

Citywide Cleanup Day

Saturday, May 13th, 2023

Please haul your items on May 13th to the City maintenance garage at 196 Eledredge St W. from 7:45-10:45 a.m. Please only bring items that are listed as acceptable below. **Items on the Not Accepted list will be turned away.**

If you would like to arrange pickup, please contact City Hall at 218-352-6200 or stop in. Cost for pickup is \$15 (or \$5 for senior citizens and disabled residents). Charges include *one load only* – additional trips will require an additional charge. Pickup charges must be paid in advance at City Hall.

ACCEPTED FREE:

- Small appliances
- Home appliances (stoves, fridges/freezers, dishwashers, microwaves, washers/dryers, air conditioners, etc.)
- Scrap iron, rubbish, chairs, storm doors & box springs
- 3 car tires (without rims) per household

ACCEPTED WITH CHARGE:

Televisions & computer monitors	\$20
Printers, copiers, fax machines, scanners, VCRs	\$10
Fluorescent bulbs	\$1
Car tires (up to 20"), additional	\$4
Car tires (up to 20"), on rims	\$6
Tires R17 thru 920	\$9
Semi-truck tires	\$13
Tractor tires	\$22
Couches, loveseats, mattresses, toilets, recliners	\$2
Sulfur dioxide or ammonia gas (RV) refrigerators	\$75

NOT ACCEPTED:

paint, construction/demolition materials (including carpet), hazardous waste.

ACCEPTED FREE ANYTIME (at compost site, located at end of Main Street East):

Leaves (leaves being picked up must be bagged), branches less than 4" in diameter, branches larger than 4" in diameter must be de-limbed and cut in 4' – 6' lengths. Must be separated as follows: Pile 1 – grass, leaves & garden waste, Pile 2 – brush and branches with diameter of 4" or less, and Pile 3 – branches larger than 4" in diameter.

Volunteers are needed with trucks, pickups, and/or trailers. For more information call

City Hall at 352-6200 or the Public Works Department at 352-6649.

YOU MUST BE A CITY RESIDENT IN CITY LIMITS TO UTILIZE CITYWIDE CLEANUP.



Cut here and bring with you on May 13th



Name: _____

Address: _____

Please list chargeable items from your load here:

Item	Quantity	Item	Quantity