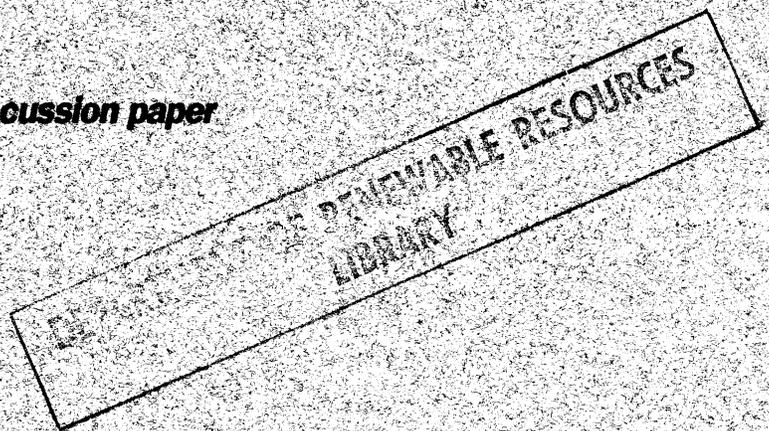

Regulating the Yukon's Game Farming Industry

a discussion paper



April 1992

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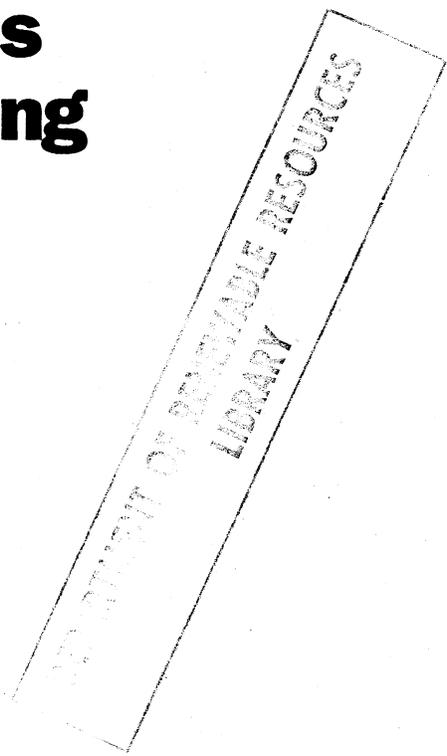
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**Prepared by the
Yukon Department of Renewable Resources
Policy and Planning Branch**

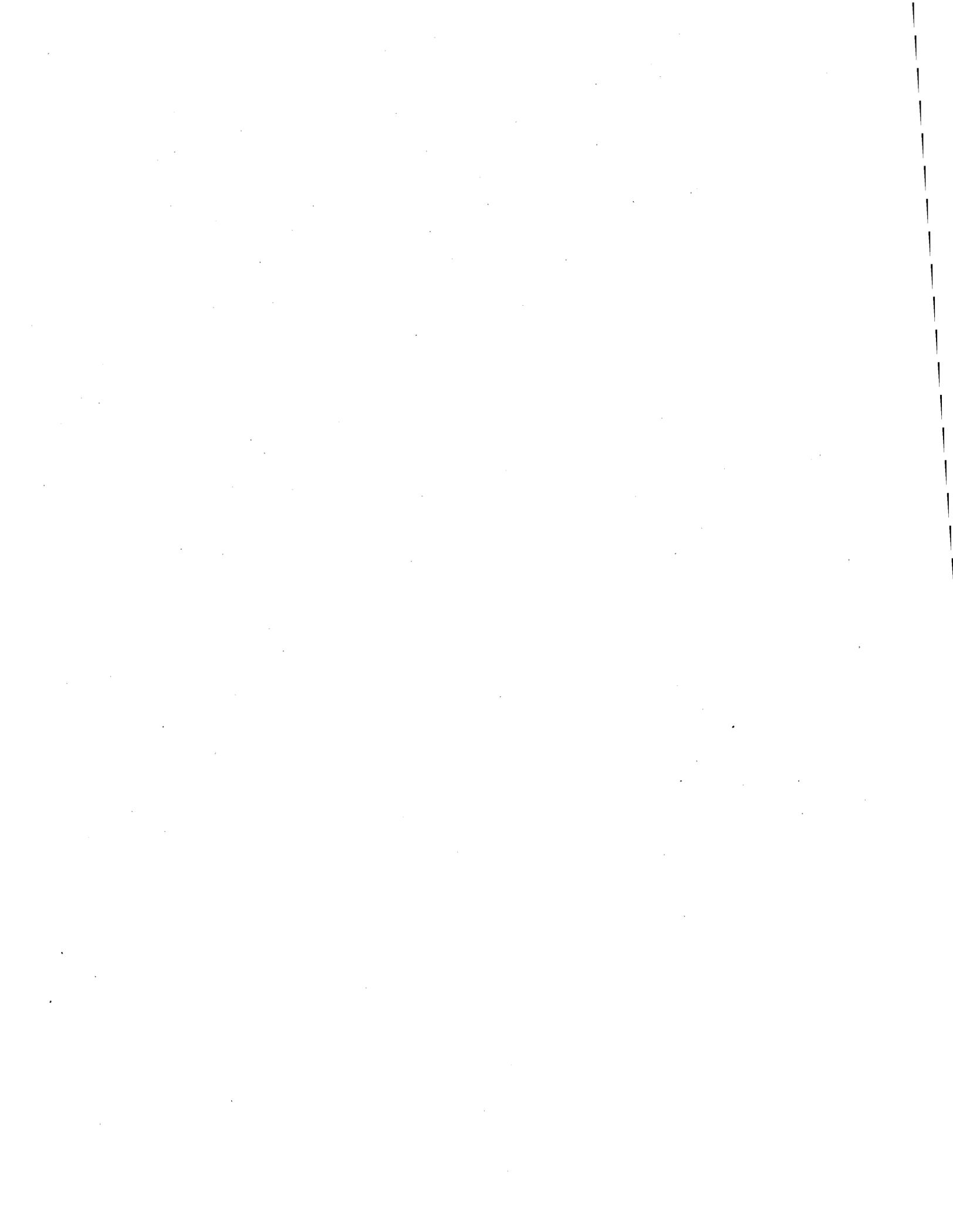
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INTRODUCTION

The Yukon government's interim policy on game farming was established in 1989 following public review of a major research study on the commercial farming or ranching of game animals. This policy set out where and how game farming would occur, the species that could be farmed, and the role of the government in regulating game farming. It prohibited game ranching and the commercial harvesting of wildlife.

The policy acknowledged the potential of game farming to diversify the Yukon's agricultural industry and improve its economic viability, but also recognized that game farming poses certain threats to indigenous wildlife.

The Yukon's game farming policy was approved on an interim basis pending the development of game farming regulations under the Wildlife Act and a review of the policy in two years' time. That review is now underway.

As part of this review, this discussion paper examines the regulation of the Yukon's game farming industry under the interim policy, and the issues and concerns to be addressed in developing new regulations. In doing so, consideration is given to how game farming is regulated in other jurisdictions.

The Yukon's game farming policy was established to foster development of the industry while safeguarding Yukon's wildlife and wildlife habitat. The goal of this review is to determine whether these aims have been met, and to ensure that policy revisions and new regulations also meet these objectives.

GAME FARMING IN CANADA AND ABROAD

Africa

Some of the earliest game farming programs began in Africa, where overgrazing in parks led to commercial wildlife harvests, mainly for trophies. This in turn developed into a private enterprise system of free-range game ranching.

In some African countries, captive breeding programs and wildlife reserves have been set up to provide products (crocodile hides, trophies) as well as to help enhance threatened or depleted wildlife populations or habitat.

Europe

In Europe there is a strong tradition of private ownership of wildlife and hunting rights are sold or leased. Deer farms predominate the game farming industry. In 1990 there were 12 million ungulate game animals, with about half being roe deer. Red deer, moose and boar follow at about a million each. Venison consumption is estimated to be 0.5 kg/person/year.

