

# iMIS Food - Physical Hazards Table

Category	Origin	Characteristics	Health Effects	Prevention & Control	Detection
Glass	<ul style="list-style-type: none"> <li>Raw materials (field).</li> <li>Packaging (jars, bottles).</li> <li>Facility (lights, windows).</li> </ul>	Hard, brittle, sharp. Transparent or colored.	Cuts, choking, internal injury.  <b>Severity: Medium to High.</b>	<ul style="list-style-type: none"> <li>Use alternatives (plastics).</li> <li>Protective covers for lights.</li> <li>Glass breakage procedures.</li> </ul>	<ul style="list-style-type: none"> <li>Visual inspection.</li> <li>X-ray inspection.</li> <li>Container integrity checks.</li> </ul>
Metal	<ul style="list-style-type: none"> <li>Machinery (wear/tear).</li> <li>Raw materials (wire, bullets).</li> <li>Maintenance debris.</li> </ul>	Hard, sharp. Magnetic or non-magnetic.	Cuts, choking, dental damage.  <b>Severity: Medium to High.</b>	<ul style="list-style-type: none"> <li>Preventative maintenance.</li> <li>Pre-start-up checks.</li> <li>Avoidance of metal clips/staples.</li> </ul>	<ul style="list-style-type: none"> <li>Metal detectors.</li> <li>Magnets (ferrous only).</li> <li>X-ray inspection.</li> </ul>
Wood	<ul style="list-style-type: none"> <li>Pallets, crates.</li> <li>Building structures.</li> <li>Field contamination.</li> </ul>	Splintery, fibrous. Hard or soft.	Cuts, choking, mouth injury.  <b>Severity: Low to Medium.</b>	<ul style="list-style-type: none"> <li>Use alternatives (plastic pallets).</li> <li>Strict pallet control.</li> <li>Regular maintenance.</li> </ul>	<ul style="list-style-type: none"> <li>Visual inspection.</li> <li>Sieves.</li> <li>Manual sorting.</li> </ul>
Stones / Minerals	<ul style="list-style-type: none"> <li>Harvested raw materials (soil).</li> <li>Crumbling concrete/building.</li> </ul>	Hard, dense, abrasive.	Dental damage, choking.  <b>Severity: Medium.</b>	<ul style="list-style-type: none"> <li>Supplier GAP compliance.</li> <li>Washing/Flotation steps.</li> <li>Building maintenance.</li> </ul>	<ul style="list-style-type: none"> <li>X-ray inspection.</li> <li>Stone traps/De-stoners.</li> <li>Flotation washers.</li> </ul>
Plastic (Hard)	<ul style="list-style-type: none"> <li>Rigid packaging.</li> <li>Equipment guards/parts.</li> <li>Staff tools (pens).</li> </ul>	Rigid, sharp fragments. Various colors.	Cuts, choking, injury.  <b>Severity: Medium.</b>	<ul style="list-style-type: none"> <li>Equipment maintenance.</li> <li>Use of metal-detectable plastics.</li> <li>Control of brittle plastics.</li> </ul>	<ul style="list-style-type: none"> <li>Visual inspection.</li> <li>Optical sorters.</li> <li>Sieves.</li> </ul>

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Plastic (Soft)	<ul style="list-style-type: none"> <li>Packaging films/bags.</li> <li>Soft seals, tubing.</li> <li>PPE (gloves).</li> </ul>	Flexible, light. Films, strands.	Choking hazard. <b>Severity: Low to Medium.</b>	<ul style="list-style-type: none"> <li>Proper waste handling.</li> <li>Use of detectable PPE.</li> <li>Regular seal inspections.</li> </ul>	<ul style="list-style-type: none"> <li>Visual inspection.</li> <li>Difficult to detect automatically.</li> </ul>
Personal Effects	<ul style="list-style-type: none"> <li>Staff (jewelry, buttons, pens).</li> <li>Medical items (band-aids).</li> </ul>	Variable shapes and materials.	Choking, injury, contamination. <b>Severity: Low to Medium.</b>	<ul style="list-style-type: none"> <li>Staff training &amp; GMPs.</li> <li>Ban on jewelry/loose items.</li> <li>Use of company-issued pens.</li> </ul>	<ul style="list-style-type: none"> <li>Visual supervision.</li> <li>Metal detectors (if metallic).</li> </ul>
Pests	<ul style="list-style-type: none"> <li>Infested raw materials.</li> <li>Environment entry.</li> </ul>	Insects, larvae, droppings.	Consumer aversion, pathogens. <b>Severity: Low to High.</b>	<ul style="list-style-type: none"> <li>Integrated Pest Management (IPM).</li> <li>Building proofing/screens.</li> <li>Sanitation.</li> </ul>	<ul style="list-style-type: none"> <li>Visual inspection.</li> <li>Traps (light/pheromone).</li> <li>Optical sorters.</li> </ul>
Bone Fragments	<ul style="list-style-type: none"> <li>Meat, poultry, fish processing.</li> </ul>	Hard, sharp fragments.	Choking, dental damage, cuts. <b>Severity: Medium.</b>	<ul style="list-style-type: none"> <li>Validated deboning processes.</li> <li>Manual trimming.</li> <li>Supplier specifications.</li> </ul>	<ul style="list-style-type: none"> <li>X-ray inspection.</li> <li>Visual checks.</li> </ul>
Unwanted Natural Components	<ul style="list-style-type: none"> <li>Fruit pits/stones.</li> <li>Nutshells.</li> <li>Stems/stalks.</li> </ul>	Hard, fibrous, sharp.	Choking, dental damage. <b>Severity: Low to Medium.</b>	<ul style="list-style-type: none"> <li>Sourcing "seedless" varieties.</li> <li>Effective pitting/shelling process.</li> <li>Sifting/Sorting.</li> </ul>	<ul style="list-style-type: none"> <li>Optical sorters.</li> <li>X-ray inspection (dense items).</li> <li>Sieves.</li> </ul>