be accommodated in outside holding yards prior to being brought into the actual covered area. Once the animals are in the yards it is helpful to break the group down into suitably sized mobs for the light control pen prior to the restraint. For this purpose a number of small pens leading to the light control pen should be provided. Small groups of animals can then be drafted out of the holding area into each of these pens.

The subdivision of the farm into smaller units (paddocks) is to provide isolated areas for mating, fawning, weaning and growing. Each paddock must be equipped with fresh water and shelter. The importance of trees and the benefits of shelter cannot be over emphasized, the animals need to be able to choose shade and shelter at will. Trees provide a food source, shade, shelter, visual barriers and hides, prevent erosion, protection for fawns, and contribute to a tranquil environment which is desirable for deer.

The central race will eventually terminate in a yard by a tunnel race. This tunnel race is used for drenching, vaccinating and tagging or tattooing small numbers of deer. Circular yards are the best while square yards are less expensive. A ten foot square yard is adequate for a one man operation. This central yard will be provided with oftakes acting as leads to a live sale yard, a weighing station, a loading ramp, a polling room, and a return race. There should be no metal or concrete projections in the yards. All doors and gates should be fitted flush with minimal gaps and equipped with spring-loaded catches of the flush built-in type. Internal yard walls should be constructed of 2"x4"x8" studs faced with 3/4" plywood. Viewing ports may be installed. The central yard is constructed of posts faced with a 1" gapped 1"x4" strapping. The offtake yards may be roofed, some believe this quiets the deer.

If a tunnel race is not used, a deer crush/cradle must be used as a connecting race to one of the internal yards. All handlers should wear protective clothing and headgear, motion should be slow and make no sharp metallic sounds.

Floor Materials

The main materials used are sand, and untreated sawdust or concrete. The advantages are that sand and sawdust are soft, free draining (sawdust can absorb dampness), and cheap. Disadvantages are in the summer they can be dusty. Both of these materials need underfloor drainage and replacement after a number of years. Sand will compact and mix with mud. Sawdust will rot down, drainage impaired. Concrete floors are permanent, durable and free draining. They are hard and unyielding so can result in animals injuring themselves when falling over or landing awkwardly after jumping. Build-up of dung can make it very slippery.

Light Control Pen and Lead-Up Tunnel

This is a totally enclosed pen with a light controlled from outside used to hold animals prior to entry to the restraint. A small doorway opens from the pen into a lit tunnel leading to the restraint. When confined, fallow deer run to the light, therefore when they are required to enter the tunnel, turn off the pen light and they will enter the tunnel rapidly. The operator can then enter the pen to push out any reluctant animals. Between successive loadings of the tunnel, the pen light is usually turned on. It may be preferable to leave the light off to minimize fighting when sire or older bucks are penned.

An enclosed tunnel is required to bring the animals from the light control pen to the restraint. The tunnel may be completely enclosed, with a light immediately before the restraint or have a pipe or slatted top for most of its length to allow access to the animals to move them in the tunnel or read

tags prior to the restraint.

The longer the tunnel, the better, provided it can be subdivided into sections with sliding doors to prevent animals from bunching up. A longer tunnel will be more attractive for animals to enter. The width and height of tunnel should minimize the animals ability to turn around.

FACT SHEET #8

MECHANICAL RESTRAINT SYSTEMS

Mechanical restraint systems fall mainly into three types, each with variations:

Bail Restraint

This is basically a base at the end of the tunnel with a slot or hole for the animal to poke its head out of, again using the principle of the animal being attracted to the light.

Variations have the head coming out of the front or side of the base. It is best used when working on the head or neck of the deer:

- eartagging
- drenching and vaccinating
- velvetting, if the head hole is large enough

The advantages are that it is reasonably cheap to manufacture, it allows for a high number of animal throughputs and it's an easy one-person operation. The disadvantages are that access to the animal is limited to the head and neck and animals can injure themselves if entering too fast.

Cradle Restraint

This is a Y-shaped structure with a drop floor and hinged side, mounted with the floor half to two-thirds a metre above the shed floor. When the animal has entered the cradle, the floor is dropped and it is held in the wedge of the Y

With the cradle off the floor, access to the legs and feet is possible. Doors in the side of the cradle allow access to the body. The animal is released by opening the hinged side which allows the animal to drop to the floor and move away.

Operations possible through this system are the same as for the bail plus artificial insemination, assisted fawning, harnessing of sire bucks, foot inspections and treatment. Advantages of the system are all around access to the animals and they are less likely to injure themselves. Disadvantages are a cradle is more expensive to manufacture and has a slower throughput.

