

City of Key Colony Beach

Rules for Trash, Recycling and Yard Waste

TRASH PICKUP is twice a week on Tuesdays and Saturdays.

- **Trash Cans** - Place cans at curbside after NOON on Mondays and Fridays. If you are leaving on a different day, please do not put cans out. Please be sure cans are brought in within 24 hours of pickup (by Wednesday morning and Sunday morning or before).

RECYCLING PICKUP is once a week on Tuesdays early in the morning.

- **Recycling cans/bins**-Place at curbside after NOON on Mondays for pickup on Tuesday. If you are leaving on a different day, please do not put recycling out. Please be sure cans/bins are brought in within 24 hours of pickup (by Wednesday morning or before).

LANDSCAPING DEBRIS PICKUP is once a week on Wednesdays.

- **Landscape Debris/Yard Waste**-Place at curbside on Tuesday for Wednesday pickup- please do not place at curbside on any other day.

Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
Trash pickup early AM - bring in cans when empty	Bring trash cans in by Noon or before	Trash and recycling - cans out to curbside at Noon or after	Trash and recycling pickup - bring in cans when empty Landscape Debris to curbside	Landscape Debris pickup - bring in cans when empty Bring in empty Trash and Recycling cans by Noon or before		Trash cans out to curbside at Noon or after

Contact Marathon Garbage Service at (305) 743-5165 to make an appointment to have any large items hauled away such as appliances, furniture, or other bulky items. If disposing of any appliances that have doors, such as refrigerators, freezers, washers/dryers, be sure doors are removed before placing at curbside for pickup.

Please note: Code Enforcement will be doing regular patrols to enforce ordinances regarding trash several times per week. Please be sure that renters and/or Property Managers are aware of and abide by these rules. A \$50.00 fine is associated for non-compliance. We appreciate your help to keep Key Colony Beach, the Gem of the Florida Keys, beautiful. Thank You.