SCHEDULE 6

Feedingstuffs

PART 2

Production of protein and feedingstuffs

Offences relating to feedingstuffs containing blood products or blood meal

- **13.**—(1) Failure to comply with paragraph 12 is an offence.
- (2) It is an offence for any person collecting blood in accordance with the second paragraph of point D(a) of Part II of Annex IV to the Community TSE Regulation to fail to—
 - (a) slaughter animals in accordance with the first indent of that paragraph;
 - (b) collect, store, transport or package blood in accordance with the second indent of that paragraph; or
 - (c) regularly sample and analyse blood in accordance with the third indent of that paragraph.
- (3) It is an offence for any person producing blood products or blood meal in accordance with the second paragraph of point D(b) of that Part to fail to—
 - (a) ensure that the blood is processed in accordance with the first indent of that paragraph;
 - (b) keep raw material and finished product in accordance with the second indent of that paragraph; or
 - (c) sample in accordance with the third indent of that paragraph.
- (4) It is an offence for any person producing feedingstuffs in accordance with point D(c)(ii) of Part II of Annex IV to the Community TSE Regulation to—
 - (a) fail to ensure that feedingstuffs are manufactured in accordance with the first indent of that point;
 - (b) fail to ensure that they are kept in separate facilities in accordance with the second indent;or
 - (c) fail to make and keep a record in accordance with the third indent.
 - (5) It is an offence for a home compounder registered under paragraph 12(5)(b) to—
 - (a) keep ruminant animals where blood products are used;
 - (b) keep animals other than fish where blood meal is used;
 - (c) consign feedingstuffs containing blood products or blood meal (whether complete or partly complete) from their holding; or
 - (d) use feedingstuffs containing blood products or blood meal with a total protein content of 50% or more in the production of complete feedingstuffs.