New Zealand

A strong European demand for venison led to the development of deer farming in the 1950s in New Zealand. Since 1988, New Zealand has annually produced 4506 tonnes of venison. The industry has also been fostered by a strong Asian market for antler velvet which is used for traditional medicine.

United States

Texas supports an extensive game ranching industry involving paid hunting of exotic species on land that is privately owned. Game farming is permitted in 10 of the 16 western states. Eight of these states allow the sale of meat. In Alaska, the emphasis has been on reindeer farming.

Canada

The earliest efforts at game farming in Canada date back to the 1700s. Samuel Hearne reportedly attempted to raise wild geese, caribou and moose in an effort to establish a dependable food supply prior to the establishment of a network of supply posts. A century later efforts focused on a bison farming experiment at Red River. The Reindeer Preserve was established in the Northwest Territories in 1919 as a way to ensure that subsistence needs could be met.

There are many reasons for the renewed interest in game farming today. One is the higher costs and declining profitability of livestock production. There is a growing market for game meat which has a lower fat and cholesterol content than beef or pork. There is a need to diversify Canadian agricultural products because of changing trade patterns and markets. And many game farmers have been encouraged by the apparent success of New Zealand's experience with deer farming.

Game farming has seen rapid growth in Canada over the last five years. There are about 684 commercial farms operating with over 8,000 elk, 11,000 plains bison and 11,000 fallow deer. The major factor presently limiting the growth of the industry is the availability of breeding stock.

Game farming is permitted in some form in every jurisdiction in Canada except Newfoundland and Manitoba. Regulation of the industry is inconsistent across Canada, with some jurisdictions permitting only exotic species and others only native species. For example, bison are classified as wildlife in NWT and the Yukon, but in Alberta and Manitoba they are classified as non-wildlife.

Game farming is most developed as an industry in the western provinces. In Alberta, for example, the number of farms has increased by 30 per cent annually since 1985 and now numbers 120 operations, not including bison farms. Game farming was conditionally allowed in British Columbia in 1987, and there are now 100 licensed farms, raising mainly fallow deer. In Saskatchewan, the industry includes 102 licensed farms raising mainly elk but also some deer and bison. The Manitoba government no longer issues game farming licenses but it does permit a limited number of operators to raise native and exotic species for educational purposes.

In Eastern Canada regulations also vary. Ontario does not allow native wildlife to be farmed but does permit the import of exotic species such as fallow deer and wild boar, which are regulated as domestic stock. Newfoundland does not allow game farming but since 1967 it has permitted the sale, to approved restaurants, of wild moose and caribou taken by licensed hunters. (Newfoundland is capable of supporting much higher densities of moose and caribou than the Yukon.)

A limited program for the wild harvest of caribou and muskoxen is permitted in the Northwest Territories. This provides meat for export as well as local markets. One bison farm has been operating outside Fort Smith since 1989.

Most legislation governing the industry has been established only within the last three years in Canada. (For a summary of legislation and policies please see Appendix 1.) In 1990, British Columbia introduced a Game Farming Act and regulations and in 1991, Alberta developed new regulations under the Livestock Industry Diversification Act.

HISTORY OF THE PRESENT POLICY

The commercial use of wildlife has played an important part in the Yukon's economic and social history. Trapping provides a vital source of income while maintaining a traditional way of life for many aboriginal people. Big game guiding is also an established wildlife industry. Fur farming was widely practised in the Yukon in the early part of this century and there is some interest in this activity today.

The Yukon is considered to be well-suited to game farming in many respects. Indigenous game species like elk are well-adapted to the Yukon's climate. They are considered to be easy and economical to raise, requiring less shelter, feed and care than cattle. Land requirements are relatively small compared with those for a cattle operation. As such, game farming has been seen as an opportunity to diversify the agriculture industry, as well as to replace costly imported meat products.

The Yukon's first game farm was started by Dan Nowlan in the late 1960s, initially to maintain captive wildlife for public viewing. The Yukon Game Farm acquired its first breeding pair of elk in the early 1950s and expanded its herd in 1985 with assistance from the Yukon and federal governments. In 1989 three muskoxen were also purchased for breeding at the farm and in 1990 six wood bison were added.

Further interest in game farming was demonstrated in the late 1980s when several Yukon residents applied for assistance under the Canada/Yukon Economic Development Renewable Resources Sub-agreement (EDA) to start or operate game farms.

In 1987 the Yukon Department of Renewable Resources started a small captive herd with elk imported from Elk Island National Park in Alberta. The department planned to use offspring from the herd to foster the development of wild elk herds in the Yukon as well as provide game farmers with breeding stock at a reasonable price.

Given the limited experience with game farming in the Yukon and elsewhere in Canada, the Yukon government initiated a policy study on game farming in August of 1986. The work was carried out under contract by Howard Paish and Associates Ltd. for the Department of Renewable Resources.

The Paish report, entitled *A policy oriented analysis of the game farming and game ranching potential of the Yukon*, examined the species to be considered for game farming/ranching, the products from game farming/ranching (antler velvet, carcass by-products, sports hunting and live animal sales), management issues (public attitudes, land requirements, legislation and regulations), farm management, and economic considerations.

The report found that game farming was both technically feasible and economically viable, particularly as part of an existing farm or tourism operation and with certain species. Given the fledgling state of game farming and ranching in Canada, Paish recommended the Yukon government could initially best support game farming through a "research and development"

approach. This would include the development of an infrastructure including meat inspection, extension, advisory and market services, and veterinary services. Financial support was to be directed toward projects that would benefit the industry as a whole.

To safeguard wildlife populations, the report recommended that the Fish and Wildlife Branch of the Department of Renewable Resources oversee the procurement, disease testing, transportation, identification and containment of game stocks through regulations under the Wildlife Act.

WHAT THE EXISTING POLICY SAYS

The Yukon government released its interim policy on game farming in April 1989. The policy was designed to guide the industry's development and safeguard wildlife populations until game farming regulations under the Wildlife Act could be developed. The statement included a provision to review the policy in two years' time. (See policy in full in Appendix A.)

The main provisions of the interim policy are that:

- government continue to support private sector development of game farming.
- government financial support be limited to experimental or innovative activities or programs that benefit the sector as a whole.
- game ranching – the unconfined raising of game animals for human use – not to be supported or encouraged because of concerns about the ability to effectively manage free-ranging herds.
- the species permitted be: caribou, reindeer, Rocky Mountain elk, wood bison, muskoxen, (mule) deer and thinhorn sheep. Game farming in the Yukon involves native wildlife species (except reindeer) because of concerns that exotic species will interbreed with wildlife. Other species were prohibited except for exhibition purposes in zoological parks.
- commercial wildlife harvests be prohibited under the policy due to concerns about endangering game species, and the implications for poaching.
- methods to allow traditional barter or distribution systems within aboriginal communities are to be provided for in land claims agreements.

Management principles outlined in the policy call for:

- game farming to be considered a form of agriculture for purposes of:
 - 1) land dispositions;
 - 2) agriculture research, development and extension services;
 - 3) meat processing, inspection, sale and related regulations;
 - 4) business development or economic support programs.

This is the same approach as that followed in most other jurisdictions in Canada and reflects the similarities between livestock development and game farming.

Relationship with other policies and legislation

The development of game farming is consistent with the principles of the Yukon Conservation Strategy for sustainable development. Game farming can enhance depleted wildlife stocks and create employment.

Game farming also meets Yukon Economic Strategy objectives of supporting economic diversification and import substitution.

The Yukon government's agriculture policy permits farmland leases for the use of land for which exclusive use would not normally be permitted. With proper management to prevent overgrazing, game farming is a form of agriculture that can also maintain the resource base (soil productivity, water quality, etc.) because it does not require the tilling of soil. Forage productivity studies conducted by the Agriculture Branch over several years have helped to determine the safe carrying capacity of grazing lands.

