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contains over  
700 **beef, veal,  
lamb, mutton**  
and **pork**  
cuts

AHDB

## Meat purchasing guide

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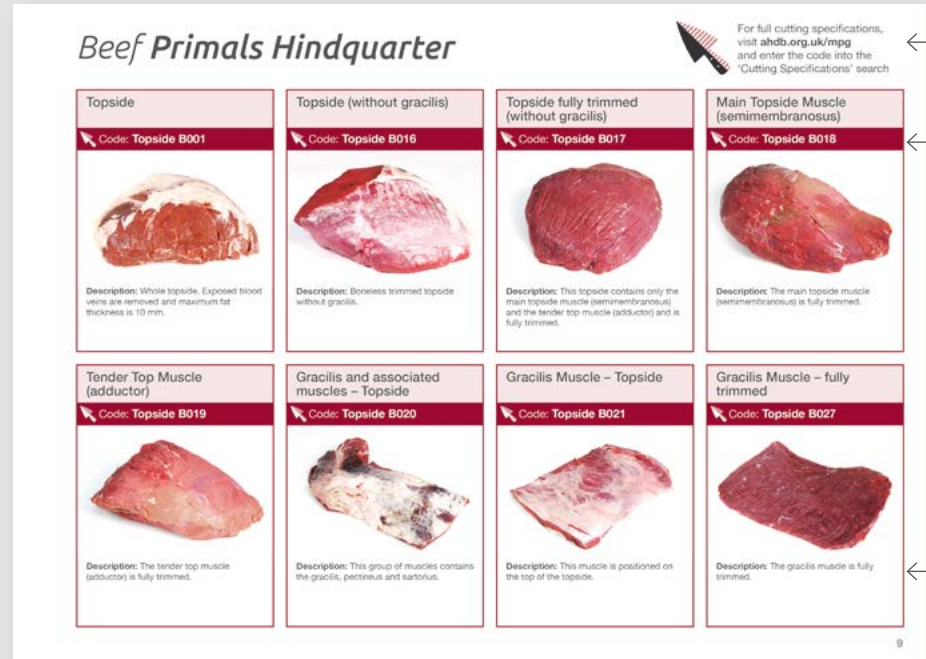
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# How to use this guide



Link to the Cutting Specifications on our website

Please quote this code and product name when you place your order or search online

Each section is colour-coded for easy use

Product description and useful hints

# Cutting specifications

Our website contains our entire range of step-by-step cutting specifications that your supplier can use.

Visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg)





# Quality and consistency for the meat industry

“ Meeting the demands of the meat buyer ”

**Lifestyle changes and the increasing demand from the discerning consumer have led to tremendous changes and pressures on the red meat industry in terms of product integrity and consistency.**

This, coupled with more and more meat products and specifications being readily available in the retail and catering marketplace, has resulted in varying degrees of product inconsistency and standards. The variations inherent in meat carcasses and processing methods have also contributed to these inconsistencies.

With this in mind, AHDB has developed a completely new specification and coding for beef, veal, lamb, mutton and pork products.

The specifications in the guide are clear and concise. They include codes for each product and a step-by-step guide on the processing procedures and techniques.

AHDB would like to thank Dick van Leeuwen for putting together the first editions of the Meat Education Programme materials.



For more information about the Meat Education Programme, visit [ahdb.org.uk/mep](http://ahdb.org.uk/mep)







# Red Tractor Farm Assurance Pigs Programme



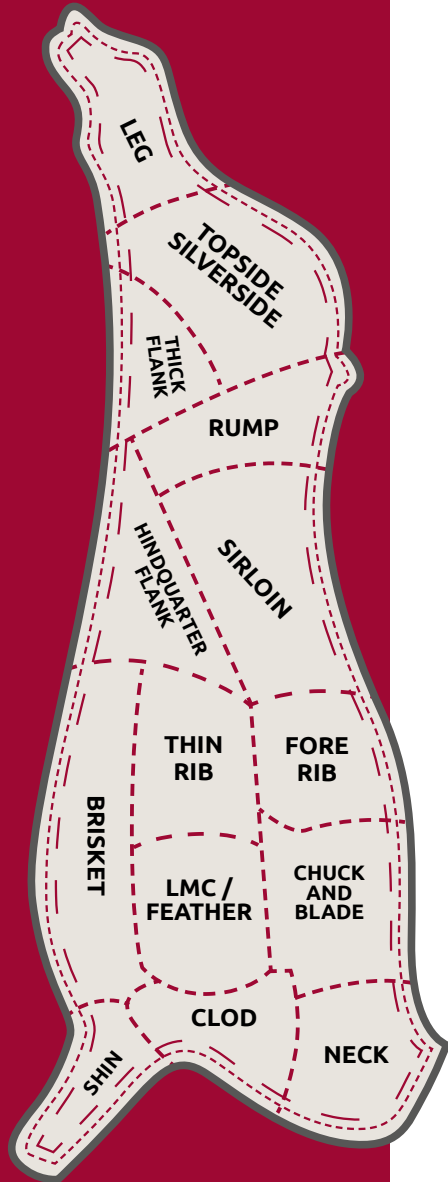
**The Red Tractor Farm Assurance Pigs Programme sets out to maintain, develop and promote Assurance standards for the benefit of its members within the pig meat industry. The aim is to provide consumers and retailers with confidence about product quality attributes including food safety, animal welfare and environmental protection.**

Assurance programmes such as The Red Tractor and Freedom Foods are widely used in the pig sector as a means of independently assuring animal welfare standards, as well as food safety, hygiene and environmental impact along the supply chain.





# Beef



## Carcase classification

Carcase assessment addresses conformation and fat. Fat cover is scored on a 1–5 scale. Conformation is assessed from E to P. Combining scores for conformation and fat determines the markets most suited to cattle.

### FAT CLASS

Increasing fatness →

Fat is determined by visual assessment of external fat cover. There are five main classes. Classes 4 and 5 are subdivided into L (leaner) and H (fatter)

### CONFORMATION CLASS

↑ Improving conformation

Conformation is determined by a visual appraisal of shape, taking into account carcass profile and fullness of legs. No adjustment is made for the influence of fat on overall shape.

		1	2	3	4L	4H	5L	5H
E								
U+								
U								
R								
O+								
O								
P+								
P								



# Beef index

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# Beef Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Topside

 Code: **Topside B001**



**Description:** Whole topside. Exposed blood veins are removed and maximum fat thickness is 10 mm.

## Topside (without gracilis)

 Code: **Topside B016**



**Description:** Boneless trimmed topside without gracilis.

## Topside fully trimmed (without gracilis)

 Code: **Topside B017**



**Description:** This topside contains only the main topside muscle (semimembranosus) and the tender top muscle (adductor) and is fully trimmed.

## Main Topside Muscle (semimembranosus)

 Code: **Topside B018**



**Description:** The main topside muscle (semimembranosus) is fully trimmed.

## Tender Top Muscle (adductor)

 Code: **Topside B019**



**Description:** The tender top muscle (adductor) is fully trimmed.

## Gracilis and associated muscles – Topside

 Code: **Topside B020**



**Description:** This group of muscles contains the gracilis, pectineus and sartorius.

## Gracilis Muscle – Topside

 Code: **Topside B021**



**Description:** This muscle is positioned on the top of the topside.

## Gracilis Muscle – fully trimmed

 Code: **Topside B027**



**Description:** The gracilis muscle is fully trimmed.



# Beef Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Small Side Bullet Muscle (pectineus)

 Code: **Topside B022**



**Description:** This muscle is positioned next to the tender top muscle (adductor) and is extremely tender.

## Topside Flap Muscle (sartorius)

 Code: **Topside B023**



**Description:** This muscle is positioned between the topside muscles and the thick flank.

## Thick Flank (Knuckle)

 Code: **Thick Flank B001**



**Description:** Rump tail and fat pockets are removed, maximum fat level 10 mm.

## Pavé Muscle (Vastus Medialis) – Thick Flank

 Code: **Thick Flank B008**



**Description:** The pavé muscle from the thick flank is positioned next to the topside and is extremely tender.

## Femur Muscle (Vastus Intermedius) – Thick Flank

 Code: **Thick Flank B009**



**Description:** The femur muscle from the thick flank is positioned next to the femur bone.

## Centre Cut Muscle (Rectus Femoris) – Thick Flank

 Code: **Thick Flank B010**



**Description:** This is the centre muscle from the thick flank, also known as the bullet muscle.

## Plate Muscle (Vastus Lateralis) – Thick Flank

 Code: **Thick Flank B011**



**Description:** The plate muscle from the thick flank is positioned next to the silverside.

## Silverside (with silver gristle)

 Code: **Silverside B009**



**Description:** Whole silverside and salmon cut. Internal fat pockets are removed but silver gristle remains. Maximum fat level 15 mm.

# Beef Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Silverside (without silver gristle)

 Code: **Silverside B001**



**Description:** Whole silverside and salmon cut. Internal fat pockets and silver gristle are removed. Maximum fat level 15 mm.

## Silverside (without Salmon Cut)

 Code: **Silverside B011**



**Description:** Whole silverside without the salmon cut. Internal fat pockets and silver gristle are removed. Maximum fat level 15 mm.

## Salmon Cut (Silverside Round)

 Code: **Silverside B010**



**Description:** Maximum fat level 15 mm.

## Rump and Loin (bone-in)

 Code: **Rump B001**



**Description:** Flank is removed 50 mm from tip of the eye muscle. Sirloin contains 3 ribs.

## Rib and Loin (bone-in)

 Code: **Sirloin B016**



**Description:** Bone-in rib and loin containing 7 rib bones.

## Sirloin and whole Fillet (bone-in)

 Code: **Sirloin B001**



**Description:** Sirloin and whole fillet (bone-in).

## Rump (with part tail)

 Code: **Rump B002**



**Description:** This rump contains a maximum of 50 mm rump tail. Maximum fat thickness is 10 mm.

## 'D' Rump (without tail)

 Code: **Rump B004**



**Description:** This rump contains no rump tail. Maximum fat thickness is 10 mm.



# Beef Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Rump tail

 Code: **Rump B012**



**Description:** Maximum fat thickness 10 mm.

## Rump Cap (Picanha)

 Code: **Rump B015**



**Description:** This rump cap muscle/picanha is removed from a traditional rump and is therefore smaller than the rump cap (picanha) – large cut (Code: Rump B016). Fat level not to exceed 10 mm.

## Rump Cap (Picanha) – large cut

 Code: **Rump B016**



**Description:** This rump cap muscle/picanha is removed from the silverside in line with the tip of the salmon cut, after the rump muscles have been removed, and is a longer cut than the rump cap (picanha) Code: Rump B015. Fat level not to exceed 10 mm.

## Prime Rump

 Code: **Rump B018**



**Description:** This rump has the cap muscle/picanha (Code: Rump B015) and the bistro muscle (Code: Rump B019) removed. Fat level not to exceed 10 mm.

## Rump Bistro Muscle

 Code: **Rump B019**



**Description:** This premium muscle comes from the most tender part of the rump and contains no gristle.

## Striploin

 Code: **Sirloin B002**



**Description:** A 3-rib boneless sirloin with the flank removed 40 mm from the tip of the eye muscle. 25 mm backstrap is removed and fat level is not to exceed 10 mm.

## Larder Trim Sirloin

 Code: **Sirloin B015**



**Description:** A 3-rib boneless sirloin with the flank removed 25 mm from the tip of the eye muscle. 60 mm backstrap is removed and fat level is not to exceed 5 mm.

## Fillet

 Code: **Fillet B001**



**Description:** Whole fillet with chain. External fat and discoloured tissue removed.

# Beef Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Fillet excl. chain

 Code: **Fillet B002**



**Description:** Whole fillet without chain. External fat and discoloured tissue removed.

## Rump Fillet with silver gristle and chain muscle

 Code: **Fillet B011**



**Description:** This is the head of the fillet (rump end) with the chain, trimmed of all fat but silver gristle remains.

## Rump Fillet

 Code: **Fillet B009**



**Description:** This is the head of the fillet (rump end) without the chain, trimmed of all fat but silver gristle remains.

## Loin Fillet with silver gristle and chain muscle

 Code: **Fillet B012**



**Description:** This is part of the fillet that is attached to the sirloin end with the chain, trimmed of all fat but silver gristle remains.

## Loin Fillet

 Code: **Fillet B010**



**Description:** This is part of the fillet that is attached to the sirloin end, without the chain, trimmed of all fat but silver gristle remains.

## Heel Muscle

 Code: **Leg B001**



**Description:** The heel muscle is trimmed of excess fat. This muscle is ideal for slow cooking and is similar to shin meat.

## Heel Muscles for Pavé (Gastrocnemius)

 Code: **Leg B002**



**Description:** These two muscles are extremely tender and suitable for Pavés.  
*For this cut, the heel muscle should be matured for a minimum of 14 days.*

## Pencil Muscle

 Code: **Leg B003**



**Description:** This muscle is part of the heel muscle and is similar to the shin muscle structure.



# Beef Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Hind Shin

 Code: **Shin B002**



**Description:** Trimmed of excess fat. This muscle is ideal for slow cooking.

## Prime Hind Shin Muscle

 Code: **Shin B007**



**Description:** This muscle is the thickest muscle in the hind shin and ideal for slow cooking methods.

## Thin Flank (bone-in)

 Code: **Thin Flank B010**



**Description:** 3-bone thin flank.

## Thin Flank (boneless)

 Code: **Thin Flank B009**



**Description:** 3-bone thin flank primal (boneless).

## Thin Flank 70% VL

 Code: **Thin Flank B014**



**Description:** Excess fat is trimmed to achieve a 70%VL.

## Cutaneus Muscle

 Code: **Thin Flank B013**



**Description:** Cutaneus muscle is trimmed of gristle and excess fat.

## Inside Skirt

 Code: **Thin Flank B012**



**Description:** Inside skirt fully trimmed of excess fat and gristle.

## Flank Skirt (Bavette)

 Code: **Thin Flank B007**



**Description:** Flank skirt (bavette) excess fat removed.

# Beef Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Flank Skirt (Bavette) – fully trimmed

 Code: **Thin Flank B008**



**Description:** Flank skirt (bavette) fully trimmed of gristle and excess fat.

## Goose Skirt

 Code: **Thin Flank B002**



**Description:** The goose skirt is trimmed of all gristle and excess fat.

## Flank Skirt

 Code: **Thin Flank B003**



**Description:** The flank skirts are trimmed of all gristle and excess fat.



# Beef Primals Forequarter Individual shoulder muscles

For step by step instructions on removing, de-boning and seam cutting the beef shoulder, refer to the cutting specifications codes: **FQ B001**, **FQ B002** and **FQ B003**.

1 	2 	3 	4 
5 	6 	7 	8 
9 	10 	11 	<p><b>Description:</b></p> <p>1 Blade (Chuck Tender)</p> <p>2 Feather</p> <p>3 LMC (single muscle)</p> <p>4 Baby LMC</p> <p>5 Underblade Muscle</p> <p>6 Underblade Fillet</p> <p>7 Fore Shin</p> <p>8 Needle</p> <p>9 Clod Shin Muscle</p> <p>10 Clod Flat Muscle</p> <p>11 Shoulder Brisket Muscle</p> <p><b>Code:</b></p> <p>Chuck B008</p> <p>Chuck B010</p> <p>LMC B001</p> <p>FQ B004</p> <p>Chuck B021</p> <p>Chuck B022</p> <p>Shin B003</p> <p>Shin B008</p> <p>Shin B011</p> <p>FQ B006</p> <p>FQ B008</p>

# Beef Primals Forequarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Pony (bone-in)

 Code: **Chuck B023**



**Description:** The pony is cut from a 6-bone forequarter.

## Pony (boneless)

 Code: **Chuck B024**



**Description:** The pony is cut from a 6-bone forequarter.

## Neck of Beef (boneless)

 Code: **Chuck B033**



**Description:** The neck is removed by a straight cut parallel to the first rib and through the junction of the 7th cervical and 1st thoracic vertebrae.

## Neck chain muscle (Longus colli)

 Code: **Chuck B041**



**Description:** Neck chain muscle (Longus colli).

## Thin part of the Trapezius Muscle

 Code: **Chuck B041**



**Description:** Thin part of the trapezius muscle.

## Thick part of the Trapezius Muscle

 Code: **Chuck B041**



**Description:** The thick part of the trapezius muscle.

## Atlas Muscle

 Code: **Chuck B041**



**Description:** Atlas muscle

## Group of neck and feather bone muscles

 Code: **Chuck B041**



**Description:** Group of neck and feather bone muscles.



# Beef Primals Forequarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Splenius Muscle

 Code: **Chuck B041**



**Description:** Splenius muscle.

## Denver Muscle (Serratus ventralis)

 Code: **Chuck B034**



**Description:** The Denver muscle (serratus ventralis), also called the spider muscle, with discoloured tissue, gristle and excess fat removed.

## Rhomboideus

 Code: **Chuck B043**



**Description:** Rhomboideus muscle fully trimmed.

## Neck and Chuck Eye (bone-in)

 Code: **Chuck B042**



**Description:** Neck and chuck eye (bone-in).

## Neck and Chuck Eye (boneless)

 Code: **Chuck B044**



**Description:** Boneless neck and chuck eye.

## Chuck Roll

 Code: **Chuck B002**



**Description:** The chuck roll is a versatile muscle and can be used for a slow-cooked roast, steaks or dice.

## Chuck Rib on the bone

 Code: **Chuck B032**



**Description:** This cut is produced from a bone-in chuck roll, using ribs 4 and 5 counting from the neck.

## Blade (Chuck Tender)

 Code: **Chuck B008**



**Description:** The blade is a forequarter muscle and is ideal for slow cooking.

# Beef Primals Forequarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Blade (Chuck Tender) – trimmed

 Code: **Chuck B036**



**Description:** All fat and gristle are removed from the outside of the muscle and the centre gristle is also removed.

## Feather

 Code: **Chuck B010**



**Description:** The feather is a distinctive muscle with lots of flavour. It contains a thick gristle running through the middle of the joint and, when cooked slowly, the gristle will turn into jelly.

