

MemberUpdate

UPDATE 8 of 15 • 13 May 2015

TOPIC: Technical Guidelines Documents – Australian Grain Industry Code of Practice

DISTRIBUTION: GTA Members – primary contact list. Please circulate to all appropriate internal parties.

1. Background

The Australian Grain Industry Code of Practice was developed by Grain Trade Australia (GTA) on behalf of industry and originally released in July 2013. Adherence to the Code became mandatory for GTA Members on 1 July 2014.

The Australian Grain Industry Code of Practice (Code) describes the practices that the grain industry use to ensure Australian grain and grain products meet domestic or export customer requirements. The Code is available on the GTA website at <http://www.graintrade.org.au/grain-industry-code-practice>

2. Technical Guideline Documents

To assist industry in fulfilling their requirements under the Code, GTA will develop Technical Guideline Documents (TGD's) that will provide detailed information to industry on specific activities. These documents will assist implementation of each listed activity as outlined in the Code.

Industry will be encouraged to provide input into topics for inclusion and development of Technical Guideline Documents.

The agreed process for the development and approval of these Technical Guideline Documents is outlined in the Standard Operating Procedure as available on the GTA website.

http://www.graintrade.org.au/sites/default/files/GTA_Technical_Guidelines/Standard%20Operating%20Procedure%20-%20Approval%20of%20Technical%20Guideline%20Documents.pdf

3. New Technical Guideline Documents

The GTA Board have recently approved the release of six new Technical Guideline Documents as per below:

- No. 5 Static Grain Sampling – Road Truck
- No. 6 Grain Certification
- No. 7 Wheat Blending
- No. 8 Disputing Classification
- No. 9 Grain Drying
- No. 10 Truck Cleaning

These and existing Technical Guidelines Documents are available from the GTA website

<http://www.graintrade.org.au/grain-industry-code-practice/gta-technical-guidelines>