

מִצְוֹת
לֹא תַעֲשֶׂה
#181

 We learn this mitzvah from Parshas Mishpatim: (דברים יבג)

וּבֶשֶׂר בְּשֵׂדָה טְרֵפָה לֹא
תֹאכְלוּ

We are not allowed to eat meat from an animal that was very sick or hurt badly before it was *shechted* (*treifa*).

מִצְוֹת
לֹא תַעֲשֶׂה
#182

 We learn this mitzvah from Parshas Re'eh: (ויקרא זכג)

וְלֹא תֹאכַל הַנֶּפֶשׁ
עִם הַבֶּשֶׂר


We are not allowed to eat “*Eiver Min Hachai*” — a part of an animal that was taken off when the animal was alive.

מִצְוֹת
לֹא תַעֲשֶׂה
#184

 We learn this mitzvah from Parshas Tzav: (ויקרא זכג)

וְכֹל דָּם לֹא תֹאכְלוּ

We are not allowed to eat blood (*dam*) of an animal or a bird.


 The details of this mitzvah are explained in Mishnayos & Gemara:
Mesechta Kerisus perek Hey

מצוות
לא תעשה
#185

 We learn this mitzvah from Parshas Tzav: (בראשית לב:ג)

כָּל חֵלֶב שׁוֹר
וְכֶשֶׂב וְעֵז לֹא תֹאכְלוּ

We are not allowed to eat *Cheilev* — certain fat from animals (*Cheilev* is the fat of the *korbanos* that would usually be burned on the *Mizbeiach*).


 The details of this mitzvah are explained in Mishnayos & Gemara: Mesechta Chulin perek Zayin

מצוות
לא תעשה
#183

 We learn this mitzvah from Parshas Vayishlach: (שמות לד:ב)

עַל כֵּן לֹא יֹאכְלוּ בְנֵי
יִשְׂרָאֵל אֶת גִּיד הַנֶּשֶׁה

We are not allowed to eat the *Gid Hanasheh*, a vein in the back thigh of the animal.

 The details of this mitzvah are explained in Mishnayos & Gemara: Mesechta Chulin perek Zayin

Rambam: Hilchos Maachalos Asuros

PERAKIM YUD-ALEF, YUD-BEIS, AND YUD-GIMMEL

In today's Rambam, we learn all about *Yayin Nesech*, wine that a *goy* touched. We are not allowed to drink it, in case the *goy* used it for *Avodah Zarah*. If there was *Yayin Nesech* in a bottle, the bottle can become not kosher.

Wine that is boiled is not used for *Avodah*

Zarah. That's why we use *mevushal* wine — boiled wine — so that we don't have to be worried that it might be used for *Avodah Zarah*, and we can drink it even if a *goy* does touch it.