

Product Recall Management

for Restaurants

RAPID PRODUCT RECALL SOLUTION FOR FOODSERVICE ORGANIZATIONS

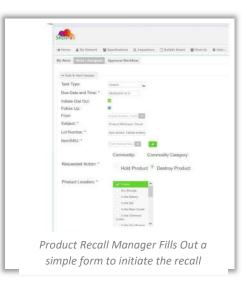
As a restaurant, you have unique requirements when handling Product Recalls in the supply chain.

Being able to recall product in a timely manner is critical in the fast moving operations of foodservice. Recalled product may be in storage, in restaurant locations, or

it may be on the plate of a consumer.

In the fast moving and dynamic realm of foodservice, operators and food safety personnel have a lot to manage in the day to day, let alone when a product recalls arises. You need a solution that allows you to quickly and effectively communicate the recall, obtain all the needed information from your supply chain to see if you are impacted, and then get back to work.

Once you decide to recall product from your supply chain, Share-ify RECALL helps you with tools to communicate and collect information quickly from your supply chain with a target goal of recalling product and confirming inventories in under two (2) hours.



Whether you need to contact your own restaurants or your business customers, Share-ify RECALL allows you to quickly construct a distribution list wherein you can send information to the population of contacts and ask to receive information in return as to whether the location or party is impacted.

The recipient may be called and / or emailed and is prompted to complete the "Certificate of Destruction." This auditable document is available online for completion and guides the user to say whether or not they have product, and if so, how much. It tells them what to do with the product if they have it and asks for a witnesses' name alongside the user actually handling the recall procedures.

Communication to the recipients can include pictures, best practice guides and event specific information. All of this becomes available to the user recipient.

Start reducing the time and stress involved in managing recalls today! Schedule a demo at <u>service@share-ify.com</u>.