

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

<b>INGESTA, FECAL or MILK</b> (Code 310)	Any readily identifiable amount on carcasses, cuts, or boneless manufacturing meats <sup>2</sup>	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
<b>HARMFUL EXTRANEEOUS MATERIAL</b> (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 <sup>1</sup> not seriously affecting product	MAJOR

<sup>2</sup> 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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<b>OFF CONDITION</b> (Code 322)		CRITICAL
<b>PATHOLOGICAL AND PARASITIC LESIONS</b> (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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<b>Product Quality Defects</b>		
<b>TYPE</b>	<b>DESCRIPTION</b>	<b>CLASSIFICATION</b>
<b>BLOOD CLOTS</b> (Code 301)	More than 6" greatest dimension, or numerous (over 5) minor blood clots in one sample unit <sup>1</sup> not seriously affecting product usability	MAJOR
	1 ½ " to 6 " in greatest dimension	MINOR
	Less than 1 ½ " in greatest dimension	DO NOT SCORE
<b>BRUISES</b> (Code 331)	More than 2 ½ " in greatest dimension or more than 1 " deep, or numerous (over 5) minor bruises in one sample unit <sup>1</sup> 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
<b>HARMLESS EXTRANEIOUS MATERIAL</b> (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
<b>HAIR, HAIR ROOTS, SKIN<sup>2</sup></b> (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

<sup>1</sup> Do NOT score as minor also

<sup>2</sup> 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
<b>DETACHED CARTILAGE</b> (Code 307)	Numerous (over 5) minor defects in one sample unit <sup>1</sup> not seriously affecting product usability	MAJOR
	1" or more long and free of muscle tissue	MINOR
	Less than 1 " long	DO NOT SCORE
<b>STAINS, DISCOLORED AREAS</b> (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

<sup>1</sup> Do NOT score as minor also

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<b>OTHER</b> (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
<b>Product Quality Defects</b>		
<b>TYPE</b>	<b>DESCRIPTION</b>	<b>CLASSIFICATION</b>
<b>BONE FRAGMENTS</b> (CODE 304)	One or more of a number or size seriously affecting product usability  (Defect defined as One or more bones or bone fragments of a number or size that seriously affects usability of the trim for slicing, chopping, or otherwise processing further in the manufacture of meat food products)	<b>CRITICAL</b>