

Waste Guide



Kearney Hall residents are responsible for emptying their room waste. Keep this guide handy and refer to as needed.

Recycling, Compost, & Landfill

✓ Take to the waste room located near the main lounge on floors 1-4.

Cardboard Boxes

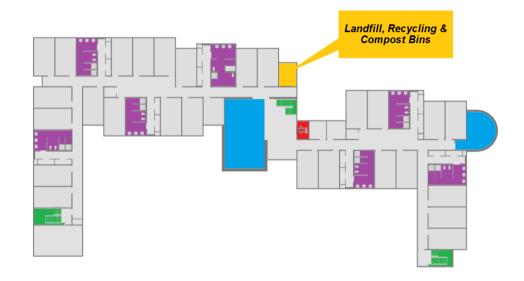
✓ Flatten and take to the recycle bin located in the 1st floor waste room. Never put cardboard down the chutes as they can jam and cause a safety & fire hazard.

eWaste & Reusables

- ✓ Bins are located at the Area Service Desk in Tercero Services Center.
- ✓ For large items, contact us for instructions.

Household Hazardous Waste

✓ Contact us for instructions.







Sort it out!

Recycling

Containers must be emptied of liquid and food residue

- ✓ Aluminum, steel, & tin cans
- ✓ Glass bottles & jars
- ✓ White & colored paper
- ✓ Magazines & newspapers
- ✓ Paperboard (e.g. Cereal box)
- ✓ Plastic containers identified with



Compost

- ✓ Liquid & food waste
- ✓ Compostable paper cups & food containers
- ✓ Compostable plastic & wood utensils
- ✓ Food soiled pizza boxes
- ✓ Compostable plastic containers identified with



Reusables

Gently used:

- ✓ School supplies
- ✓ Books
- ✓ Clothing & accessories
- ✓ Art & craft materials
- ✓ Video games
- ✓ Small working electronics

Landfill

✓ Packing Foam/Styrofoam™identified with



- ✓ Plastic bags & film
- ✓ Food wrappers
- ✓ Plastic utensils & straws
- ✓ Soup & beverage cartons
- ✓ Empty aerosol cans

Electronic Waste (eWaste)

- ✓ Batteries
- ✓ Inkjet cartridges
- ✓ Cell phones & accessories
- ✓ Small non-working electronics

Household Hazardous Waste

- ✓ Non-empty aerosol cans
- ✓ Glues & adhesives
- ✓ Household cleaners
- ✓ Mercury thermometers
- ✓ Nail polish & remover
- ✓ Oil & latex paints
- ✓ Pharmaceuticals
- ✓ Solvents
- ✓ Syringes (containerized)
- ✓ Car fluids
- ✓ Unknown substances

The University of California has a goal to reduce waste 25% by 2025, 50% by 2030, and divert 90% of all waste from the landfill. Help UC Davis achieve this goal and reduce, reuse, & sort your waste!