- the Department of Renewable Resources (Agriculture Branch) to be the principal contact for the game farm industry for all matters relating to farm management, research and development, slaughter and meat inspection. This was to ensure the industry meets adequate production standards.
- the Department of Community and Transportation Services, Lands Branch to be responsible for all land tenure related matters. Land provided for the purpose of game farming will normally be leased.
- game farming to be regulated under the Wildlife Act by the Department of Renewable Resources with the Fish and Wildlife Branch/Field Services Branch responsible for the permitting and enforcement of all conditions related to the procurement, import, disease testing, transport, stock identification and containment of game species.

CURRENT REGULATION OF THE INDUSTRY

Fish and Wildlife Branch/Field Services Branch

Pending the development of game farming regulations, game farming is largely a self-regulated industry in the Yukon. Certain restrictions and safeguards are in place through licensing and permit requirements under the Wildlife Act, (Section 175(2)) and the Game Export Act. To help safeguard wildlife populations import permits limit entry to animals that have health certificates and to species permitted under the policy. Licenses are subject to a \$25 fee payment and some fencing and land requirements. The Fish and Wildlife Branch and the Agriculture Branch manage the government elk herd. Conditions of the license are enforced by the Field Services Branch.

Lands Branch

The Lands Branch, as agent commissioner of land, is responsible for all land tenure related matters. Each land tenure agreement is unique depending on the specific conditions of each game farm.

The Yukon's game farming industry today

There are eight game farms operating in the Yukon, all in the Whitehorse area. Only one new game farm has been licensed since the policy was approved in 1989. Two have closed for personal reasons.

The Yukon Game Farm is the most established and largest game farm operating today. It raises more than 180 elk, as well as a small number of muskoxen, bison and other species. Elk are also raised at six other farms. This includes the government-owned elk herd which now numbers 25 animals and is managed under a contract tendered to Midnight Sun Elk Ranch.

Under a project funded by the Canada/Yukon Economic Development Agreement, the Northern Splendor Reindeer Farm received 45 reindeer from a Tuktoyaktuk breeder in 1986. The farm sells the offspring for breeding stock with the sale of reindeer meat being the long term goal. The herd is also available for public viewing.

Most of the Yukon's game farm animals are raised for breeding stock. Elk bulls sell for about \$3,000 on average while cows sell for \$5,000. In most cases the offspring have been kept in the Yukon to help build up local herds, however,

some have been sold to farmers in Saskatchewan and elsewhere. The Alberta border has been closed to game farm animals since 1990 to deal with disease problems. However, as Alberta's farmers rebuild their stocks this province could be a lucrative market for Yukon breeding stock.

Antler velvet is sold through a broker in Alberta to the Asian market. In 1991, the Yukon game farmers sold 450 pounds of velvet for prices ranging between \$4-\$40 a pound. Future markets for this product seem strong.

Game meat is not produced now because of the lack of slaughter facilities and market development, although most farmers see meat production as a long term goal. There is a limited amount of farm-gate reindeer meat sold by Northern Splendor.

The Yukon Game Farm and Northern Splendor also operate as tourism attractions, providing wildlife viewing opportunities for Yukon visitors and residents.

The Yukon Game Growers Association was formed in 1986 to represent the industry in the territory.

Under the new agriculture policy, farm land leases will be available for lands for which exclusive possession is not in the best public interest (i.e. potential conflict with other desirable uses). Most game farms were started prior to the policy and operate on titled land.

Agriculture Branch

The Agriculture Branch presently supports the research and development needs of the industry and assists Agriculture Canada in monitoring animal health in the Yukon. It administers the meat and slaughterhouse regulations. The branch has no enforcement capability.

Agriculture Canada

Agriculture Canada plays a vital role in ensuring that the health of Canadian animals is maintained and protected. This is done mainly through the enforcement of federal animal health legislation and regulations. Agriculture Canada has also established specific protocols and policies to detect and prevent the spread of tuberculosis and brucellosis among animals. (Please see Appendix C for a detailed description of these policies.)

The Agriculture Canada veterinarian from Dawson Creek regularly tests Yukon game farms for tuberculosis and brucellosis. Yukon game farms have consistently been found to be disease-free.

Agriculture Canada also regulates slaughtering and processing under the Meat Inspection Act and Regulations.

CONCERNS IN OTHER JURISDICTIONS

While game farming is permitted in many of the western U.S. states the industry has come under review in some jurisdictions. After a major policy review in 1990, the State of Wyoming banned game ranching because of concerns about disease transmission, hybridization and contamination of wildlife populations, mainly from exotic species.

In Canada, the rapid growth of the industry in the western provinces has raised concerns regarding problems relating to disease control. This has been most evident in Alberta, where tuberculosis was discovered in some elk herds in 1990. This has resulted in the destruction of 3,000 animals and the infection of one veterinarian to date.

In Ontario, a parasitic infection among deer which were shipped to that province for slaughter and then escaped, has also raised concerns about the import of exotic species and their impact on native wildlife.

Yukon game farms have experienced no problems of this nature, but widespread publicity about such incidents have raised concerns about game farming in the Yukon.

YUKON ISSUES

A number of issues have been raised about the practice of game farming. One is the philosophical question of whether or not animals traditionally regarded as wildlife should be held captive for commercial development.

This issue was discussed when the interim policy was developed several years ago. At that time it was felt that the benefits of game farming outweighed the costs, and that public policy and Yukon values would support the agricultural development of certain species. In the Yukon, and in most other jurisdictions, game farm stock cannot be captured from the wild, but must be obtained from other game farms.

There are also specific concerns related to potential biological impacts on wildlife populations and habitat. As noted earlier in this paper, these include: increased poaching from the creation of a commercial market for game meat or game products; the transmission of disease; hybridization or genetic contamination resulting from animals that have escaped; and alienation of wildlife habitat.

Those who support the industry argue that game farming supports economic diversification, that it helps to conserve native landscapes and species, and perhaps even provides an opportunity for ungulate research. They argue that disease and impacts on wildlife can be prevented through proper herd management and regulations.

The Yukon government's policy on game farming addresses many of these concerns. This section outlines the main issues on game farming, current policy provisions and offers questions for further regulatory/policy consideration.

Preventing poaching

- **Issue:** If improperly regulated, the creation of a legal market for game meat allows an avenue for poaching of wild stocks. Game growers are also concerned that poached meat entering legal trade could destroy commercial markets.

In the Yukon, these concerns are mitigated by the small size of the wild game farm species, their limited geographical range, and by the small number of game farm operators and animals.

Poaching can be prevented through rigorous requirements for:

- licensing (limitation of game farming species);
- stock identification, inspection and records; and
- meat and packaging identification.

Licensing

Current policy: Licenses to operate a game farm are currently issued under the Wildlife Act (Sec. 82). Operators must show they have adequate land and fencing, and that animals are purchased from game farms. Only licensed farmers can obtain import or export permits to obtain or sell live animals or antler velvet.

Other jurisdictions: A license is required to operate a game farm, sell game farm animals or products, slaughter or process game farm animals or sell game meat to the public for human consumption. In many jurisdictions, the terms and conditions of the license are set to control game farm production and by-products, as well as to safeguard native wildlife. Such conditions often stipulate where game farming can occur, permitted origin of stock, requirements to contain the animals, and reporting of disease requirements. Information on the operation must also be provided, such as land tenure, fencing and capture facilities, and type and number of animals to be raised.

- **Question:** Should similar conditions be met as part of licensing requirements or regulations for Yukon game farms?

Stock identification, inspection inventory and records

Current policy: At present, Agriculture Canada requires all captive ungulates to be tested and ear-tagged with a unique identification number, referred to as the T.B. number. Regulations are needed to enforce the current Yukon policy requirement that all game animals be permanently marked and a permanent record of these markings be maintained. Identification is vital to tracking herd movements, breeding history and health status. Regular herd inspection by appropriate government officials will ensure that proper marking and identification procedures are in place.

