

Annexe 1. Note on comparing simulation results to other DISH analyses

Because the simulation used in this report is run using item-level nutrient and food composition (i.e., meat and dairy content) information, whereas the multiple source method is run at the participant level, none of the simulation results adjust for usual intake.

Moreover, because the simulation calculates the impact of each substitution at the level of average daily intake, all Scottish Dietary Goal calculations that involved taking a proportion were performed by taking the proportion of the average daily intake rather than the average of the proportions on each day of recall separately.

For these reasons, 'baseline' values may not be directly comparable to previous analyses of DISH wherein the multiple source method was used. This method did not result in substantially different values and so conclusions are not affected by these differences in approach.

Table 19 summarises which analyses in the report were adjusted for usual intake.

Table 1. Summary of analyses adjusted for usual intake using the multiple source method.		
Section	Analysis	Adjusted for Usual Intake?
2.2 Meat Consumption	2.2.1 Meat consumers Figure 1	No
	2.2.1 Average meat consumption (g/day) Figure 2	Yes
	2.2.2 Contribution of animal types to average daily meat consumption Figure 3	No
	2.2.3 Contribution of main food groups to meat consumption (g/day) Annexe tables 1	No
	2.2.3 Contribution of sub food groups and items to meat consumption (g/day) Table 2	No

	2.2.4 RRPM mean intakes (g/day)	Yes
	2.2.4 RRPM meal occasions Figure 4	No
	2.2.4 RRPM purchase location	No
	2.2.4 RRPM day of week	No
2.3 Dairy Consumption	2.3.1 Mean dairy intake (g/day) Figure 6	Yes
	2.3.1 Contribution from dairy subtypes Figure 7	Yes
	2.3.2 Contribution of food groups to dairy consumption (g/day) Annexe tables 2	No
2.4 Contribution of meat and meat products and milk and milk products to nutrient intake	Figure 8 and Figure 9	No
Chapters 4-6: Simulation Scenarios	All simulation scenarios and results	No