

# RENDERING TRUCK DRIVER / RENDERING MAINTENANCE

A rendering truck driver or rendering maintenance professional is responsible for transporting and processing deceased animals or animal remnants (bones, grease, fat) to create byproducts. In this case of rendering, animals have already died due to natural causes, disease, or euthanization and are therefore not meant for human consumption. Animal remains from meat processing facilities, restaurants, butcher shops, or supermarkets are also often rendered to create other products such as livestock or pet food, biodiesel, and more.

## WHAT RESPONSIBILITIES WILL I HAVE?

- Schedule and coordinate load schedules with farms, livestock facilities, rendering plants, restaurants, grocery stores, and other locations that utilize meat or animal remains
- Visit farms and livestock facilities regularly and on-demand to collect remains of deceased animals
- Transport remains to rendering plants
- Accurately enter rendering sales orders and invoices
- Observe all government and company regulations at all times
- Responsible for needed maintenance on tractor or trailer
- Oversee pre-trip inspections over tires, fuel, and oil
- Clean and maintain truck after load completions and refuel
- Comply with DOT rules and regulations as well as biosecurity requirements
- Maintain and clean expeller units
- Operate a forklift if necessary
- Maintain a safe and professional working environment



## WHAT EDUCATION & TRAINING IS REQUIRED?

High school diploma and a Class A CDL

## THE FOLLOWING HIGH SCHOOL COURSES ARE RECOMMENDED...

Agricultural education, animal science, biology, and mathematics

## TYPICAL EMPLOYERS

Rendering and biofuel facilities as well as food, livestock production, and animal/pet food companies

## FUTURE JOB MARKET/OUTLOOK



## SUGGESTED PROFESSIONAL ORGANIZATIONS & ASSOCIATIONS

- National Renderers Association
- American Trucking Association
- United Truck Drivers Association
- Women in Trucking Association

## AVERAGE ANNUAL FULL-TIME SALARY

\$32,000