

# Paint



Household paint may be either oil-based or latex. Oil-based paint is considered a household hazardous waste and must not be disposed of in the trash. Unusable latex paint should be dried out and placed in the trash (see instructions below).

## Managing Paint:

- Choose latex (water-based) paints whenever possible.
- Buy only the amount of paint you need for a given project.
- If you can't use leftover paint yourself, try to find a friend or neighbor who can use it or check with community theaters or other organizations.
- The Regional Collection Center (RCC) will accept usable latex paint in good condition for redistribution on a limited basis. Cans must be at least half-full, have original, readable labels, and no rust on the lids or cans. Call the RCC to make an appointment to drop off paint. This program runs from April 1st through November 1st. Free latex paint may be available on a first come first serve basis. Call 563-589-1720 for details.

## Disposal of Oil-based Paint:

Unused oil-based paint should be brought to the Regional Collection Center (RCC). This service is available at no charge for residents, however, **you must make an appointment to use the RCC by calling (563) 589-1720.**



## Disposal of Unusable Latex-based Paint:

- For small amounts of paint, remove lid from container, allow paint to air-dry thoroughly. Dispose of the paint can in regular refuse container.
- For larger amounts stir in equal amounts clay-based cat litter or "oil dry" to make the mixture thick and difficult to stir.  
—Or—
- In a well ventilated area (away from children, pregnant women, and pets) pour small amount of paint onto layers of newspaper in a cardboard box allow the layers to dry. Add more paper and more paint. Repeat the process until the container is empty. Leave lid off container and place the box and paint container with regular refuse.

For more information on paint disposal, contact the DMASWA Regional Collection Center at 563-589-1720 or the DMASWA Education Office at 563-588-7933.