



Don't Waste, Donate!

How does Senate Bill 1383 affect me?

One of SB 1383's primary goals is to significantly reduce the amount of donatable food going to landfills by diverting it to food recovery organizations and people facing hunger. All Tier 1 and Tier 2 food generators are required to donate surplus food and track how much is donated monthly.



Donating food is an easy way to address food insecurity in your community while simultaneously reducing food waste filling our landfills!

Am I a Tier 1 or Tier 2 food generator?

Commercial Edible Food Generators

Tier 1

January 1, 2022

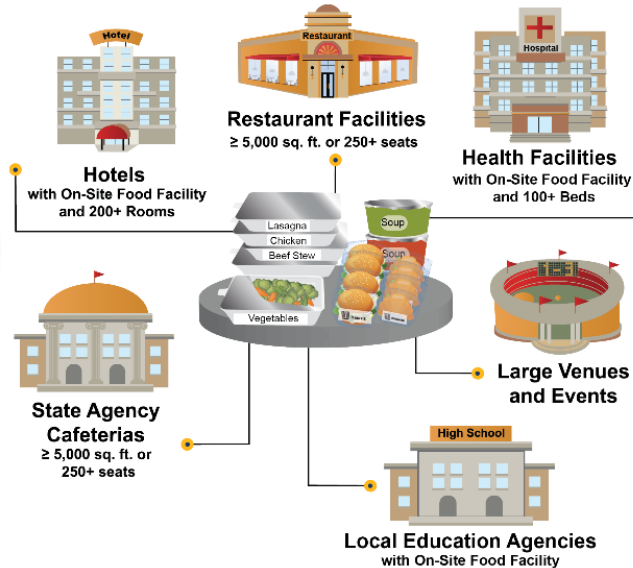
Tier one businesses typically have more produce, fresh grocery, and shelf-stable foods to donate.



Tier 2

January 1, 2024

Tier two businesses typically have more prepared foods to donate, which often require more careful handling to meet food safety requirements (e.g. time and temperature controls).



What is Edible Food?

Food intended for people to eat, including food not sold because of appearance, age, expiration date, freshness, grade, size, or surplus. Includes but is not limited to prepared foods, packaged foods, and produce.

How do I comply?

- 1) Identify what edible foods can be diverted from landfills
- 2) Partner with a [local recovery organization](#) to establish a donation contract
- 3) Package food and maintain at proper temperatures for safe transport
- 4) Document donated foods monthly by weight

See the *Safe Surplus Food Donation Toolkit* [here](#)

What foods **CANNOT** be donated?

- Hot foods held on a mobile food facility or at a temporary event
- Cold foods held above 41°F
**(exceptions: raw shell eggs and sealed pasteurized dairy products held at or below 45°F)*
- Foods using the process called "Time as a Public Health Control"
- Foods previously served to customers
- Any foods suspected of being contaminated

Support Food Charities!



Offices located in Corona, Hemet, Indio, Murrieta, Palm Springs, and Riverside. For more information call (888) 722-4234 or visit www.rivcoeh.org