HOUSEHOLD HAZARDOUS WASTE COLLECTION EVENT



SATURDAY, MAY 10, 2025 8:00 AM TO 12:00 PM / OR UNTIL FULL

ENTRY AT CYPRESS AND 3RD STREET AT THE BANDERA CITY PARK

The Household Hazardous Waste Event is brought to you through a grant funded by the Alamo Area Council of Governments. This event is free. First come, first served, no appointments are necessary. The HHW event is open to City of Bandera residents only. Citizens must provide a recent utility bill from the City of Bandera and current photo identification to participate in waste collection services.

ITEMS ACCEPTED:

- Used / unused motor oil
- Drain cleaners
- Metal polish
- Photo chemicals
- Dry cleaning fluids
- Rust preventatives
- Wood strippers
- Paint thinner
- Sealants
- Engine and radiator flushes
- Herbicides
- Brake fluid
- Pool chemicals
- Creosote
- Moth balls
- Ammonia
- Small / medium propane cylinders
- Small Mapp gas cylinders

- Household batteries
- Oven cleaners
- Arts and crafts supplies
- Floor cleaners
- Radiator cleaners
- Wood preservatives
- Oil based paint
- Solvents
- Antifreeze
- Transmission fluid
- Pesticides
- Insect sprays
- Rodent killers
- Muriatic acid
- Batteries
- Bleach
- Cesspool cleaners
- Fire extinguishers

ITEMS NOT ACCEPTED:

- Any unlabeled material
- Radioactive waste
- Smoke detectors
- Explosives
- Gun powder, flares
- Ammunition
- Unstable wastes

- Substances regulated by the Drug Enforcement Agency
- Biohazard / infectious waste
- Residential / commercial / contractor waste
- Liquid or solid drums over 5 gallons



FOR MORE INFORMATION, CONTACT THE CITY OF BANDERA AT 830-522-3168 OR VISIT THE CITY'S WEBSITE AT WWW.BANDERATX.GOV



What is Household Hazardous Waste?

Household hazardous waste (HHW) refers to products commonly found in homes that contain potentially dangerous chemicals. These items can be toxic, flammable, corrosive, or reactive, and they require special handling and disposal to prevent harm to people, pets, and the environment.

Why Proper Disposal Matters:

- Toxic exposure: Many household chemicals contain substances that are harmful if inhaled, ingested, or touched. This includes pesticides, cleaners, and solvents.
- Indoor air quality: Volatile organic compounds (VOCs) from paints, cleaners, and fuels can linger in your home, leading to respiratory issues or headaches.
- Accidents and injuries: Storing hazardous materials improperly can cause burns, fires, or poisoning-especially dangerous for children and pets.
- Soil and water pollution: When HHW is dumped on the ground or in landfills, chemicals can leach into soil and contaminate groundwater.
- Stormwater pollution: Pouring chemicals down storm drains means they go untreated into local rivers, lakes, and oceans-harming wildlife and ecosystems.
- Fire hazard: Flammable items like gasoline, paint thinner, and aerosol cans can ignite or explode if exposed to heat or mixed with incompatible materials. Safe disposal reduces this risk in homes and landfills.
- Air pollution: Burning HHW (even in small backyard fires) can release toxic fumes and pollutants into the air.

Best Practices for Household Hazardous Waste Disposal:

- Read the labels: look for words like *caution*, *flammable*, *corrosive*, *toxic*, or *danger*-these are indicators of hazardous materials. Follow any disposal instructions listed.
- Use it up: If safe and possible, use the product completely before disposing of the container. Share leftovers (like paint or pesticides) with neighbors or community groups.
- Store safely until disposal: Keep HHW in original containers with labels intact. Store in a cool, dry place away from children and pets. Don't mix different products-some combinations (like bleach and ammonia) can create toxic gases.
- Recycle when possible: Unused motor oil, batteries, electronics, and fluorescent bulbs often have dedicated recycling programs. Some retailers (like hardware or auto stores) accept returns of specific items.

Never Do This:

- Pour HHW down the sink, toilet, or storm drain.
- Dump HHW on the ground or in the trash.
- Burn HHW.



