

# Case Study

## RTE - Frozen Food



Correction Action Team (CAT Team) representing sanitation, QA, and production departments of RTE Frozen Food Company were unable to collaborate to quickly and effectively eradicate *Listeria* spp. inside freeze tunnels.

- CAT Team reviewed COAs and Excel spreadsheets to maintain a map of facility which they manually updated to mark non-conforming results.
- Sites that were cleaned would recur with subsequent positive results weeks or months afterwards.

### Roadblocks

- CAT Team focused on individual positive results rather than aggregated data.
- Unable to see patterns and trends.
- Unable detect recurrences in same locations, or relative to other locations or sanitary zones over time.
- Manually updating spreadsheets and maps was time consuming and difficult to maintain.
- Spreadsheets and maps were difficult to share across teams.

### How eBacMap Helped

- eBacMap allowed tracking and trending of large amounts of data.
- eBacMap provided CAT Team with at-a-glance visibility of a facility map showing contaminated sites relative to other locations and time frames.
- Maps, trending data, and automated notifications eliminated communication lag due to shifts, locations, and language barriers
- Maps and photos helped identify specific areas for corrective actions.
- eBacMap simplified data gathering by using drag-and-drop tools and cloud based digital storage.



### Better Organization

- eBacMap houses master swab site list.
- Swab site list organized by sanitation zones 1-4.
- Photos for each swab site loaded through easy drag and drop tool
- Swab list is easily exportable.



### Improved Food Safety

- By recognizing patterns and contamination sites more readily, sanitation efforts were more targeted and effective.
- Improved sanitation verification.



### Save Money

- CAT Team efficiently identified contamination locations.
- CAT Team was able to identify patterns and causes of incidences.
- CAT Team improved communications allowing for faster resolution, reduced downtime and reduced rework.