## Feather – split and fully trimmed

 Code: **Chuck B037**



**Description:** Separate the feather into two parts by carefully cutting on and along the central gristle sheath. Remove the gristle sheath.

## LMC (not single muscle)

 Code: **LMC B007**



**Description:** A cut from the shoulder with very versatile usage. This cut also contains a part of the feather muscle.

## LMC (single muscle)

 Code: **LMC B001**



**Description:** A cut from the shoulder with versatile usage.

## LMC (single muscle) – fully trimmed

 Code: **LMC B010**



**Description:** LMC (single muscle) fully trimmed of all fat and connective tissue.

## LMC (thick muscle) – fully trimmed

 Code: **LMC B011**



**Description:** LMC (thick muscle) fully trimmed of all fat and connective tissue.

## LMC (triangle muscle) – fully trimmed

 Code: **LMC B012**



**Description:** LMC (triangle muscle) fully trimmed of all fat and connective tissue.



# Beef Primals Forequarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Baby LMC (Triceps brachii caput laterale)

 Code: **FQ B004**



**Description:** This cut is from the shoulder and is situated next to the LMC.

## Baby LMC – fully trimmed

 Code: **FQ B010**



**Description:** Baby LMC fully trimmed.

## Clod Flat Muscle (Brachialis)

 Code: **FQ B006**



**Description:** This cut is from the shoulder and is situated next to the Baby LMC.

## Shoulder Brisket Muscle (Latissimus dorsi)

 Code: **FQ B008**



**Description:** This muscle is the extension of the rib cap muscle and is attached to the LMC. The grain of the muscle is similar to the brisket (hence the name).

## Clod Shin Muscle (Biceps brachii)

 Code: **Shin B011**



**Description:** The clod shin is a single muscle from the shoulder with a similar grain to shin, hence the name. It is ideal for slow or sous vide cooking.

## Underblade Muscle

 Code: **Chuck B021**



**Description:** When trimmed of all connective tissue, this muscle is very tender and ideal for stir-fry, steaks or pavés.

## Underblade Muscle – fully trimmed

 Code: **Chuck B038**



**Description:** All gristle is removed from both sides of the muscle.

## Underblade Fillet

 Code: **Chuck B022**



**Description:** When trimmed of all connective tissue, this muscle is very tender and ideal for stir-fry, steaks or pavés.

# Beef Primals Forequarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Underblade Fillet – fully trimmed

 Code: **Chuck B039**



**Description:** Fully trimmed underblade fillet.

## Fore Rib bone-in

 Code: **Fore Rib B001**



**Description:** The fore rib contains ribs 7, 8, 9 and 10 counting from the neck upwards. Maximum 60 mm tail. Maximum fat thickness 10 mm.

## Fore Rib – Carvery

 Code: **Fore Rib B012**



**Description:** This fore rib contains ribs 7, 8, 9 and 10, counting from the neck upwards. Maximum 60 mm tail. Maximum fat thickness 10 mm. Chine, featherbones and backstrap are removed.

## Fore Rib boned and rolled

 Code: **Fore Rib B013**



**Description:** The fore rib contains ribs 7, 8, 9 and 10, counting from the neck upwards. Maximum 60 mm tail. Maximum fat thickness 10 mm. Deboned and rolled using string or netting.

## Rib Cap Muscle

 Code: **Fore Rib B017**



**Description:** Rib cap.

## Rib Eye Roll

 Code: **Fore Rib B009**



**Description:** The eye muscle is removed from the fore rib (Code: Fore Rib B001) and can be used as a joint or cut into rib eye steaks. Maximum fat thickness 10 mm.

## Forequarter Flank (bone-in)

 Code: **Brisket B006**



**Description:** 4-rib section.

## Forequarter Flank (boneless)

 Code: **Brisket B007**



**Description:** Boneless 4-rib section.



# Beef Primals Forequarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Forequarter Flank (Boneless) without intercostal muscles

 Code: **Brisket B014**



**Description:** Boneless forequarter flank without intercostal muscles.

## Jacob's Ladder

 Code: **Brisket B015**



**Description:** The Jacob's ladder.

## Flat Brisket

 Code: **Brisket B001**



**Description:** Flat brisket is boneless and highly trimmed, maximum fat thickness 10 mm.

## Brisket PAT (Pectoralis profundus)

 Code: **Brisket B012**



**Description:** This is the single brisket muscle with the cap removed. Trimmed of all excess fat and gristle.

## Brisket Cap Muscle (Pectoralis superficialis)

 Code: **Brisket B013**



**Description:** The cap muscle is a single muscle removed from the brisket and trimmed of all excess fat and gristle. The meat has a coarse texture/grain and needs slow, long cooking.

## Fore Shin

 Code: **Shin B003**



**Description:** Trimmed of excess fat. This muscle is ideal for slow cooking.

## Needle (Extensor carpi radialis)

 Code: **Shin B008**



**Description:** The needle is a single muscle situated next to the fore shin muscle and is ideal for braising steaks, slow or sous vide cooking.

## Needle – fully trimmed

 Code: **Shin B018**



**Description:** Needle fully trimmed.

# Beef Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## 'Premium' Topside Joints

 Code: **Topside B002**



**Description:** A premium topside joint. The loosely attached muscle (gracilis) is removed and only the middle and corner cut of the topside is used. This results in no gristle in the middle of the joint and the cooked slices will not fall apart. 5 mm thick basting fat is added to any lean surface part on top of the joint.

## Topside Joint (without gracilis)

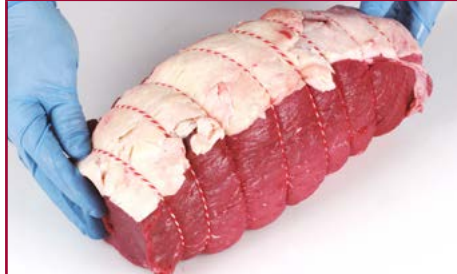
 Code: **Topside B003**



**Description:** The loosely attached muscle (gracilis) is removed and the remainder of the topside is used. 5 mm thick basting fat is added to any lean surface on top of the joint.

## Topside Joint (traditional)

 Code: **Topside B004**



**Description:** The whole topside is cut into three equal joints. 10 mm thick basting fat is added to any lean surface on top of the joint.

## Topside Joint (without side muscle, fat added)

 Code: **Topside B005**



**Description:** The side muscle of the topside containing internal gristle is removed. A cover of a maximum of 10 mm fat is added to the underside of the joint, resulting in both sides of the topside containing basting fat.

## 'Premium' Easy Carve Rump Roast

 Code: **Rump B008**



**Description:** A premium rump joint. This rump is cut into three joints of even-sized diameter for easy carving so the slices will not fall apart.

## 'Premium' Rump Roast

 Code: **Rump B009**



**Description:** The cap of the rump is removed using a seam-cutting method and both joints are rolled. The joints will not have an even diameter slicing face.

## Traditional Rump Roast

 Code: **Rump B010**



**Description:** The whole rump is cut into two even-sized joints and rolled. This joint is more difficult to carve than the 'Premium' Easy Carve Rump Roast version, as slices might fall apart.

## 'Premium' Picanha Roast

 Code: **Rump B007**



**Description:** A favourite. Cut from the cap of the rump, a delicious flavoured joint containing a thin layer of scored natural fat.



# Beef Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Rump Tail/Tri-tip Roast (Tensor fasciae latae)

 Code: **Rump B012**



**Description:** Maximum fat thickness 10 mm. Ideal as a premium roasting joint.

## Rump Tail/Tri-tip – fully trimmed

 Code: **Rump B026**



**Description:** Fully trimmed rump tail/tri-tip muscle.

## Rolled Sirloin

 Code: **Sirloin B011**



**Description:** Prepared from the striploin. Flank is removed 50 mm from the tip of the eye muscle. 25 mm back strap is removed and fat level is not to exceed 10 mm.

## Sirloin Cannon

 Code: **Sirloin B009**



**Description:** Prepared from a 2-rib bone sirloin with the rump ('D' muscle) section removed. The eye muscle is seamed out and fat and gristle removed. The lean eye muscle is then cut lengthways into two cannons.

## Sirloin Banqueting Roast

 Code: **Sirloin B012**



**Description:** A perfect sirloin roast with a consistent smaller diameter slicing face for consistent cooking, easy carving and no plate waste. A cannon of 80 mm diameter is removed. Fat is then rolled back over the remaining sirloin and secured with string.

## Silverside Joint (with added fat)

 Code: **Silverside B002**



**Description:** The whole silverside is cut into two equal portions. A 10 mm thick layer of basting fat is added to the lean surface part of the joint.

## Aitch Bone Joint

 Code: **Silverside B014**



**Description:** Aitch bone joint.

## Thick Flank Joints

 Code: **Thick Flank B002**



**Description:** This joint includes part of the rump tail. Maximum natural fat level 10 mm.

# Beef Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Thick Flank Joints (with added fat)

 Code: **Thick Flank B003**



**Description:** This joint includes part of the rump tail. Basting fat is added to the lean parts on top of the joint. Maximum fat level 10 mm.

## LMC Roast (without fat)

 Code: **LMC B009**



**Description:** Gristle and connective tissue from the outside of the joint and 30 mm of the thickest part of the centre gristle are removed. The remainder is rolled into a joint.

*For this cut, the LMC should be matured for a minimum of 14 days.*

## LMC Roast (with added fat)

 Code: **LMC B008**



**Description:** Gristle and connective tissue from the outside of the joint and 30 mm of the thickest part of the centre gristle is removed. Basting fat is added to the top and the remainder is rolled into a joint.

*For this cut, the LMC should be matured for a minimum of 14 days.*

## Fore Rib – bone-in

 Code: **Fore Rib B001**



**Description:** The fore rib contains ribs 7, 8, 9 and 10, counting from the neck upwards. Maximum 60 mm tail and fat thickness 10 mm.

## Fore Rib – bone-in partly chined

 Code: **Fore Rib B004**



**Description:** The backbone is partly chined. Maximum 60 mm tail and fat thickness 10 mm.

## Fore Rib – French Trimmed

 Code: **Fore Rib B002**



**Description:** 40 mm of meat is removed to expose rib bones. Chine, feather bones and backstrap are removed. Maximum 60 mm tail and fat thickness 10 mm.

## Fore Rib – French Trimmed oven-prepared

 Code: **Fore Rib B003**



**Description:** 40 mm of meat is removed to expose rib bones. Chine, feather bones and backstrap are removed. Feather bones are placed back at the base of the joint before rolling to help it stand up during roasting. Maximum 60 mm tail and fat thickness 10 mm.

## Cote de Boeuf – 4-bone

 Code: **Fore Rib B020**



**Description:** The Cote de Boeuf is produced from the fore rib with the cap removed. The rib bones should be exposed from the tip of the eye muscle.



# Beef Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Fore Rib – carvery (rolled)

 Code: **Fore Rib B005**



**Description:** Back, chine bones and backstrap are removed. Maximum 75 mm tail and fat thickness 10 mm.

## 'Premium' Fore Rib – boned and rolled

 Code: **Fore Rib B006**



**Description:** A premium boneless fore rib with the cap muscle seamed back to expose internal fat pockets, which are removed. Maximum 60 mm tail. The rib is rolled and an additional two strings placed lengthways to help the joint to stay in shape during cooking. Maximum fat thickness 10 mm.

## Fore Rib – boned and rolled

 Code: **Fore Rib B007**



**Description:** A boneless rolled fore rib with a maximum 60 mm tail. Maximum fat thickness 10 mm.

## 'King Arthur's' Beef Roast

 Code: **Chuck B029**



**Description:** Prepared from the chuck eye roll with the cap of the fore rib added.

## Chuck Rib on the bone

 Code: **Chuck B032**



**Description:** This cut is produced from a bone-in chuck roll, using ribs 4 and 5, counting from the neck.

## Chuck Eye Joint

 Code: **Chuck B003**



**Description:** A cylindrical joint, an ideal economy joint for slow cooking.

## Chuck Eye 'Centre Cut' Joint

 Code: **Chuck B026**



**Description:** This joint has a smaller diameter than the chuck eye joint and is ideal for a slow roast.

## Brisket Joint

 Code: **Brisket B002**



**Description:** All bone, cartilage and fat deposits are removed from the brisket. The joint is then rolled ready to be cut into the required size. Maximum fat thickness 5 mm.

# Beef Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Thin Flank Boned and Rolled

 Code: **Thin Flank B011**



**Description:** This joint needs slow cooking.

## Feather – extra trimmed

 Code: **Chuck B011**



**Description:** The feather is a distinctive muscle with lots of flavour. It contains a thick gristle running through the middle of the joint and, when cooked slowly, the gristle will turn into jelly.

## Flat Iron Roast

 Code: **Chuck B015**



**Description:** Cut from a seam cut feather muscle, from which all fat and centre gristle are removed. The remaining lean meat produces a very tender flavoursome roast.



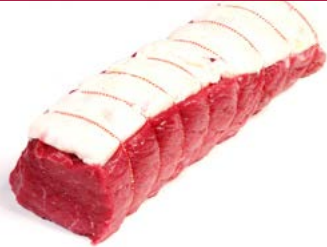
# Beef Mini Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Topside Mini Joints (with added fat)

 Code: **Topside B006**



**Description:** The loosely attached muscle (gracilis) is removed and the remainder of the topside prepared into mini joints. 5 mm thick basting fat is added to the lean surface on top of the joint. The diameter of the joint is approx 60–70 mm.

## Silverside Mini Joints (with added fat)

 Code: **Silverside B003**

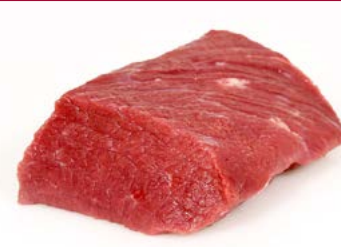


**Description:** All connective tissue and gristle are removed from the silverside. The remainder is cut into mini joints and a 5 mm layer of fat is added and secured with roasting bands. The diameter of the joint is approx 60–70 mm.

*For this cut the silverside should be matured for a minimum of 14 days.*

## Silverside Mini Joint (extra lean)

 Code: **Silverside B015**



**Description:** All fat, gristle and connective tissue is removed from the silverside. The remainder is cut into logs before being cut into mini joints of approximately 500 g. The diameter of the joint is approximately 60–70 mm.

*For this product, the silverside must be matured for a minimum of 14 days.*

## Mini Joints (LMC)

 Code: **LMC B005**



**Description:** Produced from the LMC muscle, which is seam cut to remove all gristle and connective tissue. The remainder is cut into mini joints and secured with roasting bands. The diameter of the joint is approx 60–70 mm.

*For this cut, the LMC should be matured for a minimum of 14 days.*

## Mini Joints (Brisket)

 Code: **Brisket B003**



**Description:** All bone, cartilage and fat deposits are removed from the brisket. The joint is then cut into mini joints of required weights and secured with roasting bands. The diameter of the joint is approx 60–70 mm. Maximum fat thickness 5 mm.

## Mini Joints 'Centre Cut'

 Code: **Thick Flank B005**



**Description:** These joints are produced from the tender centre muscle of the thick flank. These joints are totally lean, without any gristle.

*For this cut, the thick flank should be matured for a minimum of 14 days.*

## Picanha Roast (portions)

 Code: **Rump B007**



**Description:** Cut from the cap muscle of the rump. Delicious flavoured portions containing a thin layer of scored natural fat. Weight range 125–200 g for individual portions or 375–450 g for two larger portions.

## Rump Tail/Tri-tip Mini Joint

 Code: **Rump B020**



**Description:** This cut is situated next to the rump and makes an ideal roasting joint. A very popular cut in Brazil.

*For this product, the rump tail should be matured for a minimum of 14 days.*

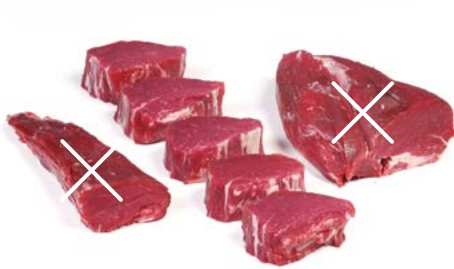
# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## 'Premium' Fillet Steaks

 Code: **Fillet B003**



**Description:** A premium fillet steak, because only the centre of the fillet is eligible for this steak. All gristle, the chain, tail and head of the fillet are removed. All steaks have a minimum diameter of 60 mm.

## 'Extra trim' Fillet Steaks (excl. chain trimmed head)

 Code: **Fillet B004**



**Description:** All gristle, the chain, head chain, loose hanging part of the head and the tail are removed from the fillet. This results in a solid muscle, which can be cut into steaks of required weight.

## Fillet Steaks (with chain excl. silver gristle)

 Code: **Fillet B005**



**Description:** The chain is left on but silver gristle is removed. The remainder is cut into steaks. The tail is removed so that steaks have a minimum diameter of 60 mm.

## Fillet Steak Standard

 Code: **Fillet B006**



**Description:** This fillet contains the chain and the silver gristle; the remainder is cut into steaks. The tail is removed so that steaks have a minimum diameter of 60 mm.

## Spatchcock Fillet

 Code: **Fillet B013**



**Description:** Prepared from the fillet tail and butterfly cut.

## Fillet Steak on the bone

 Code: **Fillet B014**



**Description:** Maximum thickness of the bones 25 mm.

## Fillet Tail on the bone

 Code: **Fillet B015**



**Description:** Maximum thickness of the bones 25 mm.

## Rump Fillet

 Code: **Fillet B008**



**Description:** The head of the fillet (rump end) and the chain removed and trimmed of all fat, gristle and connective tissue.



# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Middle Fillet

 Code: **Fillet B008**



**Description:** The fillet that is attached to the sirloin. The chain and tail are removed and the remainder is trimmed of all fat, gristle and connective tissue.