Current practices: Yukon animals presently have the small metal T.B. ear tags and game farmers also affix each animal with coloured plastic farm-type ear tags. No tattooing or branding occurs.

Yukon game growers have adopted Alberta's record-keeping format. This makes selling and tracing their animals easier, since the animals not raised in the Yukon came from Alberta. Yukon game growers voluntarily submit their records for inspection to the Department of Renewable Resources at the beginning of each year. The Agriculture Branch is working on the establishment of a computerized game farm record keeping system to assist in the management and regulation of the industry in the Yukon.

Other jurisdictions: Most jurisdictions require that all game farm animals have a unique visual identification. Most farms fulfil this requirement with coloured plastic ear tags. Some farmers in Alberta and Saskatchewan have tried conventional branding and a "freeze" branding but the Yukon elk quickly grows over the brand.

Permanent written records of each animal's birth, purchase, transfer, and testing must be kept and a copy supplied to the new owner if the animal is sold.

All jurisdictions allow for inspections of records and enclosures at any reasonable hour. It is an offence to obstruct the inspection in any way.

- **Question:** What kind of marking or identification systems should be implemented to track and monitor game farm animals?

Meat and packaging identification

Current policy: The permanent identification system is to be maintained to ensure that wild meat cannot enter the distribution and marketing system.

Current practice: There are no concerns about this requirement now because there is no sale of game farm meat in the Yukon. A strict penalty system for the illegal slaughter, possession, sale or purchase of wild game meat is now in place under the Wildlife Act. Penalties under the act carry a fine of up to \$25,000 and/or two years in jail.

Other jurisdictions: In the western provinces it is the responsibility of the licensed meat processor to ensure that the animal to be slaughtered is a game farm animal. The processor must check the animal's I.D. tag with the records, and submit a manifest of the animals that were slaughtered. The carcass of each animal is ribbon branded and each package of meat is marked with the processors' own license stamp. In Alberta, if any wild animal enters the market the processor can be subject to a fine of up to \$10,000.

By-products such as antlers must also have special permits and be uniquely marked. Records of the sale of the by-products are also kept.

- **Questions:** 1) Should the sale of game meat and other by-products be permitted?
- 2) If yes, what kind of marking or identification systems should be implemented to distinguish these products from the products of "wild" wildlife in order to reduce the possibility of poached products entering the market?

Protecting wildlife habitat

- **Issue:** There are concerns that game farms alienate land that might otherwise serve as wildlife habitat.

Current policy: New game farming operations are not permitted in areas where there is potential competition with wild species for critical habitat or in areas where there are likely to be significant predator control problems. Land provided for game farms is normally to be leased.

Current practice: All of the Yukon's game farms are presently located in the Whitehorse area. Many of these operations were established prior to 1989 and are on titled land. New game farming operations would also be subject to land disposition provisions under the agriculture policy (1991). It is felt that the potential land requirements for the industry will remain small.

The grazing of game animals is less damaging to the land than cattle as they are adapted to the natural environment and use native vegetation more efficiently. The Yukon government has conducted forage productivity studies to assist with conservation-oriented management.

YUKON ISSUES

Other jurisdictions: In the western provinces game farming is not permitted on crown land. In some jurisdictions game farming is prohibited only in certain areas, e.g. the Queen Charlotte Islands in British Columbia.

- **Questions:** 1) To avoid problems in the future, should additional game farms also be restricted to the greater Whitehorse area through some kind of zoning regulations?
- 2) Should game farming be allowed only in a zone around communities where there will be less wildlife conflict?
- 3) Should it be allowed everywhere, subject to the usual land application process and First Nations considerations?
- 4) Should it be allowed on leased land or only parcels that are already titled?

Preventing genetic contamination

- **Issue:** Concerns have been expressed that intensive rearing of game animals leads to genetic contamination of wild stocks through accidental escapes.

Current policy: To address the problem of genetic contamination, the government's current policy limits game farming to the following species: caribou, reindeer, deer, muskoxen, thinhorn sheep, Rocky Mountain elk, and wood bison. With the exception of domestic reindeer, these species occur in the Yukon in the wild, and cross-breeding with escaped animals would therefore not lead to genetic contamination. Also, under the interim policy, Yukon game farmers are not permitted to encourage cross-breeding.

Current practice: Game animals are generally bred to produce a large animal with heavy-set antlers and a good temperament. Potential problems with in-breeding are prevented in the same way as with domestic herds. The records kept of each animal show its pedigree, and the bulls are rotated.

In many jurisdictions, exotic species are viewed as a potential threat to native species in terms of pathogens and parasite introductions, and competitive displacement. British Columbia and Ontario permit farming with exotic species which cannot interbreed with native species.

In Alberta, elk imported to the province prior to the present restrictions were subjected to a parentage test. This parentage test was developed as part of the province's "no risk" policy to protect wildlife populations. The test determines if there are any red deer genes present in the animal. If a male hybrid is found it must be vasectomized or sold outside the province. If a female hybrid is detected all progeny in the herd must be tested annually.

Discussion: The Yukon Fish and Game Association's position paper on game farming (May 1991) said that the policy should limit game farming to species that are compatible with the Yukon's indigenous wildlife. This is consistent with the current Yukon situation and policy, with the exception of reindeer.

It has been suggested that deer be more closely defined under the policy and called "mule deer." Other deer species should not be allowed because they may cause problems with genetic contamination and thus their use for game farming purposes would be in conflict with the existing policy.

Reindeer

Reindeer are considered domestic animals under provisions of the Yukon Act (S. 47), with the provision that the federal Game Export Act shall apply to the export of live reindeer, reindeer carcass or parts. Reindeer do not fall under provisions of the Yukon Wildlife Act although reindeer can presently be farmed under the interim game farming policy.

Brucellosis is a systemic disease in reindeer. Operators of the reindeer reserve in the Northwest Territories estimate that 8 per cent of its herd is infected, and recent reports from Devon Island place infection level there close to 30 per cent.

- **Questions:**
- 1) Should the policy be more liberal and allow for the use of additional animals for game farming? Should it be more restrictive and be limited to Rocky Mountain elk, wood bison, and muskoxen?
 - 2) If more restrictive, how should existing operations like Northern Splendour be addressed? Should special consideration for alternative species be given to zoological and tourist parks?
 - 3) What other provisions could be implemented to reduce the danger of genetic contamination?

Fencing/containment of animals

- **Issue:** High standards for fencing are required to prevent wildlife escapes and for the protection of game animals from predators. Inspection of fences by an official is essential.

Current policy: Game farm licenses will not be issued unless there is fencing in place. However, regulations are necessary to enforce policy requirements that:

- secure containment facilities be included in all game farming land tenures;
- fencing expenditures be considered as land improvements for the purposes of granting title;
- farmed stock must not be permitted to mix with wild game.

Current practice: Yukon game farmers use the Cyclone fence imported from New Zealand. This fence is constructed of high tensile steel wire, and mesh size is graduated from the bottom up to protect the herd from predators. The fence is 1.83 metres high, with an additional two rows of wire, strung half a metre apart on top, extending the fence height to 2.44 metres. All of the farms have handling facilities for inoculations, vet inspections and de-antlering. These are normally fenced areas that include an alleyway, a small corral system, a small holding pen and a "squeeze" shoot. All the enclosures have tree cover for browsing and shelter.

 DEPARTMENT OF RENEWABLE RESOURCES
 YUKON TERRITORY

YUKON ISSUES

Other jurisdictions: For perimeter fencing, the western provinces require a minimum height of 2.1 metres, adequate handling facilities, a shelter or a bluff, and a fence that locks to prevent public access. Game farmers must meet standards set under license requirements or by regulation, and inspection is required before the license is approved.