Crush System

This is similar to the cradle except the animal is held by the action of one side of the crush being forced against it and usually the floor is also dropped. Access to the animals is more restricted than with the cradle as the sides of the crush are physically restraining the animal and so cannot be as readily opened. Access is usually from above, over the top of the side of the crush. Operations, advantages and disadvantages for the system are the same as for the cradle. As crushes are often pneumatically or hydraulically operated, manufacturing costs are high.

OTHER RESTRAINT SYSTEMS

Manual

Manually the animal is picked up, most easily out of restraint, by putting both arms around the animal's chest with the animal's back held tightly against the holder's chest. The animal can be comfortably held in this position, particularly if the holder is seated with the animal's rump on his lap. The person working on the underside of the animal is advised to watch out for flailing legs or head.

Chemical Restraint

Chemical restraint will be necessary for more complicated operations such as electro-ejaculation, intrauterine AI or embryo transfer. This will normally be carried out by a vet but a mechanical

restraint will be required to allow administration of the drugs. There are a number of sedative drugs available and the choice of which to use will be the responsibility of a veterinarian.

Weighing Animals

The systems available are electronic or mechanical and are suspended or platform. All of the restraints can be mounted on either system.

Using the restraint as a weigh crate means the animals can be weighed each time they are in the restraint. It also means they have to enter the restraint each time they are weighed. The alternative is to put a separate weigh crate in the tunnel, most easily with platform scales, with the facility to draft the animals after the weigh scales and before the restraint. This is most easily achieved with a long tunnel.

GLOSSARY

The following is a glossary of some words associated with fallow deer farming. Some are unique to New Zealand and may be helpful when reading reference materials from there.

Abattoir - Slaughterhouse

Advancer (Avancer) - Forward tine (or tray) on fallow buck head

Back Antler (Black Antler) - Rear tine (or tray) of fallow buck head

Bare Buck - Male in his fifth year

Bragged - Pregnant doe.

Braunch - Brow point of a fallow buck head

Break (Brittle) - To skin and cut-up a fallow deer

Buck (Gries) - Male

Buck of the first head - Fallow buck in its fifth year

Button - Vestiges of hard antler

Calve - Fawn

Cast - Shed (ie. antlers)

Clean weight - Generally with lungs, stomach and intestines etc., only removed but with heart and live

Clostridial diseases - Bacterial disease (ie. Blackleg, Enterotoxemia, Tetanus).

Colostrum - Milk secreted for a few days after parturition and characterized by high protein and antibody count

Comely - Description of a "fair" doe

Cotying - Excrement of fallow deer

Doe - Female fallow deer

Fair - Description of a good doe

Fawn - The young of fallow deer, in first year

Fench Month - The season for does to have young

Finishing - Carrying deer from weaning to slaughter purely for venison

Gralloch - Removing the stomach, entrails etc. from a deer

Grease - A fat buck was said to be "in grease"

Great - Description for a good buck

Great Buck (Great Head) - Male fallow in his sixth year

Groan (groaneth) - Sound emitted by a fallow buck

Havier - A castrated deer, frequently polled Hind - Female. Doe

Joining - Putting stags and hinds together

Lodging - A fallow buck is lodged when it is in cover

Mating - The actual act of mating

Menil - A color variety of fallow deer that is spotted winter and summer

Moss - The velvet on antlers

Near Antler - The left antler

Oestrus - Heat

Off Antler - The right antler

Palm - The palmated top of the fallow buck's antler

Parturition - Birthing

Pedicle - A permanent bony outgrowth from the frontal bone

Pelage - The coat of deer

Pizzel - Penis of an animal (or) whip made of a bull's pizzle

Polling - Cauterising the primordial pedicles to permanently inhibit pedicle and antler development of fallow bucks

Pomeled - Spotted as young deer

Prick or pricks - First head of a fallow buck

Pricket - Male fallow deer in second year

Prickett's Sister - Female fallow deer in second year

Roaring - Being sexually active

Rut - Mating season

Shovel head - Head of old fallow buck

Soar - Fourth year of a male fallow buck

Sorel - Third year of male fallow buck

Spellers - The top points of a fallow buck's head

Spoon-head - Head of young fallow buck

Suet (tallow) - Fat of fallow deer

Tegg (teg) - Female fallow deer in her second year

View - Footprint of a fallow deer

Velvet - "Immature antler". The soft vascular skin that envelops and nourishes the developing antlers of deer

Weaner - Weaned calve

Yearling - One year old