

Father Blanchet Park Neighborhood Cleanup

Saturday, Aug. 24

8 a.m. to Noon

GracePoint Christian Church
7300 MacArthur Blvd.



Be Prepared!

- If using a truck or trailer to transport items to the cleanup, you **must** cover your load to prevent littering.
- You will need to unload yourself what you bring to the cleanup.
- Connect with neighbors to see if they need help transporting items to the cleanup site.

New! Evergreen Habitat for Humanity Available

Evergreen Habitat for Humanity will be at our event from 9 a.m. to noon. They accept new and gently used furniture, appliances, home goods and building materials. Questions? Call: 360-213-1313, email: info@ehfh.org, or visit their website: www.ehfh.org

What's Accepted at a Neighborhood Cleanup?

- **Bulky Items:** Items too big for your garbage cart such as rug, kiddie pool, furniture, small appliances
- **Scrap Metal:** Metal grills, lawn chairs, mowers, etc. **MUST** be drained of gas, oil, etc. **NO** refrigerators, freezers or AC units. (No freon.)
- **Yard Debris:** Branches, leaves, vines, bramble, etc.

What's NOT Accepted ?

- **NO** Household trash or contractor waste
- **NO** Concrete, rocks, sod or dirt
- **NO** Home remodel debris, tiles, drywall, etc.
- **NO** Roofing shingles or roofing materials
- **NO** Hazardous chemicals, cleaners, paint, stains or fluids such as gasoline, oil or antifreeze
- **NO** TVs, computers or electronics.
- **NO** CFL or fluorescent tube lights
- **NO** very LARGE items such as boats and hot tubs

Father Blanchet Park Neighborhood Cleanup

Saturday, Aug. 24

8 a.m. to Noon

GracePoint Christian Church
7300 MacArthur Blvd.



Be Prepared!

- If using a truck or trailer to transport items to the cleanup, you **must** cover your load to prevent littering.
- You will need to unload yourself what you bring to the cleanup.
- Connect with neighbors to see if they need help transporting items to the cleanup site.

New! Evergreen Habitat for Humanity Available

Evergreen Habitat for Humanity will be at our event from 9 a.m. to noon. They accept new and gently used furniture, appliances, home goods and building materials. Questions? Call: 360-213-1313, email: info@ehfh.org, or visit their website: www.ehfh.org

What's Accepted at a Neighborhood Cleanup?

- **Bulky Items:** Items too big for your garbage cart such as rug, kiddie pool, furniture, small appliances
- **Scrap Metal:** Metal grills, lawn chairs, mowers, etc. **MUST** be drained of gas, oil, etc. **NO** refrigerators, freezers or AC units. (No freon.)
- **Yard Debris:** Branches, leaves, vines, bramble, etc.

What's NOT Accepted ?

- **NO** Household trash or contractor waste
- **NO** Concrete, rocks, sod or dirt
- **NO** Home remodel debris, tiles, drywall, etc.
- **NO** Roofing shingles or roofing materials
- **NO** Hazardous chemicals, cleaners, paint, stains or fluids such as gasoline, oil or antifreeze
- **NO** TVs, computers or electronics.
- **NO** CFL or fluorescent tube lights
- **NO** very LARGE items such as boats and hot tubs

Save the Date!

Father Blanchet Park Neighborhood Cleanup

Saturday, August 24
8 a.m. to Noon

GracePoint Christian Church
7300 MacArthur Blvd.



The chipper will also be available.

No Cost to Participate: Donations for the neighborhood association appreciated.

Volunteers Needed: If you can help with the event, please contact:

frblanchetpark@gmail.com



CITY OF
Vancouver
WASHINGTON

Presorted Standard
U.S. POSTAGE
PAID
Vancouver, WA
Permit No. 728

Office of Neighborhoods

PO Box 1995 | Vancouver, WA 98668-1995

Save the Date!

Father Blanchet Park Neighborhood Cleanup

Saturday, August 24
8 a.m. to Noon

GracePoint Christian Church
7300 MacArthur Blvd.



The chipper will also be available.

No Cost to Participate: Donations for the neighborhood association appreciated.

Volunteers Needed: If you can help with the event, please contact:

frblanchetpark@gmail.com



CITY OF
Vancouver
WASHINGTON

Presorted Standard
U.S. POSTAGE
PAID
Vancouver, WA
Permit No. 728

Office of Neighborhoods

PO Box 1995 | Vancouver, WA 98668-1995