PRIMARY PROCESSING OF CERVID CARCASSES FOR TRADITIONAL SPECIALITIES

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Abstract

A thorough understanding of the inherent qualities of venison and the specialized techniques and methods for processing it, especially considering the difficulty of its preparation, is a prerequisite for the growth of the game meat processing industry as well as the manufacture of game meat products. The biological material used in this study is composed of hind carcasses that were collected from the 24 Frasin hunting area in Suceava. The carcasses were processed through the technological operations of cutting and deboning, followed by the selection of anatomical regions suitable for the production of traditional venison specialities. Following the practical implementation of the proposed processing operations, each anatomical region, as well as the auxiliary anatomical parts of the carcass, were evaluated proportionally; their weight was determined in relation to the total weight of the carcass. For the whole carcass, yields of 32.74% muscle tissue of specialities, 25.75% quality I and II meat, 13.3% bone and 10.59% connective tissue were found. The weight of the animal's gunshot wound represented 17.59% of the total carcass weight.

Key words: cervids, cutting, deboning, selection, venison