

EMBRACE YOUR SPACE

Homeowners, renters and business owners are responsible for picking up all trash around their property, including abutting sidewalks, gutters and alleys (Section 304, Property Maintenance Code).

ALWAYS USE TRASH CANS WITH LIDS

- Place trash in proper receptacles as provided for in the Baltimore City Sanitation Code (Article 2-2).
- If your plastic can has holes in it ... that means toothy RATS. Metal cans are a better defense against rodents.

PLACE YOUR CANS OUT NO EARLIER THAN 6:00 PM ON THE NIGHT BEFORE PICKUP

- No receptacle, filled or empty, may be placed or permitted to remain on any sidewalk for any period longer than necessary (Article 4-2).
- Put your cans back in your yard the same day trash has been collected.

BULK UP

- Bulk trash doesn't go away by itself. Call 311 to find out the dates and schedule a bulk home pick up.
- Bulk trash items include appliances, mattresses, furniture, tires (no rims), etc.
- The city won't pick up any building materials such as sheetrock, siding, wood pieces, roofing, windows or doors but several nearby organizations do! Contact *The Loading Dock* or *Habitat Hardware* for more information.
- Also keep your property neat by using the dump at 6100 Quarantine Road. Open Mon-Sat, 7am-5pm.

SCOOP THE POOP

• Feces on sidewalks, in gardens, in green spaces and on shoes is disgusting. Carry a pick up bag ... AND USE IT.

PICK IT UP

- DON'T be the problem on your block. Avoid fines by not leaving trash on the ground.
- Place your trash in a bag in your can to ensure it doesn't blow into the alleys and streets around your home.
- If you see loose trash, earn good karma points and pick it up. Somewhere, someday, someone will be thankful.

REUSE & RECYCLE

- Waste not, want not! Brooklyn has regular recycling pickups every week on Thursday.
- The Sisson Street dump has massive plastic, glass, paper, cardboard and computer / computer parts recycling bins.

Document it and call 311 to report any and all violators!

Violators are subject to citations and fines