

<u>Bagged Leaves & Brush Pick-up</u> are indicated in **GREEN** on the calendar. The city requires the use of biodegradable paper leaf bags. City workers will not pick up leaf bags made from any other material. Please limit to yard cleanup.

City workers will spend no more than 15 minutes at each property. If you have a large quantity of brush, arrangements can be made for you to haul the brush to the city composting site. Commercial tree removal/trimmings will not be picked up and should be disposed of by the tree service hired. Last day for the season will be November 20th. Service will resume April 2024

### Leaf & brush burning within the city is prohibited

<u>Curb-side Leaf Pickup</u> is indicated in <u>ORANGE</u> on the calendar. The leaf vacuum will begin on Mondays on the east side of the city and complete one pass per week through the city. Leaves must be raked to the roadside/curb. To prevent flooding from leaves clogging the storm drains DO NOT rake leaves into roadways.

<u>Christmas Tree Pick Up</u> – January 3 and 10, 2024 (weather permitting)

<u>Large Trash Pick Up</u> – September 13 & 20. Items not accepted include those larger than a refrigerator, tires, and construction material. Refrigerators and air conditioners must have the freon removed with a tag attached indicating as such. A complete list of accepted items is available on the city's website and at City Hall.

Republic Services also will pick up your extra-large items for a fee. To schedule such a pickup, call Republic Services at (269) 465-3773.

# 2023 FALL CLEAN-UP SCHEDULE

### NOTE:

## BAGGED LEAF & BRUSH WILL BE PICKED UP ON THE SAME DAY

#### **SEPTEMBER**

					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

### **OCTOBER**

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

### **NOVEMBER**

			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		



BAGGED LEAF & BRUSH PICKUP
CURBSIDE LEAF PICKUP
LARGE TRASH PICKUP