## Fillet Tail

 Code: **Fillet B008**



**Description:** The tail end of the fillet trimmed of all fat, gristle and connective tissue.

## Rump Fillet with silver gristle

 Code: **Fillet B009**



**Description:** The head of the fillet (rump end) without the chain, trimmed of all fat but silver gristle remains.

## Loin Fillet with silver gristle

 Code: **Fillet B010**



**Description:** This is the part of the fillet that is attached to the sirloin. With the tail but without the chain. Trimmed of all fat but silver gristle remains.

## Rump Fillet with silver gristle and chain muscle

 Code: **Fillet B011**



**Description:** The head of the fillet (rump end) with the chain left on. Trimmed of all fat but silver gristle remains.

## Loin Fillet with silver gristle and chain muscle

 Code: **Fillet B012**



**Description:** This is the part of the fillet that is attached to the sirloin. With the tail and chain. Trimmed of all fat but silver gristle remains.

## 'Premium' Sirloin Cannon Steaks

 Code: **Sirloin B010**



**Description:** Prepared from a 2-rib bone sirloin with the rump ('D' muscle) section removed. The eye muscle is seamed out and fat and gristle removed. The lean eye muscle is cut lengthways into two cannons, which can then be cut into premium cannon steaks.

## 'Premium' Sirloin Steaks

 Code: **Sirloin B003**



**Description:** Only the centre of the sirloin is eligible for this premium steak. The rib and rump ('D' muscle) section are removed. Maximum 25 mm tail, chain and 70 mm wide backstrap is removed. Maximum fat thickness 8 mm.

# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Sirloin Steak (without 'D' muscle)

 Code: **Sirloin B004**



**Description:** Prepared from a 2-rib bone sirloin with the rump ('D' muscle) section removed. 70 mm wide backstrap is removed. 25 mm tail and fat thickness 10 mm maximum.

## Sirloin Steak 'Extra Trim'

 Code: **Sirloin B005**



**Description:** Prepared from a 2-rib bone sirloin. 70 mm wide backstrap is removed. 25 mm tail and fat thickness 10 mm maximum.

## Sirloin Larder Trim

 Code: **Sirloin B015**



**Description:** A 3-rib sirloin with 25 mm tail. 60 mm back strap is removed and fat level is not to exceed 5 mm.

## Sirloin Steak Standard Trim

 Code: **Sirloin B006**



**Description:** A 3-rib sirloin. Flank is removed 50 mm from the tip of the eye muscle. 25 mm backstrap is removed and fat level is not to exceed 10-15 mm.

## Sirloin 'Sandwich' Steaks

 Code: **Sirloin B007**



**Description:** Thinly cut steaks from the sirloin-rump ('D' muscle) section. 25 mm tail and fat thickness 10 mm maximum.

## Top Sirloin Pavé

 Code: **Sirloin B013**



**Description:** Seam cut from the rump end of the sirloin with the natural thin layer of fat still attached. All gristle is removed. Ideal as a single portion.

## Lower Sirloin Pavé

 Code: **Sirloin B014**



**Description:** Seam cut from the rump end of the sirloin with all gristle and fat removed. Can be used for pavés, minute steaks or stir-fry.

## Rib Eye Steaks

 Code: **Fore Rib B008**



**Description:** Cut from the eye muscle of the fore rib. Maximum fat thickness 10 mm.



# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Rib Eye Fillet

 Code: **Chuck B027**



**Description:** The rib eye fillet is the continuation of the rib eye situated in the chuck.

## T-bone Steaks

 Code: **Sirloin B008**



**Description:** Prepared from the 4-vertebrae section counting from the rump. 25 mm tail and fat thickness 10 mm maximum.

## Bone-In Porterhouse Steak

 Code: **Sirloin B017**



**Description:** This steak is prepared from the 3-bone rib section of the sirloin.

## Bone-In Sirloin Steak

 Code: **Sirloin B018**



**Description:** Prepared from the sirloin without the rib section.

## Tomahawk Steak

 Code: **Fore Rib B018**



**Description:** These steaks are produced from the fore rib with the cap removed. The rib bone should be exposed 200 mm from the eye muscle.

## Cote de Boeuf – single bone

 Code: **Fore Rib B019**



**Description:** The Cote de Boeuf is produced from the fore rib with the cap removed. The rib bone should be exposed from the tip of the eye muscle.

## Club Steaks

 Code: **Fore Rib B010**



**Description:** Prepared from the fore rib. Each steak contains half a rib bone.

## Back Rib Steaks on the bone

 Code: **Chuck B031**



**Description:** Produced from ribs 4, 5 and 6 of the forequarter.

# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Chuck Rib Steaks on the bone

 Code: **Chuck B030**



**Description:** Produced from the first 3 ribs of the forequarter and ideal for slow or sous vide cooking.

## Traditional Rump Steaks

 Code: **Rump B006**



**Description:** For this steak, the rump is used as a whole and cut into steaks. Because the rump consists of more than one muscle and the grain of the meat runs in different directions, the steaks can fall apart or have inconsistent eating qualities.

## 'Premium' Bistro Rump Steaks

 Code: **Rump B003**



**Description:** This premium lean steak is cut from the most tender part of the rump; it contains no gristle and leaves no plate waste.

## 'Premium' Bistro Rump Steaks – Thin Cut

 Code: **Rump B023**



**Description:** Premium bistro rump steaks – thin cut.

## 'Premium' Prime Rump Steaks

 Code: **Rump B003**



**Description:** This premium steak is cut from the centre part of the rump. The benefit is that a layer of thick gristle is removed and, because it is single muscle, the steak will not fall apart.

## Prime Rump Steaks – Thin Cut

 Code: **Rump B022**



**Description:** Prime rump steaks – thin cut.

## Rump and Picanha Steaks

 Code: **Rump B005**



**Description:** The cap of the rump is separated from the rump. The silver gristle is removed from the cap muscle. Both muscles are cut into steaks of the required weight. The benefits are that the steaks will not fall apart and the cap (picanha) can be cut across the grain and is, therefore, more tender.

## Picanha Steak

 Code: **Rump B013**



**Description:** Cut from the cap of the rump. In traditional rump steak, it is cut along the grain but, in this case, cut across the grain and is, therefore, more tender to eat.

# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Picanha Steaks – Thin Cut

 Code: **Rump B024**



**Description:** Picanha Steaks – Thin Cut.

## Picanha Steak – large cut

 Code: **Rump B017**



**Description:** This rump cap muscle/picanha is removed from the silverside in line with the tip of the salmon cut, after the rump muscles have been removed and is a longer cut than the rump cap (picanha) Code: Rump B015. Fat level not to exceed 10 mm.

*For this steak, the cap/picanha should be matured for a minimum of 14 days.*

## Picanha Roast (portions)

 Code: **Rump B007**



**Description:** Cut from the cap muscle of the rump. Delicious flavoured portions containing a thin layer of scored natural fat.

## Tri-Tip Steaks

 Code: **Rump B021**



**Description:** This cut is situated next to the rump and makes a very flavoursome steak. A very popular cut in Brazil.

*For this product, the rump tail should be matured for a minimum of 14 days.*

## Tri-Tip Steaks – Thin Cut

 Code: **Rump B025**



**Description:** Tri-Tip Steaks – Thin Cut.

*For this product, the rump tail should be matured for a minimum of 14 days.*

## Flat Iron Steaks

 Code: **Chuck B013**



**Description:** Cut from a seam cut feather muscle, of which all fat and centre gristle are removed. The remaining lean meat produces a very flavoursome grilling/frying steak.

*For this product, the feather should be matured for a minimum of 14 days.*

## 'Centre Cut' Steaks

 Code: **Thick Flank B005**



**Description:** These steaks are produced from the tender centre muscle of the thick flank. These steaks are totally lean, without any gristle and suitable for grilling/frying.

*For this cut, the thick flank should be matured for a minimum of 14 days.*

## 'Centre Cut' Steaks – Thin Cut

 Code: **Thick Flank B012**



**Description:** Centre Cut Steaks – Thin Cut.

*For this cut, the thick flank should be matured for a minimum of 14 days.*



# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Tender Top Steaks

 Code: **Topside B015**



**Description:** The topside is separated into the two main muscles and the side muscle (bullet) is used for tender top steaks.

*For this cut, the topside should be matured for a minimum of 14 days.*

## Tender Top Steaks – Thin Cut

 Code: **Topside B011**



**Description:** Slice the tender top muscle across the grain and evenly at 5 mm intervals to produce tender top steaks – thin cut.

*For this cut, the topside should be matured for a minimum of 14 days.*

## 'Premium' Bistro Topside Steaks

 Code: **Topside B025**



**Description:** Premium bistro topside steaks.

*For this cut, the topside should be matured for a minimum of 14 days.*

## Denver Steak

 Code: **Chuck B025**



**Description:** This steak is prepared from a single muscle out of the chuck. Succulent and full of flavour.

*For this product, the spider muscle (serratus ventralis) must be matured for a minimum of 14 days.*

## Denver Steak (large, cut across the grain)

 Code: **Chuck B045**



**Description:** This steak is prepared from a single muscle out of the chuck. Succulent and full of flavour.

*For this product, the spider muscle (serratus ventralis) must be matured for a minimum of 14 days.*

## Denver Steaks – Thin Cut (cut across the grain)

 Code: **Chuck B035**



**Description:** Denver steaks – thin cut (cut across the grain).

*For this product, the spider muscle (serratus ventralis) must be matured for a minimum of 14 days.*

## Denver Steak (cut across the grain)

 Code: **Chuck B040**



**Description:** Denver steak (cut across the grain).

*For this product, the spider muscle (serratus ventralis) must be matured for a minimum of 14 days.*

## Ranch Steaks (extra lean)

 Code: **Topside B010**



**Description:** The gracilis and the bullet muscle (tender top steaks) are removed from the topside. The remainder is trimmed of all connective tissue and fat before being cut into logs and then into small ranch steaks of 100–150 g. The steaks are of small diameter.

*For this cut, the topside should be matured for a minimum of 14 days.*

# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Ranch Steaks (not scored, extra lean)

 Code: **Topside B028**



**Description:** The gracilis and the bullet muscle (tender top steaks) are removed from the topside. The remainder is trimmed of all connective tissue excess fat (5 mm max.) before being cut into ranch steaks. The steaks are of large diameter.

*For this cut, the topside should be matured for a minimum of 14 days.*

## Ranch Steaks

 Code: **Topside B009**



**Description:** The loosely attached muscle (gracilis) is removed and the remainder of the topside is trimmed of all connective tissue. A thin layer of natural fat is left, 5 mm max. The steaks are of large diameter.

*For this cut, the topside should be matured for a minimum of 14 days.*

## Ranch Steaks – Thin Cut

 Code: **Topside B024**



**Description:** Ranch steaks – Thin Cut.

*For this cut, the topside should be matured for a minimum of 14 days.*

## Hip Steak

 Code: **Rump B014**



**Description:** There are only two of these steaks in the entire carcass. In some countries, this steak is known as the butcher's choice; because of its tenderness and flavour, butchers will often keep this steak for themselves.

## Rustic Steak

 Code: **LMC B002**



**Description:** Produced from the LMC muscle, which is seam cut to remove all gristle and connective tissue. The muscle is then cut across the grain and each steak scored.

*For this cut, the LMC should be matured for a minimum of 14 days.*

## Hanger Pavé (body skirt)

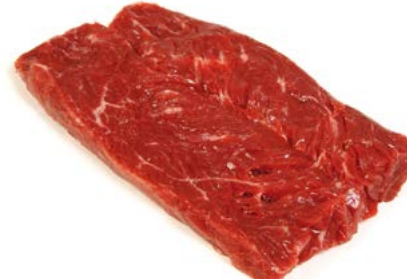
 Code: **Offal B003**



**Description:** Produced from the body skirt, which is split into two to remove the centre gristle. The remainder is cut into pavés. The meat grain is coarse and loose but very tender.

## Hanger Steaks (body skirt)

 Code: **Offal B004**



**Description:** The pavé is butterfly cut to create steaks.

## Bavette (flank skirt)

 Code: **Thin Flank B006**



**Description:** The bavette is cut from the thin flank skirt, which is trimmed of all fat and connective tissue. The meat grain is coarse but tender.

*For this cut, the flank skirt should be matured for a minimum of 14 days.*

# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Skirt Steaks (diaphragm)

 Code: **Offal B002**



**Description:** Produced from the skirt (diaphragm), with all gristle and connective tissue removed. The meat grain is coarse but tender and is also ideal for stir-fry.

*For this cut, the skirt (diaphragm) must be matured for a minimum of 14 days, in vacuum bags, not on the bone, to enhance keeping quality.*

## Pavé (underblade)

 Code: **Chuck B019**



**Description:** The underblade muscle is situated between the shoulder blade and chuck. When trimmed of all fat and connective tissue is then cut into pavés.

*For this cut, the underblade muscle should be matured for a minimum of 14 days.*

## Pavé (underblade fillet)

 Code: **Chuck B020**



**Description:** The smaller underblade muscle (fillet) can be cut into tender pavés.

*For this cut, the underblade muscle should be matured for a minimum of 14 days.*

## Pavé (Thick Flank)

 Code: **Thick Flank B007**



**Description:** This pavé is cut from a thin muscle, which is part of the thick flank. All connective tissue and a section of coarse grain meat is removed, leaving a very tender muscle, which is cut into pavés. This pavé has a similar texture to the pavé (heel muscle).

*For this cut, the thick flank should be matured for a minimum of 14 days.*

## Pavé (Thick Flank) – Thin Cut

 Code: **Thick Flank B014**



**Description:** Pavé (thick flank) – thin cut.

*For this cut, the thick flank should be matured for a minimum of 14 days.*

## Pavé (heel muscle)

 Code: **Leg B002**



**Description:** The heel muscle is seam cut and two tender muscles are removed to use this pavé. A section of coarse grain meat is removed. This pavé has a similar texture to the pavé (Thick Flank).

*For this cut, the heel muscle should be matured for a minimum of 14 days.*

## Braising Steaks (Heel Muscle)

 Code: **Leg B004**



**Description:** Braising steaks (heel muscle).

*For this cut, the heel muscle should be matured for a minimum of 14 days.*

## Flat Iron Escallops

 Code: **Chuck B014**



**Description:** Cut from a seam cut feather muscle, of which all fat and centre gristle are removed. The lean muscle is then butterfly cut to produce thin escallops.

*For this cut, the feather should be matured for a minimum of 14 days.*



# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Escallops (Thick Flank)

 Code: **Thick Flank B005**



**Description:** These steaks are produced from the tender part of the large thick flank muscle. Maximum thickness 10 mm.

*For this cut, the thick flank should be matured for a minimum of 14 days.*

## Escallops (Thick Flank) – Thin Cut

 Code: **Thick Flank B013**



**Description:** Escallops (thick flank) – thin cut.

*For this cut, the thick flank should be matured for a minimum of 14 days.*

## Escallops (LMC)

 Code: **LMC B003**



**Description:** Produced from the LMC muscle, which is seam cut to remove all gristle and connective tissue. The muscle is then cut across the grain to produce 10 mm thick escallops.

*For this cut, the LMC should be matured for a minimum of 14 days.*

## Escallops (Salmon Cut)

 Code: **Silverside B004**



**Description:** The salmon cut is trimmed of all connective tissue, gristle and cut into 10 mm thick steaks.

*For this cut, the silverside should be matured for a minimum of 14 days.*

## Daubes (Topside)

 Code: **Topside B007**



**Description:** The loosely attached muscle (gracilis) is removed and the remainder of the topside is trimmed of all fat and connective tissue and cut into daubes. The dimensions of the daubes are approx 50 mm x 50 mm x 50 mm.

## Daubes (LMC)

 Code: **LMC B006**



**Description:** Prepared from the LMC muscle, which is seam cut to remove all gristle and connective tissue. The remainder is cut into daubes and held in shape by roasting bands.

## Daubes (Chuck)

 Code: **Chuck B007**



**Description:** Prepared from the chuck eye and held in shape by roasting bands. This cut is ideal for slow cooking.

## Brisket Pavé

 Code: **Brisket B004**



**Description:** Lean brisket muscle cut into individual 'chunky' pieces.

# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## 'Rustic Style' Brisket Pavé

 Code: **Brisket B005**



**Description:** Lean brisket muscle cut into individual pieces, which are then scored.

## Shoulder Brisket Pavé

 Code: **FQ B009**



**Description:** This muscle is the extension of the rib cap muscle and is attached to the LMC. The grain of the muscle is similar to the brisket, hence the name. It needs slow and long cooking.

## Chuck Eye Steaks

 Code: **Chuck B004**



**Description:** 20 mm thick steaks, cut from the chuck eye, ideal for slow cooking.

## Chuck Eye 'Centre Cut' Steak

 Code: **Chuck B028**



**Description:** This steak has a smaller diameter than chuck steak and is ideal for braising.

## Feather Steaks

 Code: **Chuck B012**



**Description:** The feather is a distinctive muscle with lots of flavour. It contains a thick gristle running through the middle of the steak and, when cooked slowly, the gristle turns into jelly.

## Blade Steak

 Code: **Chuck B009**



**Description:** The blade is a forequarter muscle and is ideal for slow cooking.

## Needle Steaks

 Code: **Shin B009**



**Description:** The needle is a single muscle situated next to the fore shin muscle and is ideal for braising steaks or slow/sous vide cooking.

## LMC Steaks

 Code: **LMC B004**



**Description:** These braising steaks are produced from the LMC muscle, cut across the grain. Need slow cooking.

# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Baby LMC Steaks

 Code: **FQ B005**



**Description:** The baby LMC is a lean muscle from the shoulder, which has a short fine grain of meat and needs slow and long cooking.

## Clod Flat Muscle Steaks

 Code: **FQ B007**



**Description:** This lean cut is from the shoulder and is situated next to the baby LMC; it needs slow and long cooking.

