



# **❖ E-WASTE RECYCLING EVENTS ❖**

When: 9:00 am to 1:00 pm → Saturday, May 6 Saturday, September 9

**Where:** City Hall Parking Lot (610 Foster City Boulevard)



### **❖ DOCUMENT DESTRUCTION AND SHRED EVENTS ❖**

When: 9:00 am to 1:00 pm  $\rightarrow$  Saturday, May 6

Saturday, September 9

2:00 pm to 6:00 pm → **Wednesday, July 26 Where**: City Hall Parking Lot (610 Foster City Boulevard)

\*Available until the time listed or until the truck(s) are full



## ❖ COMPOST GIVEAWAYS ❖

When: 8:00 am to 5:00 pm → Saturday, March 25 Saturday, September 9 Saturday, October 7

**Where**: Boat Park (corner of Foster City Boulevard & Bounty Drive)

FREE compost is available year-round at Shoreway Environmental Center (333 Shoreway Rd, San Carlos).



#### ❖ COATS FOR KIDS ❖

Donate your new and gently used coats to those in need during the cold weather season.

- October 16 to 21  $\rightarrow$  Place your coats in a plastic bag at the curb on your recycling day
- October 16 to 27 → Drop off your coats at the Recreation Center (650 Shell Boulevard)



## **❖ BULKY ITEM COLLECTION ❖**

For large items that don't fit in your bins, schedule a FREE curbside Bulky Item Collection.

- Residents receive 2 free collections per year (additional pickups available for a fee)
- Available on your collection day, February 1 to December 31, Monday through Friday
- To schedule a pick-up, please call (650) 595-3900



## HOUSEHOLD HAZARDOUS WASTE DISPOSAL \*

County residents may drop off household hazardous waste for FREE.

**When:** 8:00 am to 2:00 pm → Thursdays, Fridays, and Saturdays by appointment Collection events also offered periodically at other locations in San Mateo County. Visit www.smchealth.org/hhw or call (650) 363-4718 (select option 3 for appointments).



#### **❖ LEARN MORE ❖**

Foster City posts reminders of events through social media, email subscription lists and a monthly e-Newsletter. Find links to our pages here: www.fostercity.org/departmentsanddivisions/cityclerk/Communications-Hub.cfm







