

City of Oakley 3231 Main Street Oakley, CA 94561 Ph. 925-625-7000 Fax. 925-679-1707 www.oakleyinfo.com

Oakley C&D Waste Management Plan

Oakley requires at least 65% diversion (Per CalGreen) of the job-site waste materials from the landfill for the following covered projects:

- Any residential or commercial remodeling or building project where total costs are valued at \$30,000 or greater; or
- Any City-owned or City-sponsored project regardless of permit value; or
- Any residential or commercial demolition project regardless of permit value; or
- Any newly constructed residential building three stories or less, and non-residential occupancies. (CalGreen Sections 4.408 and 5.408); or
- Any residential or commercial roofing or re-roofing project regardless of permit value.

1.	. Identify the Property Owner/Project Manager:							
Pe	rmit Holder: Phone: Cell:							
En	nail Address: Fax:							
Ma	Mailing Address:							
	Permitted Project Address:							
Ci	ty Permit #: Person Submitting Request:							
	Identify the type of materials to be recycled, salvaged, or disposed from the job-site in Section I on the Waste Management Report on the back of this page.							
3.	Identify how materials will be handled, who will haul, and what facility the materials will be sent in Section I on the Waste Management Report on the back of this page.							
4.	Identify how the materials will be diverted in Section I on the Waste Management Report or the back of this page.							



EXCLUSIVITY ALERT!

Mt. Diablo Resource Recovery is the exclusive debris box provider for the City of Oakley.



Pursuant to Oakley Municipal Code: 4.20

ORDER TODAY! (925) 682-9073

Mt. Diablo Resource Recovery (MDRR) has an exclusive contract to provide debris box service to businesses, residents, and contractors within the city of Oakley.



City of Oakley 3231 Main Street Oakley, CA 94561 Ph. 925-625-7000 Fax. 925-679-1707 www.oakleyinfo.com

5.	. If Claiming Infeasibility (Project materials are not reusable or recyclable.) please explain							
	Applicant Ackno	wledgement						
I certify that I am or are using a Contractor acting as a Self Hauler as defined in Oakley Municipal Code Section 4.20.308. I further agree to not hire or sub out a second Contractor to act as a Self Hauler.								
Арр	plicants Signature:	Date:						
	Use of Mount Diablo Resource Recovertify that I am using Mount Diablo Resource Foris hauler on the above referenced address/add	Recovery as my Construction and Demolition						
Арр	plicants Signature:	Date:						
	*** Retain all correspondence for sub	mittal with the Final Report. ***						
	City Use Only							
	□ Approved							
	□ Not Approved							
	Reason:							
	Date: Staff Initials:							



Section I BEFORE START OF PROJECT: Identify & Indicate whether materials will be recycled, reused, or landfilled. Identify the hauler and/or destination of the materials.

NOTE: Projects using Mount Diablo Resource Recovery for hauling are considered to be in compliance with the C&D diversion requirements.

Section I: Identification of Waste Material and Management Methods

Waste Material	√ Collection Method		Handling Method (V applicable method)			
Туре	Commingled Sort Off-Site	Source Separated	ource Recycle		Landfill	Final Hauler/Desination
Asphalt & Concrete						
Asphalt Shingles						
Brick & Tile						
Building matierals-doors, windows, fixtures, cabinets						
Cardboard						
Carpet & Pad						
Dirt/Clean Fill						
Drywall (Gypsum board)						
Masonry						
Metals						
Pallets						
Plate/Window Glass						
Plastic						
Wood						
Yard Trimmings						
Office paper, & other recyclables						
Other:						
Garbage						

Section II UPON COMPLETION OF THE PROJECT: Indicate the material quantities (weight or volume specified) by handling method. Official weight tags must be submitted with this report, listing: 1) job site, 2) load weight, 3) material type, & 4) material disposition

Section II: Final Report of Disposal

Material Qu	Material Quantity (specify weight or volume)					
Recycle	Salvage	Landfill	Weight Tag Verification			
-						