

8. All garbage shall be bagged and securely tied.
 9. Wastes from small animals, pets, or livestock shall be placed in a bag, securely tied and then placed in the Solid Waste Cart.
 10. Lids for Solid Waste Carts must be kept down in a closed position at all times in order to prevent flies, except when a container is being filled, emptied or cleaned.
- C. Recyclables shall be prepared for pick up as follows:
1. Recyclables must be reasonably clean, empty, dry and loose, and shall not be bagged or put in sealed box when placed in Recycling Carts.
 2. Only Recyclables may be placed in Recycling Carts. Large boxes and cartons shall be cut up or collapsed before being placed in Recycling Carts.
 3. Recycling Collection Service will collect only Recyclables contained in the Recycling Carts.
 4. Shredded paper must be in a clear plastic bag when placed in Recycling Carts.
- D. Bulk Trash shall be prepared for pick up as follows:
1. Bulk Trash is collected on an on-call basis only, for an additional fee.
 2. A pile up to four feet by four feet by eight feet of Bulk Trash shall be considered a single load of Bulk Trash and shall be subject to a fee for collection. Larger amounts shall be subject to additional fees.
 3. All brush, tree limbs and cuttings included in the Bulk Trash shall not exceed five feet in length and 12 inches in diameter.
 4. Bulk Trash shall be placed on private property within plain view as seen from the public right-of-way for pick up no earlier than the day immediately preceding the designated collection day.
 5. Items must be placed parallel to the street adjacent to the owner's property line for collection.
 6. Bulk Trash may not be placed on sidewalks, curbing or public right-of-way in any manner as to interfere with or be hazardous to pedestrians or vehicles, or with any mechanized Collection vehicle in such a manner as to interfere with its being emptied.
 7. Appliances, air conditioners and other items that involve freon gases are not accepted as part of normal Bulk Trash service.