

COMPLETE MEAT STUFFING MIX

Ingredients	kg	lb – oz
Meat, fat, connective tissue, offal, etc <i>As defined The Food Labelling (Amendment) (England) Regulation 2003</i>	2.270	5 - 00
Complete Meat Stuffing Mix	0.850	1 - 14
Water	1.420	3 - 02
Total:	4.540	10 - 00

Method of Application

1. Mince the meat to the required size.
2. Add the dry Complete Meat Stuffing Mix, mix together thoroughly.
3. Add the water steadily, mix together and then leave to stand for approximately 10 minutes.
4. Shape or fill into casings as required.
5. For the Best results, store the sausage in a chiller for 12 hours to let the sausage flavours mature. This will give a good, tasty sausage that will cook exceedingly well without any liquid loss.

We recommend you visit Dalesman's website www.thedalesmangroup.co.uk to access our 'FREE' MEAT CONTENT CALCULATOR. Simply click on the QuidCalc cutie cow, enter your recipe and QuidCalc will calculate the meat content of your finished product in accordance with The Meat Product Regulations 2003.

* Important Notes

- The declared meat content is now restricted in the amount of connective tissue and fat that can be included. Where a product contains fat, gristle and skin, in excess of the maximum levels, that part of the ingredients will no longer count as meat.
- On pre-packed products excess fat, gristle and skin (connective tissue) will have to be declared in the ingredients with an indication of the species from which they are obtained.
- Mechanically recovered meat (MRM) cannot be counted as meat and must be declared separately.
- Offal cannot be counted as meat and will have to be declared separately with the name of the species. The term 'offal' cannot be used.

With reference to the above, the maximum levels allowed to be meat are: -

Species	Fat (%)	Connective tissue (%)
Mammals eg cattle, sheep goat and mixtures of species with mammals predominating	25	25
Pig	30	25
Birds and Rabbits	15	10

THIS INFORMATION IS GIVEN AS A GUIDE ONLY.