## **AVIAN INFLUENZA PREVENTION ZONE**

Essential biosecurity and housing requirements for chicken and turkey keepers

- Keep your chickens and turkeys housed. If you do not have purposebuilt housing you could use a garden shed or polytunnel, as long as there is adequate light, space and ventilation.
- Ensure there are no leaks or other forms of water ingress to the building.
- Seek guidance from your vet if you have concerns regarding your birds' health and welfare needs due to the new housing requirememnts.
- ✓ If it is impossible for you to completely house your birds, you must separate them from wild birds. Provide an enclosure or temporary structure that is fully netted (holes no greater than 2-5cm diameter)
- If there are any gaps in your housing where wild birds could get in, block them, or cover with netting.
- Partially enclosed birds must be kept separate from any fully housed birds.
- Feed and water must be provided indoors or undercover.

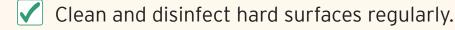
Animal & Plant Health Agency



Store bedding inside to reduce the risk of contamination.



Cleanse and disinfect footwear before and after tending to your birds. If you own more than 50 birds, you must place foot dips containing government approved disinfectant, at the correct dilution rate, at all entry and exit points. This is also advised for less than 50 birds.



Clean and disinfect equipment and vehicles to avoid disease spread between premises.

Minimise the movement of people, vehicles and equipment to and from bird areas and keep records of movements.

You must keep records of movement of poultry, captive birds and eggs. This is in addition to the usual rules on recording bird deaths and medicine usage when you check your birds.

Non-compliance with these biosecurity measures may be an offence. Read full details of the housing measures, biosecurity requirements and biosecurity checklist at:

England: www.gov.uk/bird-flu

www.gov.wales/avian-influenza Wales:

Scotland: www.gov.scot/avianinfluenza

Animal & Plant Health <u>Agencv</u>