Seattle's Clear Alleys Program

How-to Guide

for Participating in Seattle's Clear Alleys Program (CAP)



Dear Resident,

Your building is located in Seattle's Clear Alleys Program (CAP) area, where residents use special plastic bags for garbage. CAP service replaces dumpsters, creating cleaner, safer alleys. Instead of placing garbage bags into a dumpster, residents set these bags in a designated area (usually the alley) for collection. Recycling collection may be provided using special bags or using carts. Food waste is collected using carts. Please see below for additional information on garbage, recycling, and food waste services.

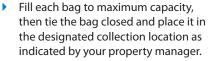




& RECYCLE

- Use the CAP-approved green garbage bags (see picture) provided by your property manager. Use only these bags, other bags will not be collected. When your property manager buys each bag, the cost of the pick-up of the bag is included — these bags are valuable!
- Fill each bag to maximum capacity, then tie the bag closed and place it in the designated collection location as indicated by your property manager.
- For items that don't fit in the bag, ask your property manager for a CAP tag. Put the tag on your item and place it in the designated collection





If your building uses dumpsters or carts, collect recyclables in a reusable container, empty your recyclables directly into the cart or dumpster and take the container with you to use again.

- Use a washable, lidded container to collect food scraps in the kitchen.
- To make clean up easier, line the container with newspaper, a plain paper bag, or a compostable bag.
- To reduce odors, empty often or store your container in the freezer or refrigerator.
- Empty your container into the food waste cart provided by your property manager.



Cardboard requires special preparation. Please flatten, bundle, and place in an unflattened box. Set it out in the alley for collection.



area.



Thank you for participating in the Clear Alleys Program. If you have questions, please call 206-684-3000.

