

MURRAY COUNTY RECYCLING PROGRAM

PROPER PREPARATION OF ACCEPTABLE MATERIALS:

- Aluminum:** Aluminum beverage cans. Clean foil, disposable pie pans and TV Dinner trays. All Aluminum should be clean and dry; flattened.
- Tin Cans:** All steel (tin) beverage and food cans. All cans must be clean and dry.
- Glass:** All colors, shapes and sizes of unbroken glass bottles, jars and beverage containers. All caps and rings removed. All glass must be clean and dry. NO window glass, drinking glasses, ceramics, lightbulbs or dishware. Glass must be separated by color; clear, brown or green.
- Plastic:** Check for the following codes on the bottom of the container:
PETE 1 – Containers are plastic pop and liquor bottles.
HDPE 2 – Containers are milk jugs, water jugs, and laundry detergent bottles.
LDPE 4 – Containers are margarine tubs.
PP 5 – Containers are sour cream and ice cream tubs.
Lids and tops must be removed and plastics must be clean, dry and flattened.
- Newspapers:** Dry, clean newspaper and inserts, bagged in brown paper bags or bundled with string. NO phone books.
- Magazines:** All types of magazines and catalogs. NO books, TV Guide, Reader's Digest or any magazine that is not glossy throughout. All magazines must be dry and bundled in brown paper bags or tied in bundles.
- Cardboard:** All colors and type of UNWAXED corrugated cardboard, such as shipping cartons, furniture and appliance boxes. (*Corrugated cardboard has the layer in the middle.*) Cardboard must be dry, flattened and bundled.
- Kraft Paper:** All grocery bags and brown wrapping paper. Bag and bundle with the cardboard.
- Office Paper:** Only white paper is acceptable. NO colored paper or envelopes with windows. NO JUNK MAIL. All white office paper must be dry and separated into a paper or plastic bag.

NO plastic bags. NO plastic film. NO styrofoam peanuts. NO styrofoam packaging. NO styrofoam egg cartons.

??QUESTIONS??

**Please call Environmental Services Office, 2500 28th Street, Slayton, MN 56172-0057
(507) 836-6148, ext. 156**