- **Question:** What fencing construction and maintenance requirements should be set for Yukon game farms?

Recapturing escaped animals

- **Issue:** Concerns relate to the spread of diseases and genetic contamination of wild herds if they come in contact with an escaped game farm animal(s). This is particularly serious in the event that game farm stock escape.

Current provisions: To address this concern the policy requires unique stock identification, and adequate containment facilities.

Yukon game farmers report that there have been instances where their animals have left the enclosure. However, they say the animals have never ventured far from the enclosure and all have been recaptured.

Other jurisdictions: Under common law, once an animal escapes which can no longer be positively identified as a domestic animal, it is considered a wild animal. Several western provinces have provision for mandatory notification of the Wildlife Branch and the Agriculture Branch and a 36 hour to 7 day (depending on the province) limit on the recapturing of escaped game farm animals. Once the recapture period is over the Fish and Wildlife Branch decides whether the animal poses no threat to the wildlife population and can remain in the wild. If the escaped animal does pose a threat to the wildlife population its destruction can be ordered.

- **Questions:** If an animal should escape:
 - 1) Should there be a limit on the recapture time? If so how long?
 - 2) Should there be an automatic notification of the Wildlife Branch and the Agriculture Branch for corrective action (i.e. the recapture or destruction of the animal)? If so, within what time restrictions?
 - 3) If corrective action by the Wildlife Branch is needed, who should pay for such action?

Preventing disease

- **Issue:** Alberta's recent experience with an outbreak of tuberculosis among some game farm elk herds has heightened concerns that diseased animals could be brought to the Yukon which could infect wildlife populations, with potentially devastating effects.

Current status: Yukon game farm stock is currently considered disease free following three years of testing conducted by Agriculture Canada. To prevent disease, close liaison with Agriculture Canada

and maintenance of a regular testing program is essential. Agriculture Canada oversees the health of game farms animals through a variety of legislation and regulations, primarily under the Health of Animals Act. (See Appendix C.) These are designed to control the infection and transmission of diseases.

Testing for brucellosis suis prior to movement was begun by Agriculture Canada in 1991. This was done in part because of an incident in 1990 involving the transshipment of reindeer from Tuktoyaktuk to Eagle, Alaska through the Yukon. Testing in Whitehorse found that 37 of the 233 animals tested positive for brucellosis suis type 4. The infected animals were sent to Alaska and destroyed.

Also, because of concerns about the accuracy of current T.B. tests, and because of the long latency of the disease, animals already tested are subjected to double testing every three years by an Agriculture Canada veterinarian.

The T.B. outbreak in Alberta was attributed to a breakdown in disease screening procedures for imported animals combined with fewer restrictions at that time on the movement of animals. This has in part been addressed through new Agriculture Canada regulations governing the movement of ungulates in Canada. These state that before an animal can be moved a veterinarian inspector must be satisfied "based on an assessment of the ungulate and its herd of origin, including where applicable, tests of the ungulate and the herd, that the ungulate, if moved from a place in Canada to any other place in Canada, will not propagate tuberculosis or brucellosis." The inspector will then issue a movement permit.

The federal Animal Disease and Protection Regulations also cover the transport of animals. These regulations restrict the movement of sick, pregnant and unfit animals, set out loading and unloading procedures, prohibit overcrowding, and require protection from the cold and the provision of food and water.

Other provisions exist to prevent infected animals from entering the Yukon. Yukon game farmers must apply for permits from the Field Services Branch, under sections 172 and 173 of the Wildlife Act, to import or export live animals or export antler velvet. Import permits require operators to obtain a certificate of health for the animal.

At present, the Yukon government can list on import permits the different diseases for which testing is required. The Yukon has listed tuberculosis, brucellosis, besnoitosis, vaccination for giant liver flukes, and general inoculation treatments for parasites. Additional testing requirements can be added if a problem occurs. Work is underway to establish new animal health and protection legislation which would regulate the transportation of animals into or out of quarantine areas for contagious diseases not reportable under federal legislation (e.g. meningial worm is not covered by Agriculture Canada's mandate).

Other jurisdictions: The western provinces all require farmers to obtain a certificate of health before they will issue import or export permits for an animal. Before an animal is allowed into a jurisdiction, the animal is tested at its place of origin and then upon entering the new jurisdiction it

YUKON ISSUES

may be quarantined for a period of two weeks and retested before it is allowed to mix with the new herd. In Alberta the animal that is to be imported is tested for its parentage, Bovine tuberculosis (*Mycobacterium bovis*), Bovine brucellosis (*Brucella abortus*), Bluetongue-EHD (*Hemorrhagic disease*), and gall sickness (*Anaplasma marginale*).

The Alberta Fish and Wildlife Department introduced a moratorium on the movement of game animals within the province after it was discovered that some double-tagged animals imported from the United States originated from the eastern United States Meningeal worm (*P. tenuis*) presently exists in all provinces east of Saskatchewan and in all states east of North Dakota, Nebraska, Kansas, and New Mexico. Animals from eastern Canada and the United States are usually not allowed in the west because of this. This is not a problem in the Yukon.

In some jurisdictions, game farm animals are covered by existing or amended animal health legislation. Separate game farming regulations under the Wildlife Act could also address health issues.

- **Questions:** 1) Is it sufficient to regulate disease or parasite introductions to the Yukon through conditions on import permits? If not, what other tests should be required?
- 2) What kind of testing should be performed within the Yukon, for example, on animals born on game farms?
- 3) Should there be provisions to restrict the import of animals from areas where meningeal worm presently exists?
- 4) Most jurisdictions set the maximum stock density at 10 adults per acre. Yukon Game Growers have been practising a stock density of 1.5 animals per acre and believe that 10 animals per acre is near feedlot conditions. What would be an adequate stock density for the Yukon to specify in regulations?
- 5) Most other jurisdictions do not have provisions for compensation for destruction of animals, as Agriculture Canada covers most reportable diseases. Should there be compensation related to any diseases reportable to the Yukon government?

Hunting on game farms

- **Issue:** The Yukon Wildlife Act now includes provisions for regulations concerning hunting on game farms (Section 175(2)), but no such regulations now exist. Most jurisdictions in Canada prohibit such hunting on ethical grounds.
- **Question:** Should we take steps to prohibit hunting on game farms?

Predator control

- **Issue:** The concern is that game farming in certain locations may attract predators and that there will be calls for predator control, and destruction of a wildlife species. This would also increase the workload of conservation officers.

Current policy: The present policy limits game farming to areas where there is likely to be no significant predator control problems. The fencing used by Yukon game farmers is also designed to keep predators out. The bottom mesh is tighter than the top of the fencing to prevent predators from entering the enclosure.

The concern over increased predator control has not been an issue in the Yukon mainly due to the extensive fencing on farms and because game farms are located around the Whitehorse area.

- **Questions:** To maintain a commercially viable herd:
 - 1) Should the government institute predator control measures if predators cause losses on game farms?
 - 2) Who should pay for these initiatives?

Animal welfare

- **Issue:** There are concerns that some game farm practices are not humane.

Current policy: The game farming policy includes provision for a system regulating the humane slaughter of game farm animals, but makes no provision for the humane handling of game farm animals.

Current practice: A survey of Yukon's game farms indicates that all operators have handling facilities, and use local anaesthetics when de-antlering. Regular veterinary assistance is used for inoculations and for general check-ups, and the treatment of sick animals. The Yukon Game Growers Association has adopted the Alberta Code of Conduct governing the humane handling of stock.

Other jurisdictions: All western provinces require humane handling of all game farm animals at all times. This includes procedures for antler removal and requirements for proper handling facilities, provision of food and water, and a clean and sanitary farm. In some cases these are made a condition of the license while in others they are required by separate regulations.