## Silverside Steaks

 Code: **Silverside B006**



**Description:** The silverside is trimmed of excess fat and gristle, and cut into steaks of even thickness. Need slow cooking.

## Silverside Steaks (large and extra lean)

 Code: **Silverside B017**



**Description:** The silverside is trimmed of all fat and gristle. The side muscle (ischiatric head) is removed and steaks are cut lengthways.

## Silverside Steaks – Thin Cut

 Code: **Silverside B012**



**Description:** Silverside steaks – thin cut.

## Silverside Steaks – Thin Cut (cut across the grain)

 Code: **Silverside B013**



**Description:** Silverside steaks – thin cut (cut across the grain).

## Salmon Cut Steaks

 Code: **Silverside B005**



**Description:** The salmon cut is trimmed of all gristle but a layer of natural fat, 5 mm maximum is left. The steaks are cut into 20 mm thick steaks. Need slow cooking.

## Silverside Side Muscle Steaks (extra lean)

 Code: **Silverside B016**



**Description:** The side muscle (ischiatric head) is removed from the silverside. This muscle is then trimmed of all fat and connective tissue and steaks are cut to an even thickness.



# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Braising Steaks

 Code: **Thick Flank B004**



**Description:** These large steaks are cut from the thick flank without the rump tail. Need slow cooking.

## Goose Skirt Steak

 Code: **Thin Flank B004**



**Description:** The goose skirt can be cut into tender steaks.

## Flank Skirt Steak

 Code: **Thin Flank B005**



**Description:** The flank skirt can be cut into tender steaks.

## Swiss Rolled Beef Whirls

 Code: **Topside B013**



**Description:** Prepared from the gracilis muscle and needs slow cooking. Weight range 100–150 g.

*For this product, the topside should be matured for a minimum of 14 days.*

## Sliced Shin

 Code: **Shin B004**



**Description:** Shin trimmed of excess fat and cut into slices of required weight and thickness.

## Boneless Ribs – Intercostal Muscles

 Code: **Fore Rib B021**



**Description:** The intercostal muscle is situated between the ribs.

## Beef Back Ribs – 2-bone Rack

 Code: **Fore Rib B014**



**Description:** These racks are produced from the fore rib section.

## Beef Back Ribs – 4-bone Rack

 Code: **Fore Rib B015**



**Description:** These racks are produced from the fore rib section.

# Beef Steaks, Daubes and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Beef Mini Back Ribs – 2-bone Rack

 Code: **Fore Rib B016**



**Description:** These racks are produced from the fore rib section.

## Beef Ribs – French Trimmed

 Code: **Brisket B008**



**Description:** These meaty ribs are from the chuck section.

## Beef Short Ribs (Jacob's Ladder)

 Code: **Brisket B009**



**Description:** Prepared from the Jacob's ladder, with excess fat and gristle removed.

## Whole Beef Ribs (Jacob's Ladder)

 Code: **Brisket B010**



**Description:** Single beef ribs using the whole width of the Jacob's ladder.

## Beef Ribs – split (Jacob's Ladder)

 Code: **Brisket B011**



**Description:** Single beef ribs using the whole width of the Jacob's ladder and split through the centre of the ribs.

## Beef Bucco

 Code: **Shin B006**



**Description:** Shin with the marrow bone left in and cut into slices.

# Beef Shanks



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Prime Hind Shin Muscle

 Code: **Shin B007**



**Description:** This muscle is the thickest muscle in the hind shin and ideal for slow cooking methods.

## Beef Shank – boneless and netted (Needle)

 Code: **Shin B010**



**Description:** The needle is a single muscle situated next to the fore shin muscle and ideal for slow/sous vide cooking.

## Beef Shank – boneless and netted (Clod Shin)

 Code: **Shin B012**



**Description:** The clod shin is a single muscle from the shoulder with a similar grain to shin, hence the name and ideal for slow/sous vide cooking.

## Boneless Beef Shank Portions (Clod Shin)

 Code: **Shin B013**



**Description:** The beef shank is ideal for slow/sous vide cooking.

## Beef Shank – boneless and netted (Fore Shin)

 Code: **Shin B014**



**Description:** The beef shank is ideal for slow/sous vide cooking.

## Boneless Beef Shank Portions (Fore Shin)

 Code: **Shin B015**



**Description:** The beef shank is ideal for slow/sous vide cooking.

## Beef Shank – boneless and netted (Hind Shin)

 Code: **Shin B016**



**Description:** The beef shank is ideal for slow/sous vide cooking.

## Boneless Beef Shank Portions (Hind Shin)

 Code: **Shin B017**



**Description:** The beef shank is ideal for slow/sous vide cooking.



# Beef Dice and Stir-Fry



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Stir-Fry (Feather)

 Code: **Chuck B018**



**Description:** Cut from a seam cut feather muscle, of which all fat and centre gristle are removed. The remaining lean meat is cut into stir-fry.

## Stir-Fry (Fillet Tail)

 Code: **Fillet B007**



**Description:** Prepared from tender fillet tails.

## Stir-Fry (Topside)

 Code: **Topside B014**



**Description:** The loosely attached muscle (gracilis) is removed and the remainder of the topside is trimmed of all connective tissue and fat and used for stir-fry.

*For this cut, the topside should be matured for a minimum of 14 days.*

## Stir-Fry – Topside Flap Muscle (Sartorius)

 Code: **Topside B026**



**Description:** Stir-fry – topside flap muscle (Sartorius).

*For this cut, the topside should be matured for a minimum of 14 days.*

## Stir-Fry of Beef

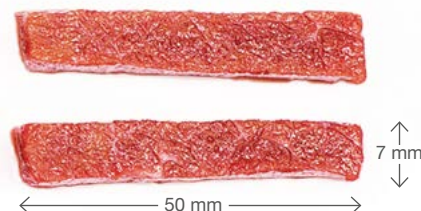
 Code: **Stir-fry B004**



**Description:** A range of tender muscles are used in this stir-fry. Dissimilar muscles are not mixed but put into batches, to make sure the eating quality is consistent.

## Quick Cook Strips – 98%VL (Silverside)

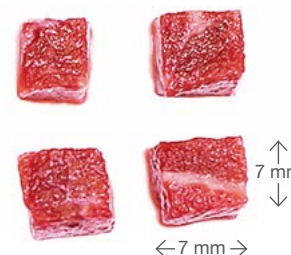
 Code: **Silverside B019**



**Description:** The silverside is trimmed of all fat, gristle and connective tissue. The remainder is cut into 7 mm x 7 mm x 50 mm strips.

## Quick Cook Dice – 98%VL (Silverside)

 Code: **Silverside B018**



**Description:** The silverside is trimmed of all fat, gristle and connective tissue. The remainder is cut into 7 mm x 7 mm x 7 mm cubes.

## Dice (Silverside)

 Code: **Silverside B008**



**Description:** The silverside is trimmed of all excess fat, gristle and connective tissue. The remainder is cut into dice.

# Beef Dice and Stir-Fry



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Dice (Chuck)

 Code: **Chuck B006**



**Description:** Prepared from the chuck eye.

## Dice (Goose Skirt)

 Code: **Thin Flank B004**



**Description:** Prepared from the goose skirt.

## Dice (Flank Skirt)

 Code: **Thin Flank B005**



**Description:** Prepared from the flank skirt.

## Dice 98% Visual Lean

 Code: **Dice B001**



**Description:** This dice is prepared from various parts of the carcass and trimmed to 98% visual lean.

## Dice 95% Visual Lean

 Code: **Dice B002**



**Description:** This dice is prepared from various parts of the carcass and trimmed to 95% visual lean.

## Dice (Shin)

 Code: **Shin B005**



**Description:** Shin trimmed of excess fat and cut into dice.

## Dice 98% Visual Lean – Frozen

 Code: **Dice B003**



**Description:** This dice is prepared from various parts of the carcass and trimmed to 98% visual lean. It is then cut while frozen to produce free-flow frozen dice.

## Steak and Kidney

 Code: **Dice B005**



**Description:** This dice is prepared from various parts of the carcass and trimmed to 98% visual lean. The ox kidney is trimmed of all fat, and kidney tubes are removed. The mix is 25% kidney and 75% beef.

# Beef Mince and Burgers



For full cutting specifications, visit [ahdb.org.uk/mpg](https://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Quality Standard Mark – Minced Beef

 Code: **Mince B001**



### Description:

All livestock must be from farms operating in compliance with a farm assurance scheme and must be transported, slaughtered and processed in compliance with a quality assurance scheme. Each such assurance scheme must have been approved by AHDB Beef & Lamb in relation to this Quality Standard and must be independently audited to EN 45011 standard.

Cattle of any age or sex are acceptable.

Mince must contain a maximum of 20% fat (as measured by chemical analysis using British Standard methods), approximately equivalent to beef having overall 85% visual lean prior to mincing (final mix stage).

Mince must be 100% beef with no added water, additives, fillers or other ingredients.

All minced product must be produced and labelled in accordance with legislative requirements.

## Mince 98% Visual Lean

 Code: **Mince B002**



**Description:** This mince is prepared from fresh fore, hindquarter cuts and trimmings, excluding head meat and offal.

## Mince 90% Visual Lean

 Code: **Mince B004**



**Description:** This mince is prepared from fresh fore, hindquarter cuts and trimmings, excluding head meat and offal.

## Quality Standard Mark Burgers

 Code: **Mince B005**



### Description:

All livestock must be from farms operating in compliance with a scheme, and must be transported, slaughtered and processed in compliance with an AHDB Beef & Lamb approved quality assurance scheme. Each such assurance scheme must be independently audited to EN 45011 standard.

No meat other than beef may be used.

The beef may be obtained from cattle of any age or sex.

The beef used must be of a quality such that it would, if minced, satisfy the requirements of the AHDB Beef & Lamb Quality Standard for minced beef.

The minimum beef content of the burger is 70% (as defined by the Food Labelling Regulations 1996, as amended in 2003).

The manufacturer or processor must be a registered member of the Quality Standard Mark scheme.



# Beef Trim



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Clod and Sticking

 Code: **Trim B010**



**Description:** A group of forequarter muscles ideal for mincing.

## Trim/Muscles 98% VL

 Code: **Trim B022**



**Description:** Example of 98% visual lean muscle/trimmings.

## Trim/Muscles 95% VL

 Code: **Trim B021**



**Description:** Example of 95% visual lean muscle/trimmings.

## Trim/Muscles 90% VL

 Code: **Trim B020**



**Description:** Example of 90% visual lean muscle/trimmings.

## Trim/Muscles 85% VL

 Code: **Trim B019**



**Description:** Example of 85% visual lean muscle/trimmings.

## Trim/Muscles 80% VL

 Code: **Trim B018**



**Description:** Example of 80% visual lean muscle/trimmings.

## Trim/Muscles 75% VL

 Code: **Trim B017**



**Description:** Example of 75% visual lean muscle/trimmings.

## Trim/Muscles 70% VL

 Code: **Trim B016**



**Description:** Example of 70% visual lean muscle/trimmings.

# Beef Trim



For full cutting specifications, visit [ahdb.org.uk/mpg](https://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Trim/Muscles 65% VL

 Code: **Trim B015**



**Description:** Example of 65% visual lean muscle/trimmings.

## Trim/Muscles 60% VL

 Code: **Trim B014**



**Description:** Example of 60% visual lean muscle/trimmings.

## Trim/Muscles 55% VL

 Code: **Trim B013**



**Description:** Example of 55% visual lean muscle/trimmings.

# Beef Offal



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

Ox Liver

 Code: **Offal B001**



Ox Kidney

 Code: **Offal B001**



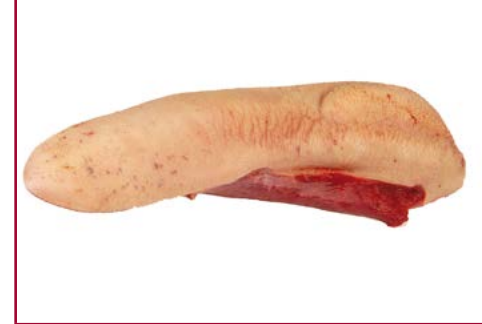
Ox Heart

 Code: **Offal B001**



Ox Tongue

 Code: **Offal B001**



Diaphragm

 Code: **Offal B001**



Body Skirt

 Code: **Offal B001**



Ox Cheek

 Code: **Offal B001**



Ox Tail

 Code: **Offal B001**



Note: The offal section in this publication is limited. However, AHDB has produced a separate, and very detailed guide, featuring many fifth quarter and variety cuts.



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# Veal Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## 8-Rib Bone Pistola Hindquarter

 Code: **V002**



**Description:** Pistola hindquarter 8-rib bones.

## Top bit and rump

 Code: **V003**



**Description:** Top bit and rump.

## Top bit without rump

 Code: **V004**



**Description:** Top bit without rump.

## Topside

 Code: **Topside V001**



**Description:** Whole topside. Exposed blood veins are removed and maximum fat thickness is 10 mm.

## Trimmed Topside without cap

 Code: **Topside V002**



**Description:** Boneless trimmed topside without cap muscle (gracilis), all visible fat removed.

## Topside Cap Muscle (gracilis)

 Code: **Topside V003**



**Description:** All excess fat removed.

## Thick Flank with rump tail

 Code: **Thick Flank V001**



**Description:** Thick flank with rump tail. Maximum fat level 10 mm

## Thick Flank (Knuckle) without rump tail

 Code: **Thick Flank V002**



**Description:** Rump tail and fat pockets are removed. Maximum fat level 10 mm.

# Veal Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Sirloin and Whole Fillet – 8-bone

 Code: **Sirloin V001**



**Description:** Flank removed 50 mm from the tip of the eye muscle.

## Sirloin and Short Fillet – 8-bone

 Code: **Sirloin V002**



**Description:** Flank removed 50 mm from the tip of the eye muscle.

## Sirloin and Whole Fillet – 3-bone

 Code: **Sirloin V003**



**Description:** Flank removed 50 mm from the tip of the eye muscle.

## Boneless Sirloin – 3-bone

 Code: **Sirloin V004**



**Description:** Flank removed 50 mm from the tip of the eye muscle. Maximum fat level 15 mm.

## Sirloin – T-Bone section

 Code: **Sirloin V007**



**Description:** Prepared from the four-vertebrae section, counting from the rump. Maximum fat level 15 mm.

## Silverside with Heel Muscle and Rump Cap

 Code: **Silverside V001**



**Description:** Triangle fat pocket and silver gristle attached. Maximum fat level 15 mm.

## Silverside with Heel Muscle

 Code: **Silverside V002**



**Description:** Triangle fat pocket and silver gristle attached. Maximum fat level 15 mm.

## Silverside

 Code: **Silverside V003**



**Description:** Triangle fat pocket is removed but silver gristle left attached. Maximum fat level 15 mm.



# Veal Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Silverside without Salmon Cut

 Code: **Silverside V004**



**Description:** Salmon cut and heel muscle are removed. Maximum fat level 15 mm.

## Silverside without Salmon Cut fully trimmed

 Code: **Silverside V005**



**Description:** All external fat and gristle is removed.

## Salmon Cut

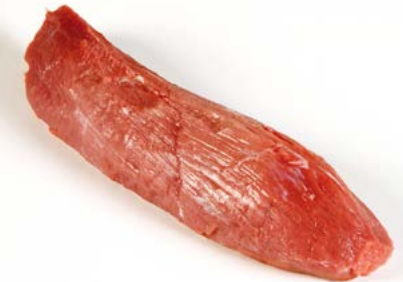
 Code: **Silverside V006**



**Description:** Maximum fat level 15 mm.

## Salmon Cut fully trimmed

 Code: **Silverside V007**



**Description:** All fat and connective tissue is removed.

## Rump with part tail

 Code: **Rump V001**



**Description:** Rump with part tail to be 50 mm maximum.

## Rump Cap

 Code: **Rump V003**



**Description:** Maximum fat thickness 15 mm.

## Centre Cut Rump

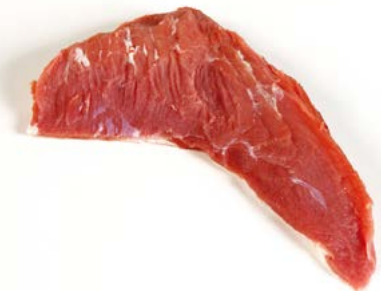
 Code: **Rump V004**



**Description:** Rump with rump tail, cap muscle, excess gristle and blood veins removed.

## Rump Tail

 Code: **Rump V006**



**Description:** Rump tail. Maximum fat thickness 10 mm.

# Veal Primals Hindquarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Fillet

 Code: **Fillet V001**



**Description:** External fat, discoloured tissue and bone gristle are removed from the underside of the fillet. Silver gristle remains.

## Fillet (fully trimmed)

 Code: **Fillet V002**



**Description:** Excess fat, gristle and connective tissue are removed to expose underlying lean cut surface. The chain muscle is also removed.

## Rump Fillet with silver gristle and chain muscle

 Code: **Fillet V004**



**Description:** The head of the fillet (Rump end).

## Loin Fillet with silver gristle and chain muscle removed

 Code: **Fillet V005**



**Description:** Loin end of the fillet.

## Heel Muscle

 Code: **Leg V001**



**Description:** Excess fat and discoloured tissue are removed.

## Hind Shin

 Code: **Shin V003**



**Description:** Untrimmed hind shin with knuckle attached.

## Hind Shin (trimmed)

 Code: **Shin V004**



**Description:** Fully trimmed hind shin with knuckle end and hock removed.

# Veal Primals Forequarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## 5-Rib Bone Pistola Forequarter

 Code: **V001**



**Description:** Pistola forequarter 5-rib bones.

## Chuck Roll – incl. neck

 Code: **Chuck V001**



**Description:** Yellow gristle (backstrap), large fat pockets and discoloured tissue are removed.

## Chuck Roll

 Code: **Chuck V002**



**Description:** Yellow gristle (back strap), large fat pockets and discoloured tissue are removed.

## Feather – Extra Trimmed

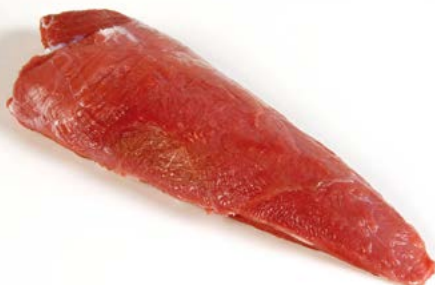
 Code: **Chuck V007**



**Description:** Bone gristle and excessive fat are removed.

## Blade

 Code: **Chuck V010**



**Description:** Blade muscle trimmed of all fat, excess gristle and connective tissue.

## Fore Rib – 5-bone

 Code: **Fore Rib V001**



**Description:** The fore rib contains ribs 6, 7, 8, 9, 10 counting from the neck upwards. The length of the tail is not to exceed 60 mm from the outer tip of the eye muscle. Maximum fat level 10 mm.

