

TABLE D3—DEFECT CRITERIA FOR BEEF, LAMB, MUTTON, AND GOAT CARCASSES, AND RED MEAT WHOLESALE AND RETAIL CUTS AND BONELESS MANUFACTURING MEAT

Food Safety or Public Health Defects		
TYPE	DESCRIPTION	CLASSIFICATION
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 EXTRANEEOUS MATERIAL (Code 313-Harmful)	Harmful Extraneous Material 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
	Harmful Extraneous Material (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 ³ 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.

³ Do NOT score as minor

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(For cooked beef refer to Part 4 Section 4 Section IV. K)

Food Safety or Public Health Defects		
TYPE	DESCRIPTION	CLASSIFICATION
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 (such as 4 or more grubs on a beef carcass)	CRITICAL
	(1) Any lesion which would not have been evident on post-mortem inspection and does not seriously affect product acceptability; (2) Parasitic lesions from parasites not transmissible to humans: each lesion succeeding the first parasitic lesion found in the sample.	MAJOR
	First parasitic lesion, from parasites not transmissible to humans, found in sample. For bovine only, score one, two or three closely associated lesions on one piece of meat as one lesion	MINOR
Bone Fragments	Bone fragments containing apparent or suspect Specified Risk Material (SRM)	CRITICAL

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Product Quality Defects		
TYPE	DESCRIPTION	CLASSIFICATION
BLOOD CLOTS (Code 301)	Dressing defect, such as large clots in stick wound; Any blood clot more than 6" greatest dimension, or numerous (over 5) minor blood clots in one sample unit ⁴	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 ⁴ .	MAJOR
	1" to 2 ½" in greatest dimension or ½" to 1" deep	MINOR
	Less than one inch in greatest dimension and less than ½" deep	DO NOT SCORE
HAIR, HIDE AND WOOL ⁵ (Code 319)	(1) Hide (with or without hair) or wool ½" or more in greatest dimension; (2) Numerous (over 25) single strands of hair in one sample unit (other than hocks)	MAJOR
	(1) Hide (with or without hair) or wool less than ½" greatest dimension; (2) A total of five to ten single strands of hair or wool. Total the number of hairs, divide by ten, and round off to the nearest whole number to determine total hair defects. (When second step is necessary, total the hairs from both steps and divide as above.) (3) A cluster of hair (strands too numerous to count in one area)	MINOR

⁴ Do NOT score as minor

⁵ Do NOT score hide for hide-on products

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	Hide (with or without hair), individually or in the aggregate less than 1 square inch.	DO NOT SCORE
TYPE	DESCRIPTION	CLASSIFICATION
HARMLESS EXTRANEIOUS MATERIAL (Code 316- Harmless)	Harmless Extraneous Material (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 (3) A wild oat or other grass beard over 3/8” long or 3 or more pieces of wild oats or grass beards 1/8” to 3/8” long on one meat piece and without inflammation	MINOR
	(1) Minute specks or dust (note: if affecting product appearance or usability, score under Code 331—Other.) (2) Pieces of plastic or paper wraps or any soft material less than 1/8”	DO NOT SCORE
DETACHED CARTILAGE (Code 307)	Numerous (over 5) minor defects in one sample unit ⁶	MAJOR
	1” or more long and free of muscle tissue	MINOR
	Less than 1” long	DO NOT SCORE

⁶ Do NOT score as minor

NOTE: BEEF includes veal and calf

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Product Quality Defects		
TYPE	DESCRIPTION	CLASSIFICATION
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 affecting product 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
OTHER (Code 331)	(1) Defects that individually or in the aggregate materially affects product usability, including rail dust, dressing defects less than ¼” or similar specks (26 incidents or more). (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, such as improper trim of organs or less than 25 incidents of rail dust or dressing defects less than ¼”.	MINOR

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Product Quality Defects		
TYPE	DESCRIPTION	CLASSIFICATION
BONE FRAGMENTS (CODE 304)	<p>One or more of a number or size seriously affecting product usability</p> <p>(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)</p>	CRITICAL