



## Recyclable Latex Paint Requirements

We only accept a limit of 15 gallons per vehicle at collection events. To donate larger quantities of paint, please schedule an appointment with Dani Fugate, Recolor Coordinator, at [dani@habitatlv.org](mailto:dani@habitatlv.org) or 610-776-7499.

Latex Paint must meet these requirements:	We do not accept:	Unacceptable Latex Paint includes:
<ul style="list-style-type: none"> <li>• Must be latex paint</li> <li>• In original containers               <ul style="list-style-type: none"> <li>• Must be liquid</li> </ul> </li> <li>• Less than or equal to 10 years old</li> <li>• Must be recyclable</li> </ul>	<ul style="list-style-type: none"> <li>• Oil (Alkyd) or solvent-based paint               <ul style="list-style-type: none"> <li>• Stains</li> </ul> </li> <li>• Polyurethanes</li> <li>• Porch or floor paint</li> <li>• Waterproofing paint (drylock)</li> <li>• Specialty paints (industrial, marine, automotive, traffic marking, glazes, textures)</li> </ul> <p><i>Oil based paint and polyurethanes are Household Hazardous Waste; please take to an HHW event</i></p>	<ul style="list-style-type: none"> <li>• Previously frozen</li> <li>• Containing mold</li> <li>• Presence of paint skin               <ul style="list-style-type: none"> <li>• Hardened</li> </ul> </li> <li>• Significant container corrosion</li> <li>• Debris in paint (such as dirt, sand, gravel, sawdust, paper, etc.)</li> </ul>

### OPTIONS TO DISPOSE OF NON-RECYCLABLE PAINT:

1. Mix cat litter, sawdust, shredded paper, or commercial paint hardener, in paint container and dispose of with household trash when dry.
2. Pour paint out onto newspaper in a thin layer, let paint dry (usually takes a day or two). Dispose of with household trash when dry.
3. Remove lid and let paint dry out (may take several weeks or months).

*Empty and dry paint cans may be recyclable, check with your hauler or community. Otherwise place container, with lid removed, outside in your trash container or in a clear bag so your hauler can see the paint is solid.*