

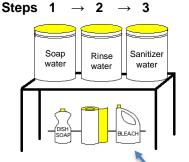
## **Environmental Management Department**

Protecting Public Health and the Environment

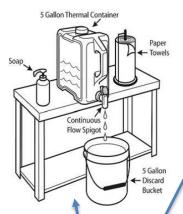
## Multi-Event Vendor and Temporary Food Facility Visual Checklist

This visual checklist is designed to assist you in reviewing the condition of your booth prior to or between inspections by this department. The photos below represent the major areas evaluated during a routine inspection; however, it may not include all items that are evaluated during an inspection. Please call (916) 875-8440 if you have any questions.

Can locate warewashing outside booth if there is overhead protection (ex: lids or canopy)



At least 1 hand washing station **INSIDE** the booth



Booth is free from pests Raw Beef Raw Chicken Ready to Eat Food

Separate raw meats in own coolers as well as ready to eat foods. Also surround foods with ice on top, bottom, and sides.

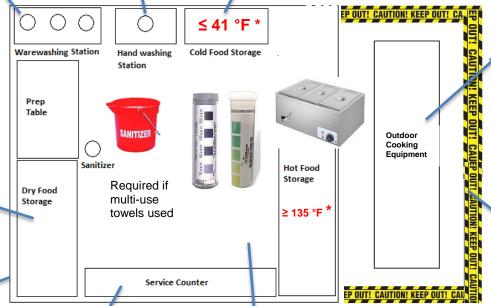
- Cold food held at 45 °F must be discarded at end of day
- Hot food held at 135 °F and above must be discarded at end of day



Personal items stored away from food and food equipment (ex: Inside tote)



Food and food equipment kept off the floor



Outdoor cooking equipment needs overhead protection that can be a fire retardant canopy, dome lids, or corrugated metal sheet. Not required for fryers and open flame BBQs.

Prevent customer access to outdoor cooking equipment



Booth is **FULLY ENCLOSED** with overhead protection



Sampling?

Serve to customers directly, do not allow self-serve unless fully pre-packaged and covered. Cold or hot hold samples until food is ready to be served if not shelf stable. Provide a hand washing sink when prepping/handling samples at event.



Entrance

Booth flooring (ex: tarp) on dirt or grass



Thermometer must read between 0 °F to 220 °F Recommendations:

- A) Extra warmers/reheating equipment (ex: generator fuel or chafing fuel)
- B) Extra ice for hot days
- C) Extra utensils for food preparation/service
- D) Extra water
- E) Do not overfill your hot/cold holding containers above the fill