## Rib Eye

 Code: **Fore Rib V003**



**Description:** Internal and external fat level not to exceed 15 mm.

## Pistola Flank

 Code: **Thin Flank V002**



**Description:** 8-bone pistola flank.



# Veal Primals Forequarter



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Short 5-bone Brisket

 Code: **Brisket V001**



**Description:** Short 5-bone brisket.

## Short boneless trimmed Brisket

 Code: **Brisket V002**



**Description:** Short boneless trimmed brisket with internal and external fat removed to a maximum level of 10 mm.

## LMC

 Code: **LMC V002**



**Description:** Excess fat is removed.

## Fore Shin

 Code: **Shin V001**



**Description:** Untrimmed fore shin.

## Fore Shin (trimmed)

 Code: **Shin V002**



**Description:** Fully trimmed fore shin with knuckle end and hock removed.

## Trim 85% VL

 Code: **Trim V001**



**Description:** 85% visual lean trimmings from the veal carcass.

## Trim 95% VL

 Code: **Trim V002**



**Description:** 95% visual lean trimmings from the veal carcass.

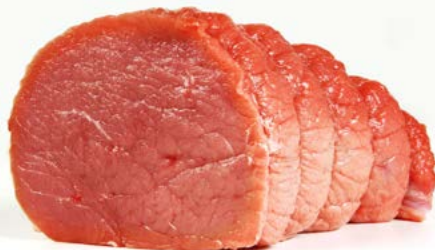
# Veal Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Topside Joint

 Code: **Topside V006**



**Description:** The whole topside is cut into 2-3 equal-sized joints. All excess fat, gristle and exposed blood veins are removed.

## Thick Flank Joint

 Code: **Thick Flank V003**



**Description:** The thick flank is cut lengthways along the grain to produce two equal-sized joints.

## Whole Thick Flank Joint

 Code: **Thick Flank V004**



**Description:** The whole thick flank is rolled into a single joint.

## Silverside Joint

 Code: **Silverside V010**



**Description:** The whole silverside, including salmon cut is cut into two equal-sized joints. All excess fat, gristle and exposed blood veins are removed.

## Rump Cap

 Code: **Rump V003**



**Description:** Cap removed from the rump by following the natural seams.

## Fore Rib – 5-bone

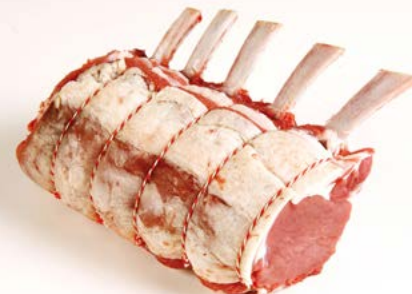
 Code: **Fore Rib V001**



**Description:** The length of the tail is not to exceed 60 mm from the outer tip of the eye muscle.

## Fore Rib – 5-bone, French Trimmed

 Code: **Fore Rib V002**



**Description:** 60 mm of the meat is trimmed back to expose the rib bone ends.

## Rib Eye

 Code: **Fore Rib V003**



**Description:** Internal and external fat level not to exceed 15 mm.

# Veal Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Fore Rib – 5-bone, boned and rolled

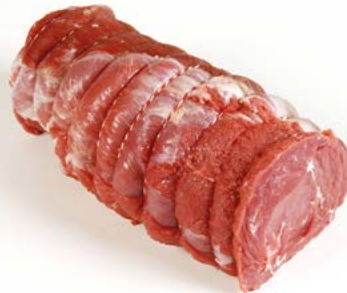
 Code: **Fore Rib V006**



**Description:** Internal and external fat thickness not to exceed 15 mm.

## Chuck Roast

 Code: **Chuck V003**



**Description:** Yellow gristle (backstrap), large fat pockets and discoloured tissue are removed before the joint is tied.

## Feather – Extra Trimmed

 Code: **Chuck V007**



**Description:** Excess fat and connective tissue are removed from the outer side of the muscle.

## Veal Brisket Joint

 Code: **Brisket V004**



**Description:** All bone, cartilage and fat deposits are removed from the brisket. Maximum fat thickness 5 mm.



# Veal Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Veal Escallops

 Code: **Topside V004**



**Description:** Veal Escallops cut from the topside flattened out to achieve 5 mm thickness and to maximise tenderness.

## Daubes (Topside)

 Code: **Topside V005**



**Description:** The daubes are cut into 50 mm<sup>2</sup> and secured with roasting bands to maintain shape during cooking.

## Sirloin Steaks – Standard Trim

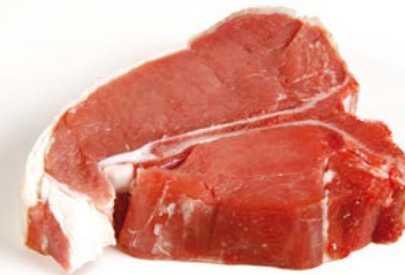
 Code: **Sirloin V005**



**Description:** A 3-rib sirloin. Flank remove 40 mm from the tip of the eye muscle. 25 mm backstrap is removed and fat levels not to exceed 10–15 mm.

## T-Bone Steak

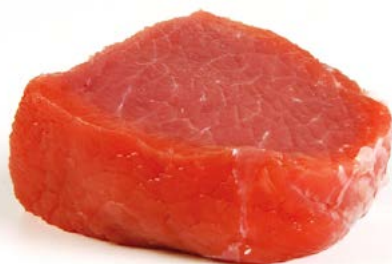
 Code: **Sirloin V006**



**Description:** Prepared from a four-vertebrae section counting from the rump. 25 mm tail and fat thickness 10 mm maximum.

## Sirloin Cannon Steak

 Code: **Sirloin V008**



**Description:** Prepared from the eye of the sirloin which is cut in two lengthways before it is cut into portions.

## Sirloin Escallops

 Code: **Sirloin V009**



**Description:** Prepared from the eye of the sirloin with the chain attached.

## Salmon Cut Steaks

 Code: **Silverside V008**



**Description:** Prepared from the salmon cut with all connective tissue and fat removed.

## Escallops (Silverside)

 Code: **Silverside V009**



**Description:** Prepared from the silverside with all connective tissue and fat removed. Flattened out to achieve 5 mm thickness and to maximise tenderness.

# Veal Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Daubes (Silverside)

 Code: **Silverside V011**



**Description:** The daubes are cut into 50 mm<sup>2</sup> pieces and secured with roasting bands to maintain shape during cooking.

## Rump Steaks (with part tail)

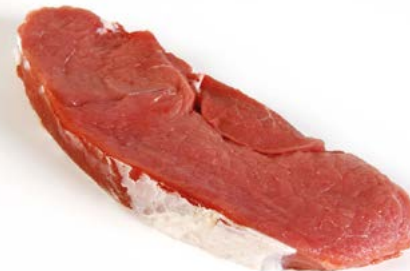
 Code: **Rump V002**



**Description:** 15 mm thick rump steak.

## Prime Rump Steak

 Code: **Rump V005**



**Description:** Rump tail, cap muscle, excess gristle and blood veins are removed.

## Fillet Steaks – Fully Trimmed

 Code: **Fillet V003**



**Description:** Excess fat, gristle and connective tissue are removed. The chain muscle is also removed.

## Rib Eye Steaks

 Code: **Fore Rib V004**



**Description:** Internal and external fat thickness not to exceed 15 mm.

## Club Steaks

 Code: **Fore Rib V005**



**Description:** 60 mm of the meat to expose the rib bone ends are removed, to create club steaks.

## Daubes (chuck)

 Code: **Chuck V004**



**Description:** The daubes are cut into 50 mm<sup>2</sup> pieces and secured with roasting bands to maintain shape during cooking.

## Chuck Steaks

 Code: **Chuck V005**



**Description:** Prepared from the chuck roll.

# Veal Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Blade Steaks

 Code: **Chuck V006**



**Description:** Ideal for slow cooking.

## Feather Steaks

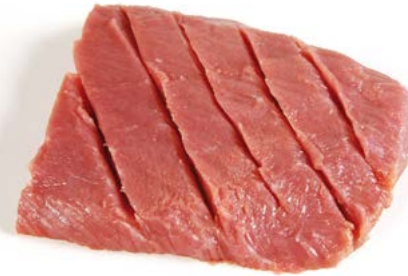
 Code: **Chuck V008**



**Description:** This steak contains a centre gristle which will turn very soft and gelatinous after slow cooking.

## Flat Iron Steaks

 Code: **Chuck V009**



**Description:** Prepared from a seam cut feather muscle. Very tender.

## Veal Ribs

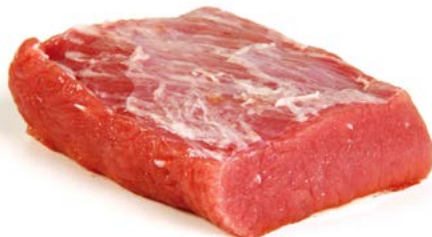
 Code: **Brisket V003**



**Description:** Veal ribs are ideal for slow cooking.

## Pavé (Brisket)

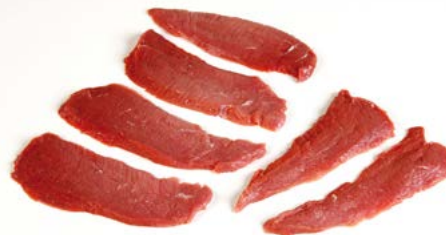
 Code: **Brisket V005**



**Description:** Lean brisket muscle trimmed into individual pavés.

## Escallops (LMC)

 Code: **LMC V001**



**Description:** Prepared from the LMC, with all connective tissue and fat removed. Flattened out to achieve the correct thickness and to maximise tenderness.

## Bavette Steak

 Code: **Thin Flank V001**



**Description:** Prepared from the thin flank skirt. All fat and gristle are removed before it is cut into bavettes.

## Osso Bucco

 Code: **Shin V005**



**Description:** Prepared from the fore or hind shin. Sawn into required thickness. Sawdust is removed.



# Veal Dice and Stir-Fry



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Dice 98% VL

 Code: **Dice V001**



**Description:** This dice prepared from various parts of the carcass and trimmed to 98% visual lean.

## Stir-Fry

 Code: **Stir-Fry V002**



**Description:** A range of tender muscles are used for this stir-fry.

# Veal Mince and Burgers



For full cutting specifications, visit [ahdb.org.uk/mpg](https://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Mince 85%VL

 Code: **Mince V001**



**Description:** Mince prepared from fresh fore and hindquarter cuts and trimmings. 85% visual lean cuts minced twice through a 5 mm plate.

## Mince 95%VL

 Code: **Mince V002**



**Description:** Mince prepared from fresh fore and hindquarter cuts and trimmings. 95% visual lean cuts minced twice through a 5 mm plate.

## Burgers 90%VL

 Code: **Burger V003**



**Description:** Prepared from fresh fore and hindquarter cuts and trimmings. 90% visual lean cuts minced twice through a 5 mm plate and formed into burgers.

# Veal Offal



For full cutting specifications,  
visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg)  
and enter the code into the  
'Cutting Specifications' search

Calf Liver

 Code: **Offal V001**



Calf Kidney

 Code: **Offal V001**



Calf Heart

 Code: **Offal V001**



Calf Tongue

 Code: **Offal V001**



Veal Body Skirt

 Code: **Offal V001**



Calf Tail

 Code: **Offal V001**



Calf Sweetbread

 Code: **Offal V001**



Calf Spleen

 Code: **Offal V001**





# Veal Offal



For full cutting specifications,  
visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg)  
and enter the code into the  
'Cutting Specifications' search

## Veal Bones

 Code: **Offal V002**



## Veal Hock Bones

 Code: **Offal V002**



## Veal Marrow Bones

 Code: **Offal V002**



## Veal Marrow Bone portions

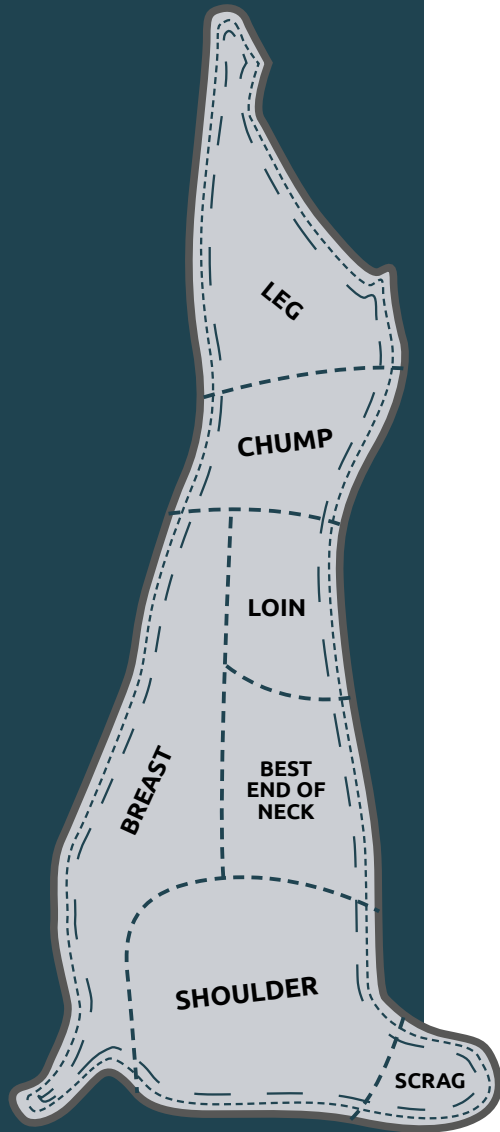
 Code: **Offal V002**



# Lamb

## Carcase classification

Carcase assessment addresses conformation and fat. Fat cover is assessed as described on a scale of 1–5 with class 1 being extremely lean and class 5 being extremely fat. Classes 3 and 4 are divided into low (L) and high (H). Classes 3 and 4 are divided into low (L) and high (H).



**CONFORMATION CLASS**  
Improving conformation  
Conformation is determined by a visual appraisal of shape, taking into account carcass profile and fullness of legs. No adjustment is made for the influence of fat on overall shape.

### FAT CLASS

Increasing fatness

Fat is determined by visual assessment of external fat cover. There are five main classes. Classes 4 and 5 are subdivided into L (leaner) and H (fatter).

		1	2	3L	3H	4L	4H	5
E								
U								
R								
O								
P								

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# Lamb Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Legs with Chump

Code: **Leg L029**



**Description:** Pair of legs and chump.

## Leg with Chump

Code: **Leg L001**



**Description:** Whole leg and chump.

## Leg without Chump

Code: **Leg L002**



**Description:** Leg where the chump is removed, part of the tail still attached.

## Chump – bone-in

Code: **Leg L008**



**Description:** The chump is removed from the leg.

## Chump – boneless

Code: **Leg L009**



**Description:** The chump is removed from the leg and deboned. A versatile cut. It can be used as a small joint, cut into pavés, steaks or dice.

## Chump – Centre Cut (boneless and fully trimmed)

Code: **Leg L028**



**Description:** The chump centre cut is removed from the leg without the remainder of the silverside. All fat and connective tissue removed.

## Hinds and Ends (breast and flanks removed)

Code: **Loin L045**



**Description:** Fore end, breast and flanks removed from the carcass.

## Chine and End (long)

Code: **Loin L030**



**Description:** Legs, shoulders, scrag and breast removed.

# Lamb Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Chine and End (short)

 Code: Loin L031



**Description:** Fore end, legs and breast are removed.

## Best End (long)

 Code: Loin L029



**Description:** The best end (long) will consist of 12 rib bones on each side.

## Loin – double untrimmed

 Code: Loin L037



**Description:** The length of the ribs is 40 mm from the tip of the eye muscle. The neck is removed in line with the first rib.

## Loin – single untrimmed

 Code: Loin L039



**Description:** The length of the ribs is 40 mm from the tip of the eye muscle. The neck is removed in line with the first rib.

## Loin – double fully trimmed

 Code: Loin L038



**Description:** The length of the ribs is 40 mm from the tip of the eye muscle. External fat is removed. The neck is removed in line with the first rib.

## Loin – single fully trimmed

 Code: Loin L040



**Description:** The length of the ribs is 40 mm from the tip of the eye muscle. External fat is removed. The neck is removed in line with the first rib.

