

# FAQ About Cary's Pilot Food Waste Drop-Off, 313 N. Dixon Ave Updated Winter 2022

Open to Cary residents, no commercial interests.

# What is accepted at the pilot drop-off?

A list of accepted items can be found at www.townofcary.org/foodwaste

# How is this different from backyard composting?

Food scraps collected at the drop-off are taken to an NC commercial grade composting facility composting facility that achieves significantly higher temperatures; meaning, more items such as meat, dairy projects, and bones can be more effectively composted than in a backyard system. Learn more about backyard composting; https://www.townofcary.org/composts

## What type of bag should I use to collect scraps?

Materials can be collected loose in your home compost pail, but if liners are preferred, they must be either paper, or BPI certified compostable. Plastic bags are not accepted in the drop-off carts and are considered contamination in a composting facility.

### Is there a limit to how much I can bring?

There is no limit to the amount you can bring as long as there is room in the carts. However, we encourage you to first reduce your food waste; tips to consider at <a href="https://www.epa.gov/recycle/reducing-wasted-food-home">https://www.epa.gov/recycle/reducing-wasted-food-home</a>

### Can I bring food scraps from my business or restaurant?

No. The Food Waste Recycling Drop-Off is available for use by Cary residents, no commercial interests.

### Can I toss in my yard waste?

No. Yard waste is not accepted in the pilot Food Waste Recycling Drop-Off. However, yard waste can be dropped off at the designated spot at the Citizen's Convenience Center or it can be left curbside for pickup on your regular garbage collection day.

www.townofcary.org/collects

What do I do if I see items in the cart that are not accepted such as canned food?
If you see items in the carts that don't belong, consider informing a staff member at the Center. We will do our best to remove the unaccepted item to reduce contamination.