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

· Receiving area where

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

SHIPPER KDEs

- Lot Code (TLC)
- Description of
- product
- Quantity/UOM
- Shipper location

 Restaurant location shipped to

and phone)

- Previous location (supplier)
- Date shipped.
- Reference document and *Reference Document Number.

PROCESSING (TRANSFORMATION) KDEs

- NEW TLC
- New product description
- Previous Lot Code(s) (TLCs) for
- New guantity/UOM • Place of transformation
- Date of transformation
- every FTL food
- 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