## Middle

 Code: Loin L001



**Description:** The fore end and the legs and chumps are removed.

## Middle excluding breast flanks

 Code: Loin L002



**Description:** The breast flanks are removed at a distance equal to 1½ times the length of the eye muscle.

# Lamb Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Loin with chump

Code: Loin L008



**Description:** The length of the breast flanks is a maximum of 1½ times the length of the eye muscle.

## Loin without chump

Code: Loin L009



**Description:** The length of the breast flanks is a maximum of 1½ times the length of the eye muscle.

## Best End of Neck – short and un-split

Code: Loin L006



**Description:** The length of the breast flanks is a maximum of 1½ times the length of the eye muscle.

## Best End of Neck – short and split

Code: Loin L007



**Description:** The length of the breast flanks is a maximum of 1½ times the length of the eye muscle.

## Saddle – bone-in

Code: Loin L027



**Description:** Fully trimmed and prepared saddle of lamb.

## Short Saddle

Code: Loin L003



**Description:** The length of the breast flanks is a maximum of 1½ times the length of the eye muscle.

## Loin Eye Muscle (whole)

Code: Loin L046



**Description:** Loin eye muscle (whole).

## Loin – eye muscle fully trimmed (best end)

Code: Loin L042



**Description:** Fully trimmed eye muscle, fat and connective tissue removed.



# Lamb Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Fillet (whole)

 Code: Loin L047



**Description:** Whole fillet.

## Fillets

 Code: Loin L026



**Description:** Fully trimmed fillets of lamb.

## Short Fore

 Code: Forequarter L001



**Description:** A 6-rib short fore.

## Short Fore – single

 Code: Forequarter L038



**Description:** A single forequarter of lamb.

## Short Fore – single (rib cage removed)

 Code: Forequarter L039



**Description:** A single forequarter with rib, back and neck bones removed.

## Shoulder – traditional bone-in

 Code: Forequarter L002



**Description:** A square cut shoulder with part of the knuckle removed.

## Shoulder

 Code: Forequarter L023



**Description:** Round untrimmed shoulder. The blade bone cartilage remains attached to the shoulder.

## Racket Shoulder (Paletilla)

 Code: Forequarter L026



**Description:** The shoulder is removed from the carcass following the natural seams.

# Lamb Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Neck – untrimmed

 Code: **Forequarter L020**



**Description:** Neck (scrag) removed in line with the first rib.

## Neck – fully trimmed

 Code: **Forequarter L021**



**Description:** Neck (scrag) is removed in line with the first rib. Backstrap and excess fat removed.

## Neck

 Code: **Forequarter L015**



**Description:** A bone-in neck.

## Neck Fillet

 Code: **Forequarter L016**



**Description:** A fully trimmed neck fillet with the yellow gristle removed and end squared.

## Neck of Lamb – boneless

 Code: **Forequarter L035**



**Description:** The neck is removed in line with the first rib, deboned and excess fat is trimmed off.

## Neck – split and trimmed

 Code: **Forequarter L036**



**Description:** The neck is removed in line with the first rib and excess fat is trimmed off.


## Breast – with flank

 Code: **Breast L003**



**Description:** Breast without the breast tip but thin flank part remains.

## Breast with flank (boneless)

 Code: **Breast L016**



**Description:** Boneless breast with flank.

# Lamb Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Breast – Square Cut

 Code: **Breast L002**



**Description:** Breast without the breast tip and thin flank part.

## Breast – Square Cut (boneless)

 Code: **Breast L015**



**Description:** Boneless square-cut breast.

## Breast Tip

 Code: **Breast L004**



**Description:** Tip of the breast from the forequarter.

## Breast – untrimmed

 Code: **Breast L007**



**Description:** The rib section of the breast with the flank removed.

## Breast – fully trimmed

 Code: **Breast L008**



**Description:** The rib section of the breast with the flank removed.

## Flank

 Code: **Breast L005**



**Description:** Flank section without the bones or cartilage.

## Flank Muscles – fully trimmed

 Code: **Breast L006**



**Description:** Flank muscles trimmed of excess fat.



# Lamb Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Leg – Carvery without Chump

Code: **Leg L003**



**Description:** This leg is part boned and the chump, tail and aitch bone are removed from the leg. Knucklebone and excess fat are trimmed.

## Leg Joints – traditional

Code: **Leg L006**



**Description:** This leg has the chump removed and is cut in half.

## Leg – fully trimmed

Code: **Leg L026**



**Description:** Whole leg and chump of lamb with external fat removed.

## 'Premium' Carvery Leg of Lamb

Code: **Leg L005**



**Description:** This premium carvery leg is deboned except for the knucklebone. The topside is removed to give even diameter slices and for easy carving.

## Leg – Carvery French trimmed with the Chump

Code: **Leg L004**



**Description:** This leg is part boned and has the chump still attached. The aitch bone is removed and knuckle French trimmed.

## Leg – boned and rolled

Code: **Leg L007**



**Description:** This leg has the chump and knuckle removed and is then deboned and rolled.

## Leg Joints – Whole Leg (A)

Code: **Leg L040**



### Description:

- A Lamb shank
- B Mini leg of lamb on the bone
- C Lamb silverside joint
- D Mini roast (topside)
- E Lamb rump mini roasts

## Leg Joints – Whole Leg (B)

Code: **Leg L041**



### Description:

- A Mini bone-in leg joint
- B Mini carvery leg of lamb
- C Lamb rump roast
- D Topside toast

# Lamb Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Leg Joints – Whole Leg (C)

Code: **Leg L042**



### Description:

- A Topside roast
- B Carvery leg of lamb
- C Bone-in lamb rump

## Leg Joints – Whole Leg (D)

Code: **Leg L043**



### Description:

- A Bone-in lamb rump
- B Mini leg carvery leg of lamb
- C Mini leg bone-in joint
- D Topside roast

## Lamb Leg Roasties

Code: **Leg L039**



**Description:** Deboned and highly trimmed leg of lamb, cut into individual portions.

## Lamb Spatchcock (leg)

Code: **Leg L034**



**Description:** A whole leg and chump spatchcock with the knuckle bone left in. Butterfly cut to create a joint of even thickness.

## Lamb Spatchcock (portions)

Code: **Leg L031**



**Description:** Prepared from the leg and chump of lamb.

## Lamb Mini Spatchcock (leg)

Code: **Leg L035**



**Description:** The spatchcock is prepared from the topside of lamb.

## Lamb Spatchcock (shoulder)

Code: **Forequarter L030**



**Description:** The rib eye joint (Code: Forequarter L031) is removed from the forequarter and the remainder is deboned and scored to create the spatchcock.

## Silverside (trimmed)

Code: **Leg L045**



**Description:** Silverside muscle with heel (trimmed).

# Lamb Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Leg Noisette Joint

Code: **Leg L014**



**Description:** Prepared from the silverside muscle of the leg. Even in diameter and easy to cut into noisettes after cooking.

## Topside (untrimmed)

Code: **Leg L046**



**Description:** Untrimmed topside muscle.

## Topside Roast

Code: **Leg L010**



**Description:** Whole topside with maximum fat thickness of 5 mm.

## Mini Roast (Topside)

Code: **Leg L011**



**Description:** Whole topside cut in half with maximum fat thickness of 5 mm.

## Thick Flank (untrimmed)

Code: **Leg L044**



**Description:** Untrimmed thick flank muscle.

## Mini Roast (Thick Flank)

Code: **Leg L013**



**Description:** A thick flank joint with the ends squared off.

## Bone-in Lamb Rump

Code: **Leg L032**



**Description:** Prepared from the chump with the tail bone removed.

## Chump – boneless

Code: **Leg L009**



**Description:** The chump is removed from the leg and deboned. A versatile cut. It can be used as a small joint, cut into pavés, steaks or dice.



# Lamb Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Rump portion (boneless)

 Code: **Leg L030**



**Description:** Boneless rump prepared from the leg and chump.

## Chump – centre cut (boneless and fully trimmed)

 Code: **Leg L028**



**Description:** The chump centre cut is removed from the leg without the remainder of the silverside. All fat and connective tissue removed.

## Shoulder – traditional bone-in

 Code: **Forequarter L002**



**Description:** A square cut shoulder with part of the knuckle removed.

## Shoulder – partly boned and fully trimmed

 Code: **Forequarter L024**



**Description:** A round shoulder with blade bone removed, leaving the blade bone cartilage attached to the shoulder. Excess fat removed.

## Shoulder – half

 Code: **Forequarter L003**



**Description:** A traditional shoulder cut in half.

## 'Premium' Shoulder – Carvery Roast

 Code: **Forequarter L008**



**Description:** Partly deboned shoulder with a French trimmed knuckle attached. Very easy to carve.

## Lamb Carvery Roast (shoulder)

 Code: **Forequarter L027**



**Description:** This joint is similar but smaller than the 'Premium' Shoulder – Carvery roast  
Code: Forequarter L008.

## Shoulder – boned and rolled

 Code: **Forequarter L007**



**Description:** A deboned shoulder with internal fat pockets and large gristles removed. Evenly rolled and both ends trimmed square.

# Lamb Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Victoria Roast

 Code: Forequarter L009



**Description:** A deboned and highly trimmed shoulder rolled into two equal-sized joints.

## Mini Roast

 Code: Forequarter L009



**Description:** A deboned and highly trimmed shoulder rolled into four equal-sized mini joints.

## Lamb Rib Eye Joint

 Code: Forequarter L031



**Description:** The rib eye joint is prepared from the most succulent and tender part of the lamb shoulder.

## Shoulder Noisette Joint

 Code: Forequarter L010



**Description:** Only the best parts of the shoulder are used for this product.

## 'Rustic' Lamb Shoulder

 Code: Forequarter L028



**Description:** This joint contains the meatiest part of the lamb shoulder without the knuckle. Ideal for slow cooking before finishing off on the grill or barbecue.

## 'Rustic' Lamb Roast

 Code: Forequarter L006



**Description:** A traditional bone-in shoulder, including the knuckle cut into three or more portions and scored.

## Lamb Henrys

 Code: Forequarter L029



**Description:** The Lamb Henrys are chunky bone-in pieces of lamb prepared from the rustic lamb shoulder (Code: Forequarter L028) and cut into four equal portions.

## Saddle bone-in

 Code: Loin L027



**Description:** Fully trimmed and prepared saddle of lamb.

# Lamb Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Saddle boneless

 Code: Loin L028



**Description:** Fully trimmed, deboned and rolled saddle of lamb.

## Short Saddle

 Code: Loin L003



**Description:** The length of the breast flanks is a maximum of 1½ times the length of the eye muscle.

## Lamb Guard of Honour

 Code: Loin L048



**Description:** Two French-trimmed 7-rib loin racks, interlocked to form a Guard of Honour.

## Crown of Lamb

 Code: Loin L049



**Description:** Two French-trimmed 7-rib loin racks secured with twine to produce a Crown of Lamb.

## Short Saddle deboned and rolled

 Code: Loin L004



**Description:** The bones are removed from the short saddle and the whole joint is rolled. The fillets are left inside the joint.

## Short Saddle – stuffed

 Code: Loin L005



**Description:** Boneless saddle stuffed with a flavoured lamb mince stuffing. The fillets are left inside the joint.

## Saddle without flank – untrimmed

 Code: Loin L032



**Description:** Saddle, breast flank is removed in line with the eye muscle.

## Saddle without flank – fully trimmed

 Code: Loin L033



**Description:** Saddle, breast flank is removed in line with the eye muscle. External fat is removed.



# Lamb Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Loin without flank – fully trimmed

 Code: Loin L034



**Description:** Saddle, breast flank is removed in line with the eye muscle and back is split into single loins. External fat is removed.

## Loin – boned and rolled

 Code: Loin L017



**Description:** The whole loin is used for this joint. The length of the breast flanks is the same as the length of the eye muscle. Maximum fat thickness 6 mm.

## Cannon – bone-in

 Code: Loin L014



**Description:** A bone-in cannon of lamb with the fat left on but the bark removed.


## 'Premium' Lamb Sirloin

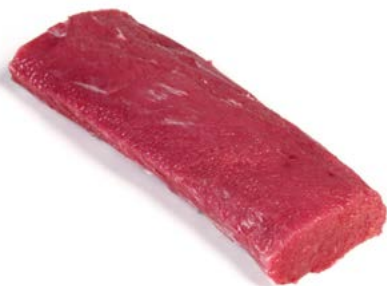
 Code: Loin L015



**Description:** Highly trimmed loin of lamb with the fat left on but the bark removed.

## 'Premium' Lamb Cannon

 Code: Loin L016



**Description:** Only a fully trimmed eye muscle is used for this premium cannon.

## Scrag Joint

 Code: Forequarter L004



**Description:** Cut from a section of the neck.

## Rolled Belly of Lamb

 Code: Breast L013



**Description:** This joint is prepared from three boneless breasts of lamb, with the red flank meat and excess fat removed. Ideal for slow or sous vide cooking.

## Boneless Rolled Breasts

 Code: Breast L011



**Description:** Two boneless trimmed breasts rolled together. Ideal for slow or sous vide cooking.

# Lamb Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](https://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Lamb Brisket Joints

 Code: **Breast L014**



**Description:** This joint is prepared using 3-4 fully trimmed lamb breast tips. Ideal for slow or sous vide cooking.

## Lamb Spare Rib

 Code: **Breast L012**



**Description:** The flank is removed from the rib section of the breast, excess fat is removed and the outer is scored. Ideal for slow or sous vide cooking.

# Lamb Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Leg Steaks – bone-in

Code: **Leg L019**



**Description:** Cut from the centre of the leg and contains a small bone in the centre of each steak.

## 'Premium' Lamb Leg Steaks

Code: **Leg L016**



**Description:** Premium lamb leg steaks are cut from the topside of lamb. Maximum fat thickness 5 mm.

## Lamb Leg Steaks

Code: **Leg L017**



**Description:** Boneless leg steaks. The whole leg is used for this steak.

## Escallops (Thick Flank)

Code: **Leg L018**



**Description:** A trimmed thick flank muscle cut into three equal-sized escallops.

## Chump Steaks – bone-in

Code: **Leg L020**



**Description:** Prepared from the bone-in chump and cut into portions.

## Chump Steaks – boneless

Code: **Leg L021**



**Description:** Boneless steaks cut from the chump.

## Bone-in Lamb Rump Portions

Code: **Leg L033**



**Description:** Prepared from the bone-in rump with the tail bone removed and cut into two portions.

## Rump portion (boneless)

Code: **Leg L030**



**Description:** Boneless rump prepared from the leg and chump.



# Lamb Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Lamb Pavé

 Code: Leg L012



**Description:** Whole topside cut into three equal portions with maximum fat thickness of 5 mm.

## Lamb Rump Pavé

 Code: Leg L036



**Description:** Prepared from a rump of lamb, which is cut square from the leg and cut lengthways in half.

## Lamb Pavé – Thick Flank

 Code: Leg L037



**Description:** The thick flank is cut in half lengthways for this pavé.

## Lamb Chateaubriand

 Code: Leg L038



**Description:** As the head of the fillet of lamb is very small, the small tender flank muscle is left attached to this Chateaubriand.

## Fillets

 Code: Loin L026



**Description:** Fully trimmed fillets of lamb.

## Daubes (leg)

 Code: Leg L015



**Description:** Prepared from boneless leg meat and secured with two roasting bands to keep the daubes in shape during cooking.

## Daubes (shoulder)

 Code: Forequarter L012



**Description:** These daubes are cut from a deboned and highly trimmed shoulder and secured with two roasting bands to keep the daubes in shape during cooking.

## 'Rustic' Lamb Chunkies

 Code: Forequarter L013



**Description:** Deboned and highly trimmed shoulder cut into individual portions, which are scored.

# Lamb Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Lamb Rosettes

 Code: Forequarter L014



**Description:** This product is produced from a deboned and highly trimmed shoulder.

## Valentine Steaks

 Code: Loin L022



**Description:** Cut from the lumbar section of the loin, and butterfly cut.

## 'Premium' Lamb Noisettes

 Code: Loin L023



**Description:** Cut from the lumbar section of the loin. The length of the breast flanks is the same as the length of the eye muscle. Maximum fat thickness 6 mm.


## Noisette Skewers

 Code: Loin L024



**Description:** Two noisettes on a wooden skewer.

## Leg Noisette Skewers

 Code: Leg L048



**Description:** Prepared from the silverside muscle of the leg. Skewer at even intervals and slice into noisette skewers.

## Cannon Skewers

 Code: Loin L025



**Description:** Only the eye of the loin is used for this product.

# Lamb Racks, Cutlets and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Rack – 7-rib

 Code: Loin L010



**Description:** The rib section of the loin is used.

## Rack – 7-rib (part fat removed)

 Code: Loin L043



**Description:** Rack of lamb with the outer layer of fat removed from the eye muscle but some fat is left on the rib section.

## Rack – 7-rib (cap and fat removed)

 Code: Loin L044



**Description:** Rack of lamb with cap and outer layer of fat removed.

## Rack – Banqueting-style

 Code: Loin L013



**Description:** A 7-bone rack, which has three rib bones removed at alternate intervals.

## 'Premium' single-bone mini rack

 Code: Loin L012



**Description:** A premium 3-rib rack, which has two of the outside rib bones removed, leaving the centre rib attached.

## Rack – 2 x 3-rib to include one cutlet

 Code: Loin L011



**Description:** These 2 x 3-rib racks are cut from a 7-bone rib, leaving one French cutlet, which will be included in the delivery.

## Rack – 6-rib (shoulder)

 Code: Forequarter L011



**Description:** This rack is cut from the rib section of the forequarter.

## Rack – 2-bone mini rack (shoulder)

 Code: Forequarter L032



**Description:** This 2-bone mini rack is prepared from the rib section of the forequarter.



# Lamb Racks, Cutlets and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Rack – 3-bone rack (shoulder)

 Code: Forequarter L033



**Description:** This 3-bone rack is prepared from the rib section of the forequarter.

## Rack – single-bone rack (shoulder)

 Code: Forequarter L034



**Description:** A 3-bone rack prepared from the rib section of the forequarter (Code: Forequarter L033), which has two of the outside rib bones removed.

