





Most Common Contaminants

Keep these common contaminants OUT of your recycling bin.



NO Recyclables in Plastic Bags

Empty loose recyclables in bin but leave the plastic bag out.



NO Food & liquids

Compost instead! Otherwise, it belongs in the trash.



NO Electronics & Small Appliances

Donate if in good condition, or schedule a bulky item pickup, if available. Check **earth911.com** for a local drop off site.



NO Textiles, Bedding, Rugs & Carpet

Donate these items if they are in good condition. Large quantities may require special disposal.



NO Hoses, Holiday Lights, Hangers & Extension Cords

They wrap around equipment and can shut down an entire facility! They all go in the trash.



NO Plastic Bags, Film/ Sheeting & Flexible Film Packaging

Take plastic bags back to a local grocer to keep bags clean and dry, and prevent them from shutting down recycling facilities. Visit plasticfilmrecycling.org to find a drop off location near you.



NO Paper Napkins, Plates, Cups & Tissues

Compost if possible, and remember to recycle the cardboard tube.



NO Polystyrene Foam

Foam and plastic to-go containers are not recyclable curbside. Find drop off programs for items like foam packing peanuts at earth911.com.



NO Tires, Auto Parts & Scrap Metal

(Not in recycling or trash) Can damage equipment & are safety hazards. Contact local scrap recyclers or retail tire stores for recycling options, or check earth911.com for a drop off center near you.



NO Concrete, Wood & Construction Debris

Can damage equipment & are safety hazards. You may be able to schedule a bulky item pickup – otherwise throw it in the trash or order a roll off bin by contacting Waste Management Customer Service.



NO Yard Waste & Wood

Compost or put in your yard waste cart, if available. Otherwise, it belongs in the trash.



NO Non-Recyclable Plastic

Not everything that is plastic is recyclable! Recycle only food & beverage bottles, jugs and tubs.

For more information on recycling, visit **RecycleOftenRecycleRight.com**