



# Protect large game welfare in the assessment of effective stunning

## FDQ – D/615/3028 – E52

Assessment Pack for

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<b>Assessor Name:</b>	
<b>Assessment plan date:</b> (when the assessment date/s for this unit have been agreed)	
<b>Agreed assessment date/s:</b>	
<b>Assessment outcome:</b> <b>(Competent / Not Yet Competent)</b>	
<b>Re-assessment date/s:</b> (if required)	
<b>Final assessment outcome:</b> (if applicable)	

Candidate Signature	_____	Date	_____
Assessor Signature	_____	Date	_____
Interpreter Name and Signature (if applicable)	_____	Date	_____



**Protect large game welfare in the assessment of effective stunning**  
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**Observation checklist as per the assessment criteria**

Candidate Name: \_\_\_\_\_ Date: \_\_\_\_\_

CANDIDATE ACTIVITY How did the candidate:		ASSESSOR CONFIRMATION two occasions over time		EVIDENCE/COMMENTS ETC
<b>Assess the effectiveness of stunning in accordance with BO's SOP</b>				
1.1	Confirm the sample of large game to be assessed for effectiveness of stun			
1.2	Assess and record the effectiveness of large game stunning			
1.3	Follow BO's Standard Operating Procedures.			

**Underpinning knowledge**

Please complete these questions after having discussed them with your assessor.		Assessor marked (initials)
1	Outline the factors which can affect the effectiveness of stunning	
2	Outline how to recognise signs of: <ul style="list-style-type: none"> <li>• Effective stunning</li> <li>• Ineffective stunning</li> <li>• Recovery</li> <li>• Consciousness</li> </ul>	

3	Outline how the stunning method used actually stuns large game	
4	State the prompt action required to report ineffective stunning	
5	Describe the circumstances in which the need for back-up stunning or killing would be used	

**Feedback section**

Assessor to candidate:
Candidate to assessor:

**Candidate Name  
and Signature**

**Date**

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