

MUNICIPALITY OF KILLARNEY

Killarney Public Works

HOUSEHOLD HAZARDOUS WASTE DAY SATURDAY, September 27th, 2025 10:00 AM TO 4:00 PM

HOW, WHAT AND WHERE TO BRING YOUR WASTE

HOW

- For your own protection, deliver the hazardous waste material labeled in the trunk of your car
- DO NOT mix materials.
- All materials must be clearly marked.
- If the container is damaged, package the container in a plastic bag in order not to spill it during the journey to the collection site.
- Wash your hands thoroughly after handling the chemicals.

WHAT

- PAINTS, (flammable and toxic). DO NOT mix latex with oil base paints.
- AUTOMOTIVE BATTERIES (corrosive and toxic). Wear rubber gloves when handling.
- HOUSEHOLD BATTERIES, disposable and rechargeable (corrosive and toxic).
- HOUSEHOLD MEDICINES / OLD PRESCRIPTIONS, (toxic) in a separate bag.
- WASTE OIL, (flammable and toxic). Clearly mark the container.
- > PESTICIDES, INSECTICIDES, HERBICIDES, (toxic).
- POOL CHEMICALS and BLEACH, (reactive and toxic). DO NOT MIX and keep separate from each other and from other chemicals.
- TURPENTINE, FURNITURE AND PAINT STRIPPER, VARSOL, SOLVENTS, GASOLINE, LINSEED OIL, NAIL POLISH AND NAIL POLISH REMOVER, BBQ LIGHTER FLUIDS (flammable and toxic).
- WOOD PRESERVATIVE, WOOD STAINS, ANTI-FREEZE, GLUES, WINDOW CLEANERS DISINFECTANTS, RAT AND MOUSE POISONS (toxic).
- OVEN CLEANERS, DRAIN CLEANERS (corrosive).
- OLD PROPANE TANKS (explosive).
- AEROSOL CONTAINERS (explosive, toxic and flammable). Empty containers as well.

WHERE

- Killarney Public Works 1096 hwy 637
- FOR MORE INFORMATION CALL (705) 287-1040
- or Superintendent work cell _ (705) 920-0027

DO NOT BRING (NOT ACCEPTED)

- EXPLOSIVES, FIRE WORKS, AMMUNITION, BIOLOGICAL WASTES, PCB WASTES, HELIUM OR FREON TANKS, OLD COMPUTERS, PRINTERS OR MONITORS
- NO COMMERCIAL ACCEPTED, (this means anything in large barrels or anything in bulk)

THIS IS A HOUSEHOLD HAZARDOUS WASTE DAY ONLY

Open to all ratepayers from Killarney Village and surrounding area, Hartley Bay and Key River.

