

A graphic on the left side of the flyer. At the top, there are three green recycling arrows forming a triangle against a blue background. Below this, a yellow shape contains the text 'WHAT YOU NEED TO KNOW ABOUT'. Further down, a green bottle is shown, partially filled with a light blue liquid, set against a background of brown and blue geometric shapes.

## WHAT YOU NEED TO KNOW ABOUT

# RECYCLING REQUIREMENTS FOR APARTMENTS

## Why recycle?

- **State law now requires that apartment communities/multi-family housing with 5 or more units must recycle.**
- Recycling may provide opportunities to save money.
- Recycling helps conserve resources and also helps create a healthy environment for our community and future generations.
- Many apartment residents are requesting recycling. Providing recycling helps promote your community as environmentally friendly and may help fill vacancies.

## How to get started

It's easy to recycle.

- Use the information on the other side of this flyer to help your residents learn what they must do and what items can be recycled.
- Make sure residents separate recyclable items from trash inside their home.
- Tell residents they must place recyclable items in outside recycling containers for collection.
- Make sure residents know where outside recycling containers are located.
- **Note:** Any business or individual may donate, sell and/or otherwise arrange for the pickup of recyclable materials.

## Where to go for more information

Visit <http://kwrarecycles.net/> for a list of local recycling and solid waste service providers in your area. Or, call the office at (559) 583-8829 for more information.



For additional general information about recycling and waste reduction, visit the California Department of Resources Recycling and Recovery (CalRecycle) at [www.calrecycle.ca.gov](http://www.calrecycle.ca.gov).



Information about multi-family recycling is available from the California Apartment Association at [www.caanet.org/caarecycling](http://www.caanet.org/caarecycling).