

Table 2 Averages and gap-types of variables associated to the traditional smoking process (case of African brush-tailed porcupine and blue duiker)

	African brush-tailed porcupine	Blue duiker
Middleweight of the game before preparation / evisceration (kg)	4.70±0.2	5.500±0.200 <sup>a</sup>
Weight of the game eviscerated (kg)	3.30±0.2	4.375±0.500
Weight of the game after smoking (kg)	1.96±0.2	2.325±0.340
Lasted of the habiliment or tear up (min)	22.00± 4.0	14.400±4.357
Middle quantity of woods clear soup (kg)	7.80±3.1	9.400±0.100
Middle quantity of wood (middle kg)/masse of meat smoke (kg)	2.40±0.3	2.200±0.100
Length average per day (h)	6.30±1.4	6.400±0.600
Percentage of middle loss of weight during smoking (%)	40.60± 4.2	46.800±3.800
Output final means (in relation to the whole game) (%)	41.70± 1.7	42.300±2.100

<sup>a</sup>: the time of evisceration of blue duiker doesn't take in account the time of tear up the skin

$$\text{Percentage of weight losses} = \frac{\text{Weight of the game after erisceration} - \text{Weight after smoking}}{\text{Weight of the game before evisceration}} \times 100\%$$

$$\text{Final output} = \frac{\text{Weight after smoking}}{\text{Weight before evisceration}} \times 100\%$$

$$\text{Weight of meat smoke bois} = \frac{\text{Quantity of woods clear soup}}{\text{Weight of the game eviscerated}}$$