

Fort Bend Municipal Utility District 185

Automated Service Description: Poly Cart Placement

Automated collection provides the most efficient service to our customers. The system features a specialized collection truck equipped with a lifting mechanism to service each residential home. Each Residence recently received a special trash and recycling poly carts, which you have been utilizing to contain your trash and recyclables.

Poly carts should be placed with the **handle facing away from the street and wheels against the curb**. Your trash container is WCA blue (95 Gallon) and is the larger of the two carts, and your recycling container is Gray (65 Gallon) with recycling instructions on the lid. Carts must be placed at the curb **before 7:00 a.m.** on the specified collection day.

- Please place poly carts on the street with wheels against the curb as seen in the picture below.
- Carts should not be placed too close to mailboxes, fences, parked cars or other objects.
- Allow for ample space from other objects and carts so the automated lifting mechanism can be attached around the cart and lifted into the truck and then lowered back to the curb.
- Only the WCA poly carts will be picked up. **No other resident trash cans will be serviced.**
- Trash (Blue 95 gallon cart) is collected on Mondays and Thursdays.
- Recycling (Gray 65 gallon cart) is collected on Mondays only.
- Heavy Trash will be accepted and collected on the last Thursday of the month.
- Holiday Schedule observed by WCA: Christmas, Thanksgiving, Memorial Day, Labor Day, Independence Day and New Year's Day. Holiday service is provided on the next scheduled service day.
- Items must be contained in the cart with the lid securely closed.
- All bagged grass clippings, brush, tree trimmings and leaves must be confined to the cart.
- Items placed on, or beside the cart, will not be serviced.
- Bagging your trash before you put it in your cart will help prevent blowing trash when it is dumped and helps to maintain the cleanliness of the cart.

