Food Handler Cards

What Employers Need to Know

JANUARY 1, 2024

Under SB 476 require employers to pay their staff for all costs associated with obtaining a food handler card (FHC).

- The time required for the employee to complete the training;
- · the cost of testing; and
- any element required for the completion of the certification program

CRA LEGAL PARTNER RESOURCE

Members get one call (not to exceed 15 minutes) of legal advice per month!



Your 4-Step Action Plan

By CRA Legal Partner Fisher Phillips

Fisher Phillips reviews the obligations under SB 476 and has developed a four-step action plan to ensure compliance when the law took effect in January 1, 2024.





TRAIN AND SAVE

With CRA Marketplace Partner ServSafe®

Small and large businesses alike will face a difficult task in accounting for the additional costs associated with SB 476. ServSafe® is offering a 25% discount on Food Handler Training with the code EMPLOYEE20 at checkout to help.



ServSafe® Online Trainings

ServSafe® online courses are interactive and include multiple language options.

ServSafe® California Food Handler Training | \$11.99





San Diego Residents ServSafe® Food Handler Training | \$14.99







Need to Know Basics

Who needs a FHC?

A food handler is defined as anyone who stores, serves or prepares food.

Obtaining a FHC

<u>California Health and Safety</u>
<u>Code</u> requires relevant workers to obtain a food handler card within 30 days of their hire date.

Maintaining a FHC

Relevant workers must re-certify every three years.

Need in-person training or have questions?



Contact Macy Fitch mfitch@calrest.org, or visit calrest.org/training

Need to set up a call with one of our legal partners?



Contact Jackie Gutierrez

helpline@calrest.org, **or visit** calrest.org/post/legal-center-advice

Exclusive Savings for You

Purchasing more than 50?
Contact Macy Fitch for bulk pricing.

As a thank you for being part of the CRA community, use the promo code **EMPLOYEE20** to receive a discount on either training.