

DUMP YOUR JUNK DAY IS SELF SERVE ONLY!

**SATURDAY APRIL 11, 2026
FROM 8AM-NOON (OR UNTIL BINS ARE FULL)**

Heritage Park - Behind the Township Hall
12803 S. Wacousta Road, Grand Ledge, MI 48837

Please do not line up before 8am, it causes a long wait for the bins and dangerous road conditions on Wacousta Road. There is usually no line by 9:30am.

Residents may make one trip with trash ONLY; trailers are limited to no larger than 6x10 open trailer between 8am and 11am. NO exceptions. Note: proof of residency is required. **You must come prepared to unload your own materials!**

GUIDELINES FOR DUMP YOUR JUNK DAY

Prohibited Waste. The following prohibited wastes cannot be accepted under any condition or from any source: Hazardous wastes and hazardous containers/labels. Hazardous wastes are materials that are ignitable, corrosive, reactive, and/or toxic, as well as listed wastes such as pesticides, herbicides, solvents, and their containers. Explosives, ammunition, firearms, low level radioactive waste, and radioactive labeled containers, PCB's, lead, acid batteries, liquid wastes (or free liquids), sewage and septic waste, oil-based paint, used oil, and materials that may adversely affect the liner or leachate system. Asbestos, empty drums, medical waste, yard clippings or yard waste, fluorescent tubes, fluorescent light ballast, and used beverage containers (such as \$0.10 deposit cans and bottles).

***Special Wastes.** The following special wastes can be accepted *if* the specific conditions indicated are met: Compressed gas cylinders (must be empty and disabled), electronic waste and e-waste (only from households and exempt generators), household paint (must be completely dried out with the lids off, home improvement stores carry a product to dry out paint).

Please visit the township website for updated information.

*These materials can often be recycled. For information visit <https://www.clinton-county.org/345/Hard-to-Recycle-Dispose-of-Materials>

Items not listed as prohibited will be accepted.