## Cutlets

 Code: Loin L020



**Description:** Only the rib section of the loin is used.

## Cutlets – fully trimmed

 Code: Loin L041



**Description:** The length of the ribs is 40 mm from the tip of the eye muscle. External fat is removed from the loin.

## 'Premium' French Trimmed Cutlets

 Code: Loin L019



**Description:** Rack of lamb cut into individual premium cutlets.

## 'Premium' T-bone Chops

 Code: Loin L021



**Description:** Only the lumbar section of the loin is used for this premium T-bone chop.

## T-bone chops without flank

 Code: Loin L035



**Description:** T-bone chops without flank (fully trimmed).

## Barnsley Chop

 Code: Loin L018



**Description:** A double lamb chop. Maximum fat thickness 6 mm.

# Lamb Racks, Cutlets and Ribs



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Fully trimmed Barnsley chop

Code: Loin L036



**Description:** The flanks and all back fat are removed.

## Scrag Slices

Code: Forequarter L005



**Description:** A section of the neck cut into slices.

## Chunky Neck Chops

Code: Forequarter L037



**Description:** The split neck is removed in line with the first rib and excess fat is trimmed off. The remainder is cut into three portions.

## Neck of Lamb – boneless

Code: Forequarter L035



**Description:** The split neck is removed in line with the first rib, deboned, and excess fat is trimmed off.

## Neck – split and trimmed

Code: Forequarter L036



**Description:** The split neck is removed in line with the first rib and excess fat is trimmed off.

## Neck – meaty bones

Code: Forequarter L022



**Description:** The split neck is removed in line with the first rib and cut/sawn into 10 mm thick slices.

## Ribs – individual

Code: Breast L009



**Description:** The rib section of the breast with the flank removed. Trimmed of excess fat and cut into individual ribs.

## Ribs – small pieces

Code: Breast L010




**Description:** The rib section of the breast with the flank removed. Trimmed of excess fat and cut into individual ribs. Ribs are cut into 30–40 mm length pieces.

# Lamb Knuckles



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Shank (untrimmed)

 Code: **Leg L047**



**Description:** Untrimmed shank.

## Shank

 Code: **Leg L022**



**Description:** Cut from the leg with some of the heel muscle attached to create a meaty shank.

## Shank French trimmed

 Code: **Leg L023**



**Description:** Cut from the leg with some of the heel muscle attached to create a meaty shank. The shank is trimmed to expose 25 mm of bone.

## Shank French trimmed without heel muscle

 Code: **Leg L024**



**Description:** Cut from the leg without the heel muscle to create a mini shank. The shank is trimmed to expose 3 cm of bone.

## Knuckle Standard Shoulder

 Code: **Forequarter L019**



**Description:** Knuckle with one end square cut.

## Knuckle – short

 Code: **Forequarter L018**



**Description:** Knuckle with both ends square cut.

## Knuckle

 Code: **Forequarter L017**



**Description:** This is the meaty knuckle version, which contains extra shoulder meat and is French trimmed.



# Lamb Dice and Stir-Fry



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## 'Premium' Diced Leg 95% VL

 Code: **Dice L001**



**Description:** Prepared from a highly trimmed leg cut into 2.5 cm diameter dice. 95% visual lean.

## Diced Shoulder 90% VL

 Code: **Dice L002**



**Description:** Prepared from a highly trimmed shoulder cut into 2.5 cm diameter dice. 90% visual lean.

## Stir-Fry

 Code: **Stir-Fry L003**



**Description:** Prepared from highly trimmed lamb and cut into strips 10 cm long and 1 cm wide.

## Leg – dice and meaty bones

 Code: **Leg L027**



**Description:** The leg and chump with fat removed. The remainder is deboned and diced. Some meat is left in the bones and sawn into 2 cm thick pieces.

## Shoulder – dice and meaty bones

 Code: **Forequarter L025**



**Description:** A round shoulder with blade bone and excess fat removed. The remainder is deboned and diced. Some meat is left on the bones and sawn into 2 cm thick pieces.

# Lamb Mince



For full cutting specifications,  
visit [ahdb.org.uk/mpg](https://ahdb.org.uk/mpg)  
and enter the code into the  
'Cutting Specifications' search

## Minced Lamb 95% VL

 Code: **Mince L001**



**Description:** Mince is 95% visual lean.

## Minced Lamb 90% VL

 Code: **Mince L002**




**Description:** Mince is 90% visual lean.

# Lamb Offal and Trim




For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Lamb's Kidneys

 Code: **Offal L001**




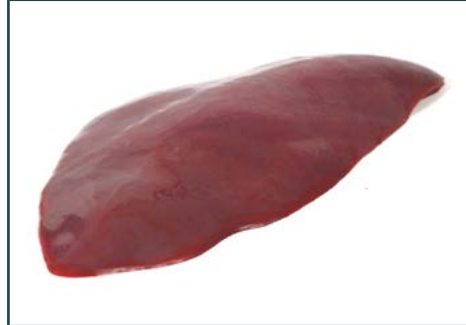
## Lamb's Heart

 Code: **Offal L001**




## Lamb's Liver

 Code: **Offal L001**




## Lamb's Sweetbreads

 Code: **Offal L001**



## 90% VL Lamb

 Code: **Trim L001**



## Lamb Fat

 Code: **Trim L002**



Note: The offal section in this publication is limited. However, AHDB has produced a separate guide, detailing fifth quarter and variety cuts.



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### Leg and Chump

 Code: **Leg M001**



**Description:** Whole leg and chump.

### Leg and Chump – without aitch and tail bone

 Code: **Leg M009**



**Description:** Partly deboned leg and chump with the knuckle trimmed.

### Leg and Chump without shank (boneless)

 Code: **Leg M002**



**Description:** Boneless leg and chump without shank meat.

### Leg without chump and shank (boneless)

 Code: **Leg M003**



**Description:** Boneless leg without chump and shank meat.

# Mutton Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Chump (boneless)

 Code: Leg M006



**Description:** The chump is removed from the leg and deboned.

## Middle

 Code: Loin M001



**Description:** The fore end is removed between the 6th and 7th rib and the chump is left on the leg.

## Best End and Middle Neck

 Code: Loin M007



**Description:** The breast flank is removed at a distance of 1½ times the length of the eye muscle.

## Loin – without Chump

 Code: Loin M002



**Description:** The length of the breast flanks is a maximum of 1½ times the length of the eye muscle.

## Loin – without Chump (boneless)

 Code: Loin M003



**Description:** Boneless loin without chump. The flank is 1½ times the length of the eye muscle.

## Loin – Eye Muscle fully trimmed

 Code: Loin M004



**Description:** Eye muscle prepared from a complete loin and fully trimmed of fat and gristle.

## Loin – Eye Muscle (with silver skin)

 Code: Loin M005



**Description:** Untrimmed eye muscle prepared from a complete loin.

## Fillets

 Code: Loin M006



**Description:** Fully trimmed fillets of mutton.

# Mutton Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Forequarter

 Code: **Forequarter M001**



**Description:** A 6-rib bone forequarter.

## Forequarter (without ribcage and neck bones)

 Code: **Forequarter M002**



**Description:** A partly deboned (6-rib bone) forequarter.

## Neck Fillet

 Code: **Forequarter M003**



**Description:** A neck fillet with the yellow gristle removed.

## Shoulder (round) – Paletilla

 Code: **Forequarter M004**



**Description:** Round shoulder removed from the carcass by following the natural seams.

## Breast – Square Cut

 Code: **Breast M001**



**Description:** Breast is removed between the 6th and 7th ribs, and flank tails are left on the leg.

## Breast – Square Cut (boneless)

 Code: **Breast M002**



**Description:** Breast is removed between the 6th and 7th ribs, and flank tails are left on the leg.



# Mutton Roasting Joints, Knuckles, Trim



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

Leg without chump and shank (boneless, netted)

 Code: Leg M004



**Description:** Boneless netted leg joint.

Shoulder Joint – boneless and netted

 Code: Forequarter M005



**Description:** Boneless joint prepared from a boneless forequarter.

Shank – with knuckle (Leg)

 Code: Leg M007



**Description:** Cut from the leg with the knuckle still attached.

Shank (Leg)

 Code: Leg M008



**Description:** Cut from the leg with the knuckle removed.

90% VL Boneless Mutton

 Code: Trim M001



**Description:** Lean mutton trim.

## Pork carcass classification

The following equipment is approved for use in the UK:

- Optical probe
- Hennessey Grading Probe (HGP)
- Fat-O-Meater (FOM)
- AutoFOM
- CSB Ultra-Meater

The HGP, FOM, AutoFOM and CSB Ultra-Meater are all automatic recording probes.

### Method 1

Optical Probe is used to measure backfat and rind thickness at the P1 and P3 positions, level with the head of the last rib. The probe is inserted 4.5 cm and 8 cm from the dorsal midline, respectively. The sum of the P1 and P3 measurements is recorded.

### Method 2

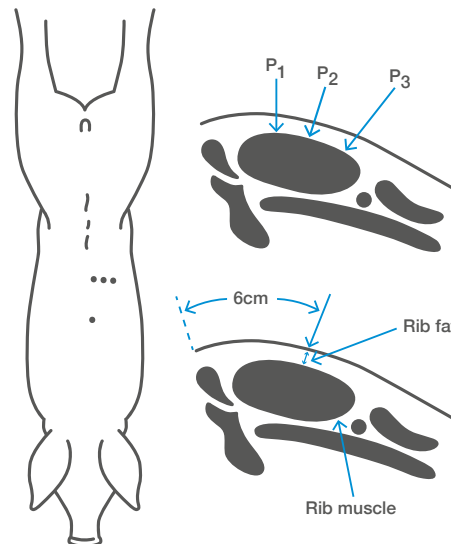
Optical Probe is used to measure backfat and rind thickness at the P2 position, level with the head of the last rib. The probe is inserted 6.5 cm from the dorsal midline.

### Method 3

HGP or FOM are used to measure:

- Backfat and rind thickness at the P2 position as for Method 2. The HGP or FOM probes are inserted 6 cm from the dorsal midline
- Backfat and rind thickness at a point 6 cm from the dorsal midline between the third and fourth last rib. This measurement is referred to as rib fat
- Longissimus dorsi (eye muscle) depth at a point 6 cm from the dorsal midline between the third and fourth last rib. This measurement is referred to as rib muscle.

### Locations of probing sites on a pig carcass



### Lean Meat Percentage (LMP) and EU Grade

LMP is calculated as follows:

- Optical probe
- Cold carcass weight and P2 (or P1 + P3) fat depths are used to estimate LMP

An EU grade can be allocated to a carcass by using the LMP.

### Lean meat percentage EU grade

Lean meat percentage	EU grade
60% and above	S
55–59%	E
50–54%	U
45–49%	R
40–44%	O
39% or less	P

### Visual Appraisal

This is the identification of pigs with carcass faults. These are described as 'Z' carcasses. Carcasses that are scraggy, deformed, blemished, pigmented and coarse skinned, those with soft fat or pale muscle, and those devalued by being partially condemned, are recorded as 'Z' on the carcass record (PCC1 or computer equivalent). Young boars are identified and recorded. Carcasses with poor conformation are recorded as 'C' carcasses at the request of the abattoir.

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# Pork Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Forequarter – incl. foot

 Code: 1026



**Description:** Bone-in forequarter with the foot attached.

## Forequarter – bone-in

 Code: 1003



**Description:** Bone-in forequarter.

## Forequarter – without neck, vertebrae and rib bones

 Code: 1004



**Description:** Bone-in forequarter – ribs, neck bones and vertebrae removed.

## Shoulder – round

 Code: 1005



**Description:** Removed from the forequarter with the collar muscles and brisket ribs removed.

## Shoulder – picnic

 Code: 1006



**Description:** Removed from the forequarter with the collar muscles, brisket ribs and part of the rind removed.

## Shoulder – boneless, rindless, excl. shank

 Code: 1027



**Description:** Prepared from the round shoulder (Code: 1005) excluding the shank muscles.

## Shoulder – boneless 95%VL, excl. shank

 Code: 1028



**Description:** Prepared from the round shoulder (Code: 1005) excluding the shank muscles. Trimmed to 95%VL.

## Boston Butt (Neck End) – bone-in, rind on

 Code: 1029



**Description:** This cut contains the collar and blade bone part of the shoulder.

# Pork Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Collar of pork – bone-in

 Code: 1007



**Description:** Bone-in pork collar, seam cut from the forequarter.

## Collar of pork – boneless

 Code: 1008



**Description:** Boneless collar, seam cut from the forequarter.

## Brisket Muscle

 Code: 1030



**Description:** The brisket muscle is removed by seam cutting from the round shoulder (Code: 1005).

## Brisket Muscle – fully trimmed

 Code: 1031



**Description:** The brisket muscle is removed by seam cutting from the round shoulder (Code: 1005). Excess fat and gristle removed.

## Shank – forequarter

 Code: 1032



**Description:** The shank is removed from the forequarter between the radius/ulna and humerus.

## Middle – incl. chump

 Code: 1033



**Description:** This middle consists of the loin and belly, including the chump, which is part of the leg.

## Middle – incl. fillet

 Code: 1018



**Description:** This middle consists of the loin and belly, including the fillet.

## Middle – excl. fillet

 Code: 1034



**Description:** This middle consists of the loin and belly with the fillet removed.



# Pork Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Middle – boneless

 Code: 1035



**Description:** This middle has all bones removed by sheet boning and does not include the fillet.

## Loin – bone-in, rind on, incl. fillet

 Code: 1010



**Description:** Bone-in loin including the rind. Fillet included.

## Loin – bone-in, rindless, incl. fillet

 Code: 1011



**Description:** Bone-in loin with rind and fat removed to a maximum fat depth of 10 mm. Fillet included.

## Loin – bone-in, rind on, excl. fillet

 Code: 1037



**Description:** Bone-in loin including rind but without the fillet.

## Loin – bone-in, rindless, excl. fillet

 Code: 1036



**Description:** Bone-in loin without the fillet, and with rind and fat removed to a maximum fat depth of 10 mm.

## Loin – boneless, rind on

 Code: 1056



**Description:** Loin with the bones and fillet removed.

## Loin – boneless, rindless

 Code: 1013



**Description:** Loin with rind, bones and fillet muscle removed.

## Loin and Chump – rind on

 Code: 1038



**Description:** Bone-in loin including the chump, which is part of the leg.

# Pork Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Loin and Chump – rindless

 Code: 1039



**Description:** Bone-in loin including the chump, which is part of the leg. Rind removed.

## Chump

 Code: 1057



**Description:** Chump removed from the loin and chump, and contains part of the rump muscles.

## Loin Eye Muscle 95%VL, incl. silverskin, chain and spinalis muscle

 Code: 1042



**Description:** Boneless loin with the tail and all back fat removed.

## Loin Eye Muscle 98%VL, excl. silverskin, incl. chain and spinalis muscle

 Code: 1043



**Description:** Boneless loin with the tail, all back fat and silverskin removed.

## Loin Eye Muscle – 99%VL

 Code: 1044



**Description:** Boneless loin, with the tail, all back fat, silverskin, chain and spinalis muscle removed, leaving just the eye muscle. Trimmed to 99%VL.

## Belly – bone-in, rind on

 Code: 1014



**Description:** Bone-in belly with the rind on.

## Belly – bone-in, rindless

 Code: 1040



**Description:** Bone-in belly with the rind removed.

## Belly – boneless, rind on

 Code: 1015



**Description:** Rind on belly with the ribs removed by sheet boning.

# Pork Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Belly – boneless, rindless

 Code: **1016**



**Description:** Rindless belly with the ribs removed by sheet boning.

## Leg and Chump – incl. head of fillet

 Code: **1017**



**Description:** Leg and chump removed from the side of pork by cutting between the last two lumbar vertebrae. Including the fillet head.

## Leg and Chump – excl. fillet head

 Code: **1045**



**Description:** Leg and chump removed from the side of pork by cutting between the last two lumbar vertebrae. Excluding the fillet head.

## Leg and Chump – without hip and tail bone, excl. fillet

 Code: **1046**



**Description:** Part-boned leg and chump of pork, excluding the head of the fillet.

## Leg of Pork

 Code: **1047**



**Description:** The leg of pork does not include the chump.

## Leg of Pork – boneless

 Code: **1048**



**Description:** Leg of pork with the hock removed. The femur is removed by tunnel boning. The leg of pork does not include the chump.

## Topside

 Code: **1019**



**Description:** Topside seam cut from the leg.

## Topside – excl. gracilis muscles

 Code: **1020**



**Description:** Seam cut from the leg with the gracilis and associated muscles removed.



# Pork Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Gracilis and associated muscles

 Code: 1049



**Description:** Gracilis and associated muscles are removed from the topside by seam cutting.

## Thick Flank

 Code: 1050



**Description:** Thick flank seam cut from the leg.

## Thick Flank – fully trimmed 98%VL

 Code: 1021



**Description:** Thick flank seam cut from the leg and trimmed to 98%VL.

## Silverside with Salmon Cut and Heel Muscle

 Code: 1022



**Description:** Silverside with salmon cut and heel muscle seam cut from the leg.

## Silverside with Salmon Cut

 Code: 1023



**Description:** Silverside with salmon cut seam cut from the leg.

## Silverside with Salmon Cut – fully trimmed 98%VL

 Code: 1055



**Description:** Silverside with salmon cut seam cut from the leg and trimmed to 98%VL.

## Silverside – fully trimmed 98%VL

 Code: 1051



**Description:** Silverside seam cut from the leg and trimmed to 98%VL.

## Salmon Cut – fully trimmed 98%VL

 Code: 1052



**Description:** Salmon cut seam cut from the leg and trimmed to 98%VL.

# Pork Primals



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Rump

 Code: **1053**



**Description:** Rump seam cut from the leg.

## Rump – fully trimmed 98%VL

 Code: **1024**



**Description:** Rump seam cut from the leg and trimmed to 98%VL.

## Heel Muscle – fully trimmed

 Code: **1054**



**Description:** Heel muscle seam cut from the leg and fully trimmed.

# Pork Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Carvery Leg Roast – boneless

 Code: 2003



**Description:** The topside and thick flank are removed from a boneless leg and chump. The remainder is trimmed of excess fat and gristle and rolled into a roasting joint.

