

**\*\*REMEMBER TO CHECK THE WATER CONSERVATION HOTLINE FOR CURRENT WATER RESTRICTIONS! 214-509-3111. Call for recorded information on our current drought status before you water your landscape! Or check website: [www.cityofallen.org](http://www.cityofallen.org)**

**Do you have a swimming pool?** One of the most effective ways to save water with swimming pools is to cover the pool. By using a pool cover, you can save 90 to 95% of the water that would otherwise be lost to evaporation. An uncovered standard-sized (16 ft. x 32 ft.) pool loses approximately an inch of water each week to evaporation. Modern pool covers are available in a variety of styles and materials, including automated models. The covers may also provide a safety barrier for children and pets, keep debris and wildlife out, and extend the life of the chemicals in the pool (check with manufacturer for details).

Other Pool Conservation Measures:

- Refrain from high water levels to minimize losses from splashing.
- Do routine maintenance. Check for leaks regularly and test and maintain the water quality.



## **Safe Household Hazardous Waste (Chemical) Disposal**

Protect your drinking water source! The City of Allen will pick up your household chemical waste (Household Hazardous Waste or HHW) for proper disposal. Remember...anything that goes down the storm drain ends up in the lake – the source of your drinking water. And, if poured down the drain, these chemicals can't be removed from water in normal wastewater processing. Household chemicals in the trash can cause truck fires or, when compacted in the truck, can leak out onto the street and into the storm drain. Proper disposal of household chemicals is essential!

Since 2001 when the program began, the City of Allen has collected from 16,291 residences. Last year, 2011, 12,355 pounds of chemicals were reused instead of disposed.

***To schedule your HHW pickup in Allen or find more information, find us online at <http://www.cityofallen.org/forms.aspx?FID=141> or call 214-509-3100.***