

New Changes 2016

SECTION B. WASTE COLLECTION REGULATIONS

4.02. Collection.

- A. The city will collect garbage and refuse from a consumer's premises if the waste is placed for collection in compliance with the regulations contained in this section.
- B. Collections are made;
- (1) once per week if the service address is a residence, multi-family dwelling, or business or professional office;
 - (2) twice per week if the service address is a commercial or retail establishment other than a food service establishment;
 - (3) three times per week if the service address is a food service establishment;
 - (4) At other intervals by prior arrangement with the city.
- C. A consumer must: *you the customer*
- (1) Provide a container for garbage, such container being of a sufficient capacity to accommodate and securely keep all garbage that may accumulate from the consumer's premises;
 - (2) Place the container in a location in the city right-of-way accessible for pick-up, but not in a location which will require a city employee to enter onto the consumer's premises or in a location that obstructs a public street or sidewalk;
 - (3) Place all garbage in garbage bags, tied and closed securely, inside the container and maintain garbage bags and container in a sanitary condition;
 - (4) Place the container out to be collected before 8:00 a.m. on the consumer's designated collection day.
- D. Garbage that will not be collected:
- (1) No container of any shape, size or form will be picked up, emptied and returned by city personnel.
 - (2) Garbage bags totaling weight in excess of 40 pounds.
 - (3) Garbage or trash not securely placed that may be subject to being blown by wind from its place of deposit for collection.
 - (4) Any hazardous waste. Hazardous waste must be properly disposed of by the consumer at the consumer's expense.

THIS ORDINANCE TAKES EFFECT ON THE DATE OF ITS PASSAGE.

PASSED, APPROVED, and ADOPTED this 8th day of February, 2016.


Pauline Gonzales, Mayor

ATTEST:


Romana R. Bienek, City Secretary