## Carvery Shoulder Roast – boneless

 Code: 2002



**Description:** Produced from a partly deboned round shoulder for easy carving, with the shank left on.

## Leg of Pork – boned and rolled

 Code: 2001



**Description:** Tunnel boned and rolled leg of pork with the hock removed.

## Leg Joint – boneless

 Code: 2032



**Description:** Joints prepared from the leg and chump of pork.

## Loin and Belly Joint – boneless

 Code: 2004



**Description:** Boneless, rindless loin and belly rolled into a roasting joint.

## Boston Butt Joint (Neck End) – boneless and rindless

 Code: 2024



**Description:** This cut contains the collar and blade bone part of the shoulder and is deboned and rolled into a roasting joint.

## Collar Joint – Boneless

 Code: 2006



**Description:** Trimmed boneless collar rolled into a roasting joint.

## Collar Joint with crackling – boneless

 Code: 2019



**Description:** Trimmed boneless collar with added rind for crackling and rolled into a roasting joint.



# Pork Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Shoulder Joint – boneless (Feather and LMC muscles)

 Code: 2021



**Description:** Produced from the boneless round shoulder, which is seam cut and only the highly trimmed feather and LMC muscles are used for this roasting joint.

## Shoulder Joint – boneless (Brisket and Blade muscles)

 Code: 2022



**Description:** Produced from the boneless round shoulder, which is seam cut and only the highly trimmed brisket and blade muscles are used for this roasting joint.

## Loin Joint with Crackling – boneless

 Code: 2031



**Description:** Boneless and rind on loin, rolled into a roasting joint.

## Loin Joint – boneless and rindless

 Code: 2005



**Description:** Boneless and rindless loin, rolled into a roasting joint.

## Belly Roast – boneless and rindless

 Code: 2009



**Description:** Boneless and rindless belly, rolled into a roasting joint.

## Rack of Pork

 Code: 2008



**Description:** This joint is produced from the rib section of the loin.

## Tomahawk Rack

 Code: 2035



**Description:** This joint is produced from the rib section of the loin with 17.5 cm of the rib bones exposed.

## Loin Joints – 99%VL

 Code: 2018



**Description:** Only the eye of the loin, with all gristle and visible fat removed, is used for this joint.

# Pork Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Loin Cannon

 Code: 2033



**Description:** Produced from a boneless and rindless loin cut lengthways in half to produce Loin Cannons of required weight. Maximum fat thickness 7 mm.

## Loin Cannon – 99%VL

 Code: 2034



**Description:** Produced from a boneless and rindless loin, with all gristle and visible fat removed. Cut in half lengthways to produce Loin Cannons – 99%VL of required weight.

## Mini Leg Joint with Crackling – boneless

 Code: 2036



**Description:** Rind on mini joints prepared from a boneless leg and chump of pork without the topside.

## Mini Joint (350–450 g) – Leg

 Code: 2010



**Description:** Prepared from seam cut topside, silverside, thick flank and rump. Weight range 350–450 g.

## Mini Joint (350–450 g) – Topside

 Code: 2017



**Description:** Prepared from seam cut topside. Weight range 350–450 g.

## Mini Joint (350–450 g) – Collar

 Code: 2007



**Description:** Prepared from the collar. Weight range 350–450 g.

## Mini Joint with crackling (350–450 g) – Collar

 Code: 2020



**Description:** Prepared from the collar with added rind for crackling. Weight range 350–450 g.

## Chuck Eye Joint – Collar

 Code: 2023



**Description:** This joint is the continuation of the rib eye muscle, which runs into the collar.

# Pork Roasting Joints



For full cutting specifications, visit [ahdb.org.uk/mpg](https://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Fillet

 Code: **2012**



**Description:** Whole fillet.

## Fillet – fully trimmed

 Code: **2029**



**Description:** Whole fillet fully trimmed.

## Fillet on the bone

 Code: **2030**



**Description:** A bone-in fillet prepared from the lumbar section of the loin.



# Pork Chops, Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## T-Bone Chops

 Code: 3007



**Description:** Prepared from the lumbar section of the loin. Contains the loin and fillet muscle.

## Club Steaks

 Code: 3009



**Description:** Prepared from the rib section of the loin, with each club steak containing a rib.

## Cote de Porc

 Code: 3081



**Description:** Prepared from the rib section of the loin with every other rib removed.

## Tomahawk Steak

 Code: 3059



**Description:** Prepared from the rib section of the loin with each steak containing a long French trimmed rib.

## Chops – Loin (part vertebrae removed)

 Code: 3042



**Description:** Prepared from the whole loin without the fillet and part vertebrae removed.

## Chops – rib section of the loin

 Code: 3008



**Description:** Prepared from the rib section of the loin. Thickness 20 mm. Not all chops will contain a rib.

## Chops – collar

 Code: 3010



**Description:** Prepared from the bone-in collar. Thickness 20 mm.

## Thin Cut Escallops – Topside, excl. gracilis muscle (5–7 mm thick)

 Code: 3035



**Description:** Prepared from a fully trimmed topside without the gracilis.

# Pork Chops, Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Thin Cut Escallops – Silverside (5–7 mm thick)

 Code: 3036



**Description:** Prepared from a fully trimmed silverside.

## Thin Cut Rump Steak (5–7 mm thick)

 Code: 3038



**Description:** Prepared from a fully trimmed rump.

## Thin Cut Loin Steak (5–7 mm thick)

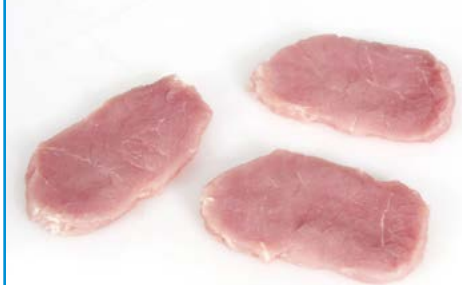
 Code: 3041



**Description:** Prepared from a rindless loin. Maximum fat level 5 mm and tail not to exceed 25 mm.

## Thin Cut Loin Escallops – 99%VL (5–7 mm thick)

 Code: 3006



**Description:** Prepared from a fully trimmed loin eye muscle.

## Thin Cut Collar Steaks (5–7 mm thick)

 Code: 3003



**Description:** Prepared from a fully trimmed boneless collar of pork.

## Thin Cut Belly Rashers – rindless (5–7 mm thick)

 Code: 3025



**Description:** Prepared from a rindless trimmed belly.

## Loin Cannon Steaks

 Code: 3051



**Description:** Prepared from the single loin eye muscle cut in half lengthways. Maximum fat level 7 mm.

## Oysters of Pork – Loin 99%VL

 Code: 3052



**Description:** Prepared from a fully trimmed loin eye muscle cut in half lengthways. Maximum thickness 15 mm.

# Pork Chops, Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Oysters of Pork – Topside, excl. gracilis muscle

 Code: 3039



**Description:** Prepared from a fully trimmed topside. Maximum thickness 15 mm and width 50 mm.

## Oysters of Pork – Salmon Cut

 Code: 3040



**Description:** Prepared from a fully trimmed salmon cut. Maximum thickness 15 mm.

## Topside Steaks (15 mm thick)

 Code: 3073



**Description:** Topside including the gracilis muscle. Maximum thickness 15 mm.

## Rump Steak

 Code: 3016



**Description:** Full rump removed from a leg and chump of pork, cut into steaks.

## Rump Steak on the bone

 Code: 3037



**Description:** Full bone-in rump removed from a leg and chump of pork, cut/sawn into steaks.

## Leg Steaks – Thick Flank

 Code: 3032



**Description:** Thick flank muscle removed from a leg and chump of pork, cut into steaks.

## Preso Steak (Denver Steak)

 Code: 3072



**Description:** Prepared from a single muscle that is seam cut from a collar of pork. A well-known cut in Spain.

## Steaks (LMC)

 Code: 3064



**Description:** The LMC muscle is seam cut from the round shoulder and cut into steaks.



# Pork Chops, Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Loin Steaks – boneless

 Code: 3004



**Description:** Complete boneless loin cut into steaks. Maximum fat thickness 8 mm. Tail of the loin not to exceed 25 mm.

## Valentine Steaks

 Code: 3012



**Description:** Complete boneless, rindless loin, butterfly-cut into steaks.

## Rib Eye Steaks

 Code: 3014



**Description:** Prepared from the thoracic section of the loin eye muscle, which includes the darker spinalis muscle.

## Loin Escallops – 99%VL

 Code: 3048



**Description:** Prepared from the single loin eye muscle without the darker spinalis muscle and chain. All fat and gristle removed.

## Collar Steak

 Code: 3001



**Description:** Boneless trimmed collar cut into steaks.

## Belly Slices – bone-in, rind on

 Code: 3022



**Description:** Slices of bone-in and rind on belly.

## Belly Slices – bone-in, rindless

 Code: 3023



**Description:** Slices of bone-in and rindless belly.

## Belly Slices – mini

 Code: 3024



**Description:** Small slices of rindless and boneless belly.

# Pork Chops, Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Fillet of Pork Spatchcock

 Code: 3045



**Description:** A completely trimmed fillet of pork, butterfly-cut.

## Fillet of Pork Spatchcock – portions

 Code: 3046



**Description:** A completely trimmed fillet of pork, butterfly-cut into required portions.

## Fillet on the bone

 Code: 2030



**Description:** Prepared from the lumbar section of the loin, leaving part of the bones attached to the fillet.

## Fillet steak on the bone

 Code: 3060



**Description:** Prepared from the lumbar section of the loin and cut into bone-in fillet steaks.

## Fillet Medallions

 Code: 3074



**Description:** Trimmed fillet cut into 25 mm thick medallions.

## Fillet of Pork – skewers

 Code: 3047



**Description:** Trimmed fillet cut into 25 mm steaks and skewered.

## Derby Pavé – collar

 Code: 3068



**Description:** Butterfly-cut, trimmed, boneless collar of pork.

## Daubes – collar

 Code: 3002



**Description:** A boneless collar cut lengthways into logs and then cut into required weight portions, secured with roasting bands.

# Pork Chops, Steaks and Daubes



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Daubes – leg muscles

 Code: 3018



**Description:** Required weight portions are prepared from the topside, silverside, rump or thick flank and secured with roasting bands.

## Chunkies – leg muscles

 Code: 3027



**Description:** Trimmed topside, silverside, rump or thick flank cut into required weight portions and diamond scored.

## Chuck Spatchcock – collar

 Code: 3065



**Description:** The Presa/Denver and the remaining rib eye muscles are removed from the collar. The remaining muscle is butterfly-cut into a chuck spatchcock.

## Belly Tendrions

 Code: 3026



**Description:** A boneless/rindless belly folded over, secured with elasticated bands and cut into required weight portions.

## Belly Blocks – boneless, rindless

 Code: 3033



**Description:** Small chunks of boneless/rindless belly with diamond score marks.

## Belly Pin Wheels

 Code: 3043



**Description:** A rolled boneless/rindless/trimmed belly, skewered and cut into required weight portions.



# Pork Ribs, Hock and Shanks



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Spare Rib – loin

 Code: 3019



**Description:** Rack loin ribs removed by sheet boning.

## Spare Ribs – loin, individual

 Code: 3075



**Description:** Rack loin ribs removed by sheet boning and cut into individual ribs.

## Gloucester Ribs Rack

 Code: 3055



**Description:** A rack of loin ribs comprising a variety of muscles, including the tail of the loin, creating a very meaty rib rack.

## Gloucester Ribs – individual

 Code: 3056



**Description:** Individual meaty ribs comprising a variety of muscles, including the tail of the loin.

## London Rib Rack – loin

 Code: 3057



**Description:** Vertebrae and feather bones of the loin with a minimum of 20 mm thick layer of meat.

## London Ribs

 Code: 3058



**Description:** Vertebrae and feather bones of the loin with a minimum of 20 mm thick layer of meat. Cut into 30 mm wide individual portions.

## Spare Ribs – belly

 Code: 3020



**Description:** Rack of ribs, including the soft bones/cartilage taken from the belly by sheet boning.

## Spare Ribs – belly, individual

 Code: 3021



**Description:** Individual ribs, including the soft bones/cartilage taken from the belly by sheet boning.

# Pork Ribs, Hock and Shanks



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## King Rib Rack – belly

 Code: 3053



**Description:** All the trimmed belly meat is left on the rib section of the belly to create a very meaty rib rack of required weight.

## King Rib – belly, portions

 Code: 3054



**Description:** All the trimmed belly meat is left on the rib section of the belly to create a very meaty rib, which is cut into individual portions containing two small ribs each.

## Derby Ribs – collar

 Code: 3066



**Description:** Prepared from the collar bones with a minimum of 20 mm thick layer of meat and cut into 30 mm wide portions.

## Derby Ribs – collar, boneless

 Code: 3067



**Description:** Prepared from a boneless collar.

## Brisket Rib Rack

 Code: 3069



**Description:** A very meaty rib rack, which includes the brisket muscle.

## Brisket Ribs – individual

 Code: 3070



**Description:** Individual meaty ribs.

## Forequarter Ribs

 Code: 3071



**Description:** A 4-bone rib rack produced from the forequarter.

## Pork Henry – whole

 Code: 2025



**Description:** Meaty shoulder blade of pork.

# Pork Ribs, Hock and Shanks



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Pork Henry – portions

 Code: 2026



**Description:** Meaty shoulder blade of pork cut into portions.

## Hock

 Code: 3076



**Description:** Bone-in and rind on, hind hock.

## Shank – hindquarter

 Code: 3077



**Description:** Produced from the hock with the rind and heel muscle part removed.

## Shank Portions – hindquarter

 Code: 3078



**Description:** Individual portions. Produced from the hock with the rind and heel muscle part removed.

## Shank – forequarter

 Code: 1032



**Description:** A bone-in and rind on shank, produced from the forequarter.

## Shank – forequarter, rindless

 Code: 3079



**Description:** A bone-in and rindless shank, produced from the forequarter.

## Shank Portions – forequarter, rindless

 Code: 3080



**Description:** Individual slices produced from the rindless forequarter shank.



# Pork Dice, Stir-Fry, Mince and Sausages



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Dice (leg muscles 98%VL)

 Code: 4001



**Description:** Produced from the leg and chump muscles, fully trimmed 98%VL and cut into dice.

## Dice (shoulder muscles 95%VL)

 Code: 4004



**Description:** Produced from the round shoulder muscles, fully trimmed 95%VL and cut into dice.

## Dice (collar 90%VL)

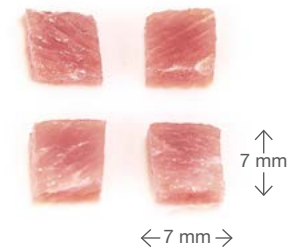
 Code: 4005



**Description:** Produced from the collar, fully trimmed 90%VL and cut into dice.

## 'Quick Cook' Dice (collar 90%VL)

 Code: 4006



**Description:** Produced from the collar, fully trimmed 90%VL and cut into 7 mm x 7 mm x 7 mm cubes.

## Stir-Fry (leg muscles 98%VL)

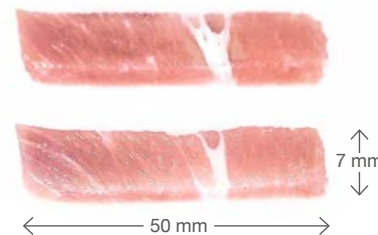
 Code: 4003



**Description:** Produced from the leg and chump muscles, fully trimmed 98%VL and cut into 1 cm x 1 cm x 6 cm stir-fry strips.

## 'Quick Cook' Strips (collar 90%VL)

 Code: 4002



**Description:** Produced from the collar, fully trimmed 90%VL and cut into 7 mm x 7 mm x 50 mm strips.

## Mince 95%VL

 Code: 5001



**Description:** Lean pork cuts 98%VL minced twice through a 5 mm plate.

## Sausages

 Code: 7001



**Description:** We have not prepared a full specification for pork sausages, because there are so many different regional varieties. The cost of the sausage is generally dictated by the type of meat used, the meat/fat/water content and what ingredients/preservatives/rusk/seasoning are used. Therefore, it is important when purchasing sausages to request this information.

# Pork Bacon and Cured Meat



For full cutting specifications, visit [ahdb.org.uk/mpg](http://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Back Bacon – rindless, smoked

 Code: 6011



**Description:** Cured loin of rindless pork, smoked and sliced to the required thickness.

## Back Bacon – rindless

 Code: 6001



**Description:** Cured loin of rindless pork, sliced to the required thickness.

## Streaky Bacon – rindless, smoked

 Code: 6012



**Description:** Cured belly of rindless pork, smoked and sliced to the required thickness.

## Streaky Bacon – rindless

 Code: 6003



**Description:** Cured belly of rindless pork, sliced to the required thickness.

## Gammon Steaks

 Code: 6005



**Description:** Cured boneless leg of pork formed into a cylindrical shape with the steaks cut across the grain.

## Gammon – whole

 Code: 6006



**Description:** Cured leg of pork.

## Gammon Smoked – whole

 Code: 6007



**Description:** Cured and smoked leg of pork.

## Gammon Joint – boneless and rolled

 Code: 6008



**Description:** Cured leg of boneless pork, formed into a cylindrical shape and tied with string at even intervals.

# Pork Offal



For full cutting specifications, visit [ahdb.org.uk/mpg](https://ahdb.org.uk/mpg) and enter the code into the 'Cutting Specifications' search

## Fore Trotters

 Code: 8008



**Description:** Bone-in trotters removed from the forequarter.

## Fore Trotter Split

 Code: 8009



**Description:** Bone-in trotters removed from the forequarter and split down the centre.

## Hind Trotters

 Code: 8010



**Description:** Hind trotters removed from the leg.

## Hind Trotter Split

 Code: 8011



**Description:** Hind trotters removed from the leg and split down the centre.

## Pig's Liver

 Code: 8013



**Description:** Pig's liver.

## Pig's Kidney

 Code: 8014



**Description:** Pig's kidney.

**Note:** The offal section in this publication is limited. However, AHDB has produced a separate guide, detailing fifth quarter and variety cuts.



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