



Canned Sweet Cherries Score Points - Whole - 100 Units

Factors		Maximum Weight of Defects Permitted for the Respective Grade													
Color	Grade	A				V ¹	B			V ¹	C			V ¹	
	Points	30	29	28	27		26	25	24		23 ²	22 ²	21 ²		
		Ripe, Bright, Well Mature					Reasonably Ripe, Bright, Mature				Fairly Ripe, Bright and Mature, Fairly Uniform				
B – Reasonably Good		0	0	0	0	0	---	---	---	-	---	---	---		
C – Fairly Good		0	0	0	0	0	0	0	0	0	---	---	---		
Uniformity of Size	Points	20		19		18		17		16		15 ²		14 ²	
<i>Un-pitted Style</i>															
Less than 1/10		0	0	0	0	0	0	0	0	0	0	1-2		3-5	
Weight Variation more than 100%		0	0	0	0	0	0	0	0	0	0	0		0	
<i>Pitted and Un-pitted Styles Diameter Variation</i>															
Exceed 1/16 inch		0	1-7		8-15		6	---	---	-	---	---		---	
Exceed 1/8 inch		0	0	0	0	0	1-7		8-15		6	---	---		
Exceed 3/16		0	0	0	0	0	0	0	0	0	May Vary			MV	
Defects	Points	30	29	28	27		26 ³	25 ³	24 ³		23 ³	22 ³	21 ³		
HEM & Stems over ½ inch		0	0	0	1	1	1	1	1	1	1	2	2		
Portions of stems not longer than ½ in.		0	0	0	1	1	1	1	1	1	2	3	4-5		
Portions of stems not longer than ¼ in.		0	0	0	1	1	2-4	5-7	8	3	9-11	12-14	15-17		
Pits in pitted style		0	0	0	2	2	2	2	2	2	2	2	2		
Total slightly damaged, damaged, seriously damaged, slightly misshapen, misshaped, blemished, seriously blemished (including)		0	1-3	4-7	8-10	4	11-13	14-17	18-20	7	21-23	24-26	27-30		
											Except slightly misshapen				
											11-12	13-14	15		
Damaged, seriously damaged, misshapen, blemished and		0	1	2-3	4-5	3	6-7	8-9	10	4	Except damaged & misshaped				
Seriously blemished include SD & SB		0	0	1	2	2	3	3	4	2	Except damaged & misshaped				
Character	Points	20		19		18		17 ³		16 ³		15 ³		14 ³	
Process cracks in un-pitted style		0	1-2		3-5		3		6-7		8-10		4		---
B- Reasonably good character		0	1-5		6-10		4		---		---		-		---
C-Fairly good character		0	0		0		0		1-5		6-10		4		---
Markedly flabby		0	0		0		0		0		0		0		1-5
Thin flashed (Un-pitted only)		0	0		0		0		0		0		0		---

¹ V columns are allowance s for verification sample of 20 units.

² Partial Limiting Rule

³ Limiting Rule

SD= seriously damaged; SB=seriously blemished. MV=may vary