

CUTTING, DEBONING AND SELECTION OF GAME MEAT FOR TRADITIONAL SPECIALTIES

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Abstract

The low consumption of game meat is directly related to the insufficient exploration of data on game meat processing and handling. Taking into account these considerations as well as the fact that in the practice of the meat processing industry methods and assessing game meat for processing have not yet been developed, the main aim of the paper is to highlight how this is done from a practical and applied point of view in the main game meat processing operations in terms of cutting, deboning, and selection of game meat for processing, associated with the determination of the carcass yields of the main sliced anatomical regions of the higher quality classes used to obtain traditional specialty products. To this end, following the primary processing of the game carcasses, the weighting of each anatomical portion will be assessed, both at the level of the region and of the carcass as a whole. The reasoning behind the processing of game meat into traditional specialties encompasses the complex features of the anatomical regions intended for the production of these products as well as the species of origin. For these reasons, the present study will concentrate on the cutting and deboning capacity of wild boar meat in accordance with the methods of processing the anatomical regions of the higher quality classes of their carcasses.

Key words: game meat, wild boar, anatomical regions, specialties