- **Questions:**
 - 1) In order to reduce stress in game farm animals on game farms, should the government require that proper handling facilities are in place before a game permit is issued?
 - 2) Should the government require a certain acreage or a certain maximum density or stocking rate to reduce crowding and stress on farm animals?
 - 3) Should regulations require that certain tasks, for example castration, inoculation, and the removal of antlers in velvet be conducted or supervised by a veterinarian?

Economic support

Game farming is considered a form of agriculture under the game farming policy.

The economic argument supporting game farming is that commercial utilization is profitable because wildlife species are more adapted to northern habitat types and climatic conditions and are therefore more productive than the less well-adapted domestic species.

Current policy: The interim policy states that government financial support be limited to experimental or innovative activities or programs that benefit the industry as a whole.

In the period 1987–1991, game farms received approximately \$315,500 (five to ten per cent) of the total EDA funding to the agriculture industry. Funding was provided for a holding facility (“squeeze”), for game farm fencing, and for the purchase of breeding stock. As well, \$69,900 was spent on feasibility studies.

The Agriculture Branch has spent less than \$10,000 (one per cent) of its total budget over the same period on transportation, staff time, and working with the federal veterinarian, etc. Thus the estimated total of government expenditures on game farms is \$395,400. These figures do not include funds expended on setting-up the government elk herd, nor does it include the cost of permit administration and enforcement by the Fish and Wildlife Branch.

Other jurisdictions: In Alberta and Saskatchewan game farming is considered a form of agriculture, and farmers are eligible for assistance under a range of agricultural support programs. This means that the provincial game growers associations can apply for research grants and individual game farmers can apply for any grants and loans available to other farmers.

- *Questions:*
- 1) Should government funding still be restricted to experimental or innovative projects?
 - 2) Whitehorse City health inspectors refuse to permit the use of game meat in restaurants unless the meat is federally inspected. Should government funding be provided to support infrastructure to aid the industry in the sale of game meat?
 - 3) Should game growers be eligible for any program that farmers generally can access?

General regulations

Current provisions: While game farming is considered a form of agriculture, the Field Services Branch is responsible for enforcing provisions related to the protection of native wildlife populations.

The policy specified that game farming regulations be developed under the Wildlife Act. These would be enforced by the Field Services Branch. Research and extension services would continue to be the responsibility of the Agriculture Branch.

Other jurisdictions: In most jurisdictions, game farming is considered a form of agriculture but is regulated under both the Agriculture and the Fish and Wildlife departments.

- **Questions:** 1) In addition to the issues covered above, do you feel there are any other aspects of game farming that require regulation or inspection?
- 2) Should game farming regulations be enforced by the Field Services Branch or the Agriculture Branch?

Interim controls

There have been no imports of game farm animals into the Yukon by game farmers since 1986. No new licenses have been issued since 1990.

- **Question:** Is there a need to limit new game farming licenses and the import of game farm animals until the game farm regulations are in place?

WHAT WILL HAPPEN NEXT?

Send your written comments and recommendations to:

Yukon Department of Renewable Resources
Policy and Planning Branch
Box 2703
Whitehorse, Yukon
Y1A 2C6

The deadline for comments is Monday, June 1, 1992.

Following a review of the submissions, a discussion workshop will be held in late June with interested groups and individuals. The recommendations from stakeholders and the public will be considered in a revised policy and will guide the development of game farming regulations under the Wildlife Act. These regulations will be reviewed by the Yukon Fish and Wildlife Management Board and the Agricultural Planning Advisory Committee next fall. Following this, there will be further opportunity for public comment.

If you have any questions about the discussion paper or the game farming policy review, please contact Jennifer Trapnell at 667-5030, fax: 667-3641. Out-of-town residents call toll free 1-800-661-0408.

Your interest and participation in this review process is welcomed and appreciated.

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GAME FARMING/GAME RANCHING POLICY, 1989

Purpose

This interim policy statement outlines the Yukon government's position on game farming, game ranching and commercial wildlife harvest.

Scope

The policy is intended to cover all aspects of game farming and game ranching activities.

Additional consultation and research may result in future changes to the government position. The policy will be periodically updated based on these consultations.

The policy is defined as an interim statement pending the necessary modifications to the Wildlife Act and the establishment of new regulations to implement the policy.

Definitions

For the purposes of this policy statement the following definitions apply.

Game animal means caribou, reindeer, rocky mountain elk, wood bison, muskoxen, deer and thinhorn sheep. Other species or subspecies will not be permitted except for exhibition purposes in zoological parks. This policy does not address furbearers, birds of prey or other unnamed species.

Game farming means the raising or holding of game animals in strict confinement for the purposes of producing animals and/or animal products from those game animals.

Game ranching means the raising and free ranging of game animals for the purposes of producing animals and/or animal products from those game animals.

Commercial wildlife harvest means a commercial hunt of game animals.

Background

The commercial farming or ranching of several animal species, traditionally considered to be wildlife or game animals, has been attempted with

varying degrees of success in several northern countries. In recent years there has been an increase in interest in game farming in the Yukon and several experiments have been undertaken or are ongoing today. Some of these have had government support or involvement.

The increase in interest has resulted in concerns among other groups with an interest in wildlife. In particular concerns have been expressed about animal ownership, disease control, depredation, land alienation, poaching, lack of policy to guide the industry and a series of other regulatory issues.

Faced with these issues and new proposals for government assistance under various business and economic development programs, the Yukon and federal governments sponsored a policy analysis project during 1987. The resulting report was reviewed and released for public comment. The attitudes and position of the various organizations were factored into this interim policy statement.

General policy

The following general policy positions will guide government activities.

Game farming

Game farming activities will continue to be supported in principle, in response to private sector initiatives. Government financial support specifically for initiatives will normally be limited to experimental or innovative activities or to programs that benefit the sector as a whole.

Rationale: Some evidence suggests that intensive farming of species such as reindeer, bison, elk and muskoxen may be economically viable, particularly if a range of products is produced and the operation is not wholly dependent on those products for success. Mixed operations including tourism attractions may stand the greatest chance of success. It is felt that the potential land requirements for this industry will remain small and that the disease and genetic contamination problems can be overcome by import provisions and adequate fencing.

Game ranching

Game ranching will not be supported or encouraged at this time.

Rationale: The evidence concerning the viability of game ranching is mostly inconclusive and there are problems with competition for rangelands, disease transfer, definition conflicts, genetic contamination and land alienation. Given the limited control over a free ranging herd these issues are not easily solved. There is also very limited private sector interest and new operations would likely require direct subsidies. In light of these factors the costs appear to significantly outweigh the benefits at this time.

Commercial wildlife harvesting

Commercial wildlife harvests will continue to be prohibited. Methods to allow traditional barter or distribution systems within aboriginal communities will be provided for in land claims agreements.

Rationale: Commercial harvests were eliminated in the Yukon in 1947 and there is no expressed interest in beginning again. The system was originally undertaken for pragmatic reasons when food was scarce and difficult to obtain, but in recent decades with dramatic increases in our ability to access and efficiently harvest wild species there are very significant concerns about endangering game species. Open sales of commercially hunted game would entice poaching and create very difficult enforcement problems.

Specific policy

The following specific policy positions will guide government activities with respect to game farming.

1. Game farming will be considered a form of agriculture in the Yukon and will be treated as such for purposes of:
 - i) land dispositions;
 - ii) agriculture research, development, and extension services;
 - iii) meat processing, inspection, sale and related regulations;
 - iv) business development or economic support programs.

Normal application procedures for all government programs will pertain with the exception that grazing leases will not be available for species considered as game.

The Department of Renewable Resources Agriculture Branch will be the principal contact for the game farming industry for all farm management, research and development, slaughter and meat inspection, and extension functions. These activities will be undertaken in conjunction with the Fish and Wildlife Branch through a Game Farm Liaison Committee to ensure that both the support and regulatory functions are well coordinated.

