KEY DATA ELEMENT (KDE) COLLECTION FRAMEWORK



Restaurants must collect and store Restaurant Receiving KDEs for 2 years or confirm their supplier will do so.

Ensure the supplier can:

- 1. Provide access to required KDEs
- 2. Confirm prior supply chain members have the necessary information
- 3. Provide the KDE information to regulators within 24 hours or provide access so the restaurant can do this.
- *The Reference Document Number will change as the FTL Food moves to a different part of the process

PACKING/COOLING KDEs

- Name & Description of commodity.
- Date harvested.
- Lot code (TLC)
- Location where it was harvested from.
- Location description
- Quantity /Unit of Measurement (UOM)
- Origin of the commodity (who you got the commodity from)
- If cooled: the location of where food was cooled and date of cooling.
- Location where commodities were packed.
- · Date shipped.
- Date food received for packing.
- Reference document with unique *Reference Document Number (Example: Bill of lading.)

DISTRIBUTOR KDEs

- Lot code (TLC)
- Product description
- Quantity/UOM shipped to restaurant.
- Date received FTL food.
- Receiving area where the distributor received the food
- Original grower/ processor (name and phone)
- Previous supplier location
- Reference document and *Reference Document Number.

SHIPPER KDEs

- Lot Code (TLC)
- Description of product
- Quantity/UOM
- Shipper location
- Previous location (supplier)
- Restaurant location shipped to
- · Date shipped.
- Reference document and *Reference Document Number.

PROCESSING (TRANSFORMATION) KDEs

- NEW TLC
- New product description
- Previous Lot Code(s) (TLCs) for every FTL food
- New quantity/UOM
- Place of transformation
- Date of transformation
- Reference Document Type and *Reference Document Number.

RESTAURANT RECEIVING KDEs

- Traceability Lot Code
- Ship From Location
- Received Location
- Traceability Lot Code Source
- Product Description
- Quantity and Unit of Measurement
- · Date Received the Food
- Reference Document Type and Number

