

GAME SUPPLEMENTS

MIXING OF SUPPLEMENTS AND FEEDS FOR RUMINANT GAME

Commercially available feeds, such as game pellets, often contain high levels of crude fibre. As a result the energy value is low which makes these products less cost effective. By home mixing these feeds, this problem can be addressed, refer to the table below:

MIXING INSTRUCTIONS (kg)						
Feed	Maintenance		Supplementary		Lick	
	1	2	3	4	5	6
Voermol Molasses Meal	160	–	160	–	200	–
Voermol Super 18¹	–	160	–	160	–	200
Voermol Procon 33	200	100	200	200	350	400
Maize meal	200	300	400	400	–	–
Lucerne meal	–	–	250	–	–	–
Roughage (±4 % prot.)	400	400	–	200	–	–
Salt	5	5	5	5	200	250
Voermol Rumevite P12	–	–	–	–	50	50
Limestone	12	15	5	15	–	–
Total	977	980	1 020	980	800	900
COMPOSITION (%)						
Protein	10	10	14	14	15	18
Urea (max)	0	0.8	0	0.9	0	1.1
Phosphorus (min)	0.33	0.35	0.35	0.42	0.15	1.20
Calcium (max)	0.75	0.80	0.70	0.80	1.40	1.25
Trace minerals	√	√	√	√	√	√

¹ Contains 4.54 % urea.

RECOMMENDATIONS:

Mix 1 & 2: Feed *ad lib.* to ruminant game that have no access to grazing and/or hay.

Mix 3 & 4: Supplementary Feed. Feed at 1 % to 2 % of body weight with free access to grazing and/or hay.

Mix 5: Urea-free lick. Recommended intake, 150 g to 250 g per 50 kg body weight.

Mix 6: Urea-lick. Recommended intake, 120 g to 200 g per 50 kg body weight.



VOERMOL