

## SCHEDULE 1

### Rendering requirements

#### Part II

#### Methods of rendering

##### *Method 3*

##### *Added fat batch atmospheric (30 mm particle size)*

#### **Cooking**

3. Crushed material shall then be heated with added tallow in a steam jacketed vessel to remove the inherent moisture at atmospheric pressure. The times and temperatures achieved during the cooking process must be recorded on a permanent recording system. During the course of cooking, the material shall be maintained at a temperature in excess of 100°C for at least 16 minutes, a temperature in excess of 110°C for at least 13 minutes and a temperature in excess of 120°C for at least 8 minutes. Material may be cooked so that two or more time/temperature requirements are carried out at the same time.