The Department of Community and Transportation Services, Lands Branch will be responsible for all land tenure related matters. Land provided for game farming purposes will normally be leased.

2. Game farming will be regulated under the Wildlife Act. The procurement, transport, stock identification and establishment of containment facilities of game species will be authorized under the existing permitting system, pending the revision of the Wildlife Act and the promulgation of Game Farming Regulations. All game species will be inspected before import to the Yukon will be permitted. Provision of secure containment facilities will also be a requirement in all game farming land tenures and the fencing expenditures will be considered as land improvements for the purposes of granting title. The farmed stocks must not be permitted to mix with wild game and cross-breeding with wild stocks will not be permitted.

The Department of Renewable Resources, Fish and Wildlife Branch will be responsible for the permitting and enforcement of all conditions related to the procurement, import disease testing, transport, stock identification and containment of game species.

3. The ownership of game species in game farms will be determined on a case-by-case basis; depending on the source of the animals and the level of government financial involvement in the operation.

APPENDIX A

4. All game animals in game farm operations must be permanently marked and a permanent record of all such markings shall be maintained. The domestic game animals will be kept strictly confined and will not be permitted to mix with wild game.
5. Once slaughter occurs the permanent identification system shall be maintained to ensure that wild meat cannot enter the distribution and marketing system. A strict penalty system for the slaughter, possession, sale or purchase of wild game meat will be established.
6. A system for regulating the humane slaughter, handling and grading of game meat will be established to protect public health and safety.
7. New game farming operations will not be permitted in areas where there is potential competition with wild species for critical habitat; nor in areas where there is likely to be significant predator control problems.

Implementation

The following steps will be taken to implement the Game Farming Policy.

1. The cooperative arrangements underway with respect to the existing game farm operations will continue. The Agriculture Branch will continue to experiment with methods to permanently identify game meats and products. The Branch will also continue to monitor developments in other jurisdictions and provide basic extension services to the industry.
2. The existing permit system will continue while revisions to the Wildlife Act are completed to provide a specific mandate to regulate the industry. Game Farming Regulations covering all aspects of the industry will be developed and promulgated, as soon as possible.
3. Game meat produced on farms will be treated similar to conventional meats under regulations covering the slaughter and inspection of livestock and meat products.
4. The policy will be formally reviewed in 1991.

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AGRICULTURE CANADA AND GAME FARMING

Two responsibilities of Agriculture Canada affect game farming in the Yukon.

Animal health: Legislation includes the Health of Animals Act and the Animal Disease and Protection Regulations made pursuant to that Act. Under this Act, the health of Canadian animals is maintained and protected, particularly with regards to reportable diseases such as brucellosis and tuberculosis. The health status of imported animals is also regulated.

Meat hygiene: Federally registered slaughtering and processing establishments operate under the Meat Inspection Act and Regulations. All of these establishments are supervised by veterinarians and inspectors who inspect animals on arrival and after slaughter.

The following policies are enforced by Agriculture Canada.

Agriculture Canada Wildlife Import Policy

- includes import protocol for deer to prevent the entry of the tissue worm *Elaphostrongylus cervi* (present only in Newfoundland).
- private quarantine sites for deer imported from New Zealand and Great Britain.
- one faecal test in the country of origin and three further tests in Canadian quarantine stations (40 day minimum between tests).
- deer are tested for tuberculosis, brucellosis, paratuberculosis and receive treatment with dihydrostreptomycin to reduce risk posed by leptospirosis.
- also receive treatments for external parasites, and ivermectin must be administered prior to release from Canadian quarantine stations.

Effective November 22, 1991 any animals of the cervidae or camelidae families are prohibited from

import from the United States. This prohibition order was put into place to prevent any possibility of tuberculosis being introduced in these species. It is expected that prohibition orders will be replaced with regulations which will permit importation if an import permit is issued. For all other countries an import permit is required.

Agriculture Canada Captive Wild Ungulate Policy

An active disease surveillance program was established for captive wild ungulates in Canada for the eradication of brucellosis and tuberculosis in these species by test and slaughter with compensation to:

- i) prevent the spread of disease to domestic livestock.
- ii) to pay compensation for captive ungulates which may be ordered destroyed, based on market value of each animal.

The Ungulate Movement Regulations came into effect January 2, 1991. Under these regulations no person without a movement permit, issued by the District Veterinarian (Agriculture Canada), may move or cause to be moved an ungulate from any place in Canada to any other place in Canada. Such a movement permit shall be issued based on an assessment of the ungulate and its herd of origin, including in the case of game farmed species, a test for brucellosis and tuberculosis of the ungulate and its herd of origin. This is to ensure that it will not propagate brucellosis and tuberculosis.

Agriculture Canada's regulations respecting the movement, by permit, of certain ungulate animals to or from any place in Canada include: the prohibition of movement of sick, pregnant and unfit animals; loading and unloading procedures and equipment; prohibition of overcrowding; protective facilities; food and water for animals in transit; and record keeping.

HOW GAME FARMING IS REGULATED IN CANADA

Province*	Act/Regs.	Species Permitted	Licence Requirements	Fees
P.E.I.	- Fish and Game Protection Act - Game Farm Regs. (1990)	- elk, fallow deer, reindeer, bison, red deer	- the applicant must make an application to the Minister, and provide all information requested	\$100
Nova Scotia	- Wildlife Act - Regs. Respecting Deer Farming & Marketing of Deer Products (1991)	- elk, red deer, fallow deer	- must be over 19 years of age - submit a development plan - proof of land ownership (min. 5 hectares)	\$100 annual renewal
New Brunswick	- Captive Wildlife Policy (1990)	- sika deer, red deer, fallow deer, elk, llama, bison	- permit required to hold any of the listed species captive	---
Sask.	- The Animal Products Act (1983) - The Game Farming & Merchandising Regs. (1990)	- bighorn sheep, thinhorn sheep, antelope, caribou, elk, moose, mule deer, whitetail deer	- submit an application showing ownership of land - provide all information the Minister may require	\$100 annual renewal
Alberta	- Livestock Industry Diversification Act and Regs. Pursuant (1991)	- Manitoba elk, Tule elk, Rocky Mt. elk, mule deer, whitetail deer, moose	- must own land	\$100 annual renewal
B.C.	- Game Farm Act & Regulations (1990)	- fallow deer, bison, reindeer	- complete an application - pass a provisional inspection - build the required fence, and pass the final inspection	\$200 \$100 renewal
N.W.T.	- Wildlife Act (1990)	---	- apply for permit to confine a wild animal	---
Yukon	- Wildlife Act (1981) - Interim Game Farming Policy (1989)	- caribou, reindeer, rocky mountain elk, wood bison, muskoxen, deer, thinhorn sheep	- proof of land title or lease and have adequate fencing and facilities on property	\$25 annual renewal

* NOTE 1. Manitoba does not allow game farming of native species, but will issue permits for containment for scientific or educational purposes. Exotic game species are allowed as domestic livestock but must pass Agriculture Canada's requirements for ungulate movement.

2. Ontario allows exotic game species as domestic livestock.
3. Quebec's game farming policy is under review. At present, the ranching of muskoxen is permitted.
4. Newfoundland does not allow game farming.

