

**TABLE D1—DEFECT CRITERIA FOR PORK CARCASSES, WHOLESALE
AND RETAIL CUTS AND BONELESS MANUFACTURING MEAT**

Food Safety or Public Health Defects		
TYPE	DESCRIPTION	CLASSIFICATION
BONE FRAGMENTS (Code 304)	One or more of a number or size seriously affecting product usability	CRITICAL
	Bone fragments 1 ½ " or more in greatest dimension, or numerous (over 5) minor fragments in one sample unit ¹ not seriously affecting product usability	MAJOR
	(1) Bone fragments less than 1 ½ " in greatest dimension; (2) Bone slivers (from rib) less than 3" long and less than ¼" wide; (3) Flexible bone chip from a rib and more than ¾ " in greatest dimension that is thin and crumbles easily, and with or without attached muscle tissue	MINOR
	(1) Thin bone scrapings less than 1/32" thick by 1/8 " wide by 3" long attached to muscle tissue; (2) Thin flexible bone slivers, either attached to or detached from muscle tissue, less than ¼ " wide and ¾ " long. (3) Thin bone fragments or chips either attached to or detached from muscle tissue that crumble easily and are less than ¾ " in greatest dimension	DO NOT SCORE

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INGESTA, FECAL or MILK (Code 310)	Any readily identifiable amount on carcasses, cuts, or boneless manufacturing meats ²	CRITICAL
	For products not subjected to the “zero-tolerance” standard, any amount equal to the area of a circle more than ½” in diameter	CRITICAL
	For products not subjected to the “zero tolerance” standard, any amount equal to the area of a circle ½” or less in diameter	MAJOR
HARMFUL EXTRANEIOUS MATERIAL (Code 313)	Any substance causing injury or illness (poisonous or toxic chemicals, sharp pieces of metal, glass, hard plastic, etc.); large insects, insects associated with insanitation, or any material of a number or size seriously affecting product usability	CRITICAL
	(1) Blunt pieces of wood 1” or more long; (2) Paper or plastic over 7 square inches; (3) Single piece of material covering an area greater than that of a circle with a diameter exceeding ½”; (4) Any substance causing minor bodily irritation or discomfort (chemicals, hard objects, etc.) (5) Numerous (over 5) harmless extraneous material minor defects in one sample unit ¹ not seriously affecting product	MAJOR

² This specific CRITICAL defect classification shall not be utilized on products that are not subject to the zero-tolerance standard, such as tripe or organs.

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OFF CONDITION (Code 322)		CRITICAL
PATHOLOGICAL AND PARASITIC LESIONS (Code 325)	Any lesion which would have been evident on post-mortem inspection or seriously affects product acceptability	CRITICAL
	Any lesion which would not have been evident on post-mortem inspection and does not seriously affect product acceptability	MAJOR

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Product Quality Defects		
TYPE	DESCRIPTION	CLASSIFICATION
BLOOD CLOTS (Code 301)	More than 6" greatest dimension, or numerous (over 5) minor blood clots in one sample unit ¹ not seriously affecting product usability	MAJOR
	1 ½ " to 6 " in greatest dimension	MINOR
	Less than 1 ½ " in greatest dimension	DO NOT SCORE
BRUISES (Code 331)	More than 2 ½ " in greatest dimension or more than 1 " deep, or numerous (over 5) minor bruises in one sample unit ¹ not seriously affecting product usability.	MAJOR
	1 " to 2 ½ " in greatest dimension or ½ " to 1 " deep	MINOR
	Less than one inch in greatest dimension and less than 1/2/ " deep	DO NOT SCORE
HARMLESS EXTRANEIOUS MATERIAL (Code 316)	(1) Paper or plastic wraps ½" to 7 square inches (2) A single piece of material covering an area equal to that of circle 1/8 " to ½ " in diameter	MINOR
	(3) Minute specks or dust (note: if affecting product appearance or usability, score under Code 331—Other.) (4) Pieces of plastic or paper wraps or any soft material less than 1/8 "	DO NOT SCORE
HAIR, HAIR ROOTS, SKIN² (Code 319)	Skin with or without hair or visible hair roots individually or in the aggregate aver 3 square inches or numerous (over 13) single strands of hair in one sample unit not seriously affecting product usability	MAJOR

¹ Do NOT score as minor also

² Do not score skin for skin-on products

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	<p>(1) Skin with or without hair or visible hair roots individually, or in the aggregate 1 square inch to 3 square inches</p> <p>(2) A total of 2-3 single strands of hair or 5-10 visible hair roots. Total the number of hairs or visible hair roots and round off to the nearest whole number. (When a second step is necessary, total the hair or visible roots from both steps and divide as above.)</p> <p>(3) A cluster of hair or visible hair roots (strands too numerous to count in one area)</p>	MINOR
	Skin with or without hair or visible hair roots, individually or in the aggregate less than 1 square inch.	DO NOT SCORE
DETACHED CARTILAGE (Code 307)	Numerous (over 5) minor defects in one sample unit ¹ not seriously affecting product usability	MAJOR
	1" or more long and free of muscle tissue	MINOR
	Less than 1 " long	DO NOT SCORE
STAINS, DISCOLORED AREAS (Code 328)	Stain equal to the area of circle greater than 1 ½ " in diameter; numerous (over 5) stains in one sample unit (12 pounds) not seriously usability	MAJOR
	Stain equal to the area of a circle ½ " to 1 ½".	MINOR
	Very light stains of any size or stains covering an area less than that of a circle ½ " in diameter	DO NOT SCORE

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OTHER (Code 331)	(1) Defect that individually or in the aggregate seriously affects the appearance or usability of the product. (2) Lung tissue in any amount	CRITICAL
	(1) Defects that individually or in the aggregate materially affects product usability (2) Any sample unit containing tooth or teeth, ear canal(s), lip with or without teeth marks, or piece(s) of kidney or liver.	MAJOR
	Defect that individually or in the aggregate affects product appearance but not its usability	MINOR