Offenses & Penalties	Source of Breeding Stock	Identification	Records
-to possess game animals without a permit - for a game farmer to fail to meet terms and conditions of license	- from another P.E.I game farm or govt approved source	- unique visual identification - newborn tagged within 30 days	- permanent written account of all births, deaths, transfers - retained for 3 years
- to possess game animals without a license - for a game farmer to fail to meet the terms and conditions of license - maximum fine of \$2,000	- from licensed N.S. deer farm or another licensed deer farm outside the province	- positively and uniquely identified - newborn tagged within 60 days	- permanent written account of all births, deaths, transfers, and any changes to animal's I.D. - retain for 1 year
---	---	---	- written account of diseases, trade, purchase, slaughter
- to possess game animals without a license	- from a licensed game farm	- unique visual I.D. before entering the province - newborn tagged within 30 days	- permanent record of births, deaths, transfers, I.D. changes - a copy must accompany animal when sold
- contravene any provision in the Act - for game farming or meat processing without a license max. \$50,000, for any other offence \$10,000	- from a licensed game farm	- within 30 days of animal on the farm it must be uniquely I.D.	- permanent written record of all births, deaths, transactions
- possess game animals without a permit - wilfully obstructs an inspector of this Act	- from a licensed game farm	- all animals must be uniquely and positively identified with a tag on the left ear	- a record kept of all herd additions and deletions, product sales - submit an annual report
- running a game farm without a license	---	---	---
- running a game farm without a license	- from a licensed game farm	- industry self-regulates	- voluntary record keeping and submission

Province	Fences and Facilities	Escaped Animals	Import and Export
P.E.I	<ul style="list-style-type: none"> - perimeter enclosed by a 2.1 m fence - proper handling facilities - enclosure must have a shelter/bluff 	<ul style="list-style-type: none"> - try to recapture - report to Min. Fish & Wildlife, who can order the destruction of the animal 	<ul style="list-style-type: none"> - import: permit and submit a development plan - export: permit
Nova Scotia	<ul style="list-style-type: none"> - perimeter enclosed by a 2.43 m fence - proper handling facilities - enclosure must have shelter/bluff 	<ul style="list-style-type: none"> - make all efforts to recapture - report escape to Min. within 24 hrs. and a written report in 15 days 	<ul style="list-style-type: none"> - import: 30 days prior to import examined by a vet and given a certificate of health - export: permit
New Brunswick	<ul style="list-style-type: none"> - perimeter enclosed by a 2.1 m fence of high tensile steel wire - proper handling facilities 	<ul style="list-style-type: none"> - report to Min. within 24 hrs. - have 7 days to recapture, afterward defined as "wild" 	<ul style="list-style-type: none"> - import: health certificate - export: permit is required
Sask.	<ul style="list-style-type: none"> - perimeter enclosed by a 2.1 m fence - fenced locked to prevent public access - enclosure must contain shelter or bluff 	<ul style="list-style-type: none"> - make all attempts to recapture - report to Wildlife Officer 	<ul style="list-style-type: none"> - import: permit - export: permit - a development plan must be filed for new species
Alberta	<ul style="list-style-type: none"> - perimeter enclosed to prevent farm stocks mixing with wild stock 	---	<ul style="list-style-type: none"> - a certificate of health is required before an animal allowed in the province
B.C.	<ul style="list-style-type: none"> - it is the responsibility of licensee to ensure that game animals are enclosed at all times - cervidae species fencing must be of graduated woven wire of a height of 2.1 m. 	<ul style="list-style-type: none"> - try to recapture - report to Min. in 36 hrs, submit a written report in 7 days - if the animal is not recaptured within 30 days it is considered to be wild 	<ul style="list-style-type: none"> - import: permit and certificate of health - export: transaction must be marked in permanent herd records
N.W.T.	<ul style="list-style-type: none"> - constructed so that the security, biological and aesthetic requirements of all wild animals is provided for 	---	---
Yukon	<ul style="list-style-type: none"> - mandatory: fencing required before licence issued - voluntarily: 2.1 m cyclone graduated perimeter fence - enclosures contain shelter/bluffs 	<ul style="list-style-type: none"> - all animals that escaped have been recaptured - domestic game animals are not allowed to mix with wild game 	<ul style="list-style-type: none"> - import: permit - export: permit

Animal Health (disease)	Reporting Death	Humane Handling	Slaughter and Meat
<ul style="list-style-type: none"> - follow the import regs. - have animals tested by Ag Canada - quarantine, and report sick animals to vet 	<ul style="list-style-type: none"> - report death to vet, if within 30 days of import - no compensation unless death ordered by Ag. Canada for disease prevention 	<ul style="list-style-type: none"> - all handling must be done in a humane way 	<ul style="list-style-type: none"> - in approved abattoirs, by licensed meat processor - must be labelled with processor's number
<ul style="list-style-type: none"> - follow import regs. - report diseases immediately 	<ul style="list-style-type: none"> - report all deaths to vet no compensation unless death ordered by Ag. Canada for disease control 	<ul style="list-style-type: none"> - all handling is to be done in a humane way 	<ul style="list-style-type: none"> - only in approved abattoirs, by licensed meat processor - meat must be ribbon branded labelled with meat processor's number
<ul style="list-style-type: none"> - follow import regs. - have an animal health inspection - report all sick animals 	<p style="text-align: center;">---</p>	<ul style="list-style-type: none"> - all handling is to be done in a humane way 	<ul style="list-style-type: none"> - in approved abattoirs, by licensed meat processor - labelled with meat processor's number
<ul style="list-style-type: none"> - follow import regs. - do not transport sick animals - report all sick animals 	<ul style="list-style-type: none"> - report death to vet if within 30 days of importation - diseased carcass to be destroyed by govt officials - compensation if destruction ordered by Ag. Canada 	<ul style="list-style-type: none"> - adequate food, water - all handling is to be done in a humane way - Game Growers have developed a Code of Conduct 	<ul style="list-style-type: none"> - in approved abattoirs, by licensed meat processor - ribbon branded and labelled with meat processor's number - a manifest must be submitted to Min.
<ul style="list-style-type: none"> - follow import regs. - quarantine all sick animals and report to vet 	<ul style="list-style-type: none"> - compensation if destruction ordered by Ag. Canada for disease control 	<ul style="list-style-type: none"> - clean farms must be maintained - all handling is to be done in a humane way - Game Growers have developed a Code of Conduct 	<ul style="list-style-type: none"> - only in approved abattoirs, by licensed meat processor - meat must be labelled and ribbon brand with meat processor's number - a manifest must be submitted to Min.
<ul style="list-style-type: none"> - follow import regs. - quarantine sick animals 	<ul style="list-style-type: none"> - report all deaths to vet - compensation if destruction ordered by Ag. Canada for disease control 	<ul style="list-style-type: none"> - all handling is to be done in a humane way 	<ul style="list-style-type: none"> - under the Meat and Slaughterhouse Regulations
<p style="text-align: center;">---</p>	<p style="text-align: center;">---</p>	<p style="text-align: center;">---</p>	<p style="text-align: center;">---</p>
<ul style="list-style-type: none"> - double testing of herd animals every 3 yrs. 	<ul style="list-style-type: none"> - all animals that die are voluntarily inspected by a vet 	<ul style="list-style-type: none"> - Game Growers have adopted Alberta's Code of Conduct 	<ul style="list-style-type: none"> - under the Meat and Slaughterhouse Regulations

Province	Sale of Products	Paid Hunting	Stock Density
P.E.I	- must provide a manifest to purchaser -retain record of sale	---	- not exceed amount specified in permit
Nova Scotia	-retain record of sale (total quantity, buyer's name, address)	---	- 1,000 sq. ft. for 5 adults - each additional animal 50 sq. ft.
New Brunswick	-retain record of sale (total quantity, buyer's name, address)	---	---
Sask.	- must provide a manifest to purchaser -retain record of sale (total quantity, buyer's name, address)	- not allowed	- cannot exceed 10 adults per acre
Alberta	- only by a licensed game farmer, to which the animal belongs, can sell non-meat products - or person authorized under the Wildlife Act	- not allowed	- cannot exceed 10 adults per acre
B.C.	- provide purchaser with a bill of sale (name, weight, license number)	---	- cannot exceed 10 adults per acre
N.W.T.	- permit under Wildlife Act	---	---
Yukon	- permit under Wildlife Act	- under Wildlife Act, regulations may be made pertaining to hunting on game farms	- Yukon Game Growers recommend 1.5 animals per acre

Notes

Notes