



Submittal Instructions

Submit this Plan to the Community Development Department permit counter at City Hall (300 First Street) when permit is issued.

Permit(s) will not be issued until a WRR Plan and fees are submitted

For questions, contact:
C&D Recycling Coordinator at (530) 661-2063

Waste Reduction & Recycling (WRR) Plan

Construction & Demolition (C&D) Ordinance
COMPLIANCE STEP 1

Contractor Name:	Company Name:
Phone #:	Email:
Mailing Address:	Applicant Name:

Permit #(s):		Project Title:	
Commercial	New Construction	Demolition	Address:
Tenant Improvement → Area (ft ²):			Address:
Single-Family	New Construction	Demolition	Address:
Addition/Alteration → Will the project increase the building/structure's area, volume, or size? Yes No			Address:
			Address:
Multi-Family	New Construction	Demolition	Address:
Addition/Alteration → Will the project increase the building/structure's area, volume, or size? Yes No			Address:
			Address:

MATERIAL	Reuse	Recycle	Disposal	HAULER		DESTINATION
				Self	WM	
Asphalt / Concrete						
Brick / Tile						
Cardboard						
Carpet / Padding						
Dirt / Sod						
Doors / Gates						
Gypsum / Drywall						
Glass / Windows						
Metals / Scrap						
Roofing						
Rock / Stone /Sand						
Stucco						
Wood / Lumber						
Excavated Soil / Land Clearing Debris			N/A			
Trash	N/A	N/A				
<i>Example: Wood/Lumber</i>		✓		✓		Yolo County Central Landfill

Mark the checkboxes below. I acknowledge that:

65% of the C&D materials from this project must be recycled.

100% of excavated soil and land clearing debris must be diverted from landfills.

Universal waste items shall be disposed of properly and diverted from landfills.

A list of prohibited universal waste items shall be included in the construction documents.

A WRR Report with proof of diversion must be submitted to the City before I schedule the final inspection.

By marking the checkboxes above, I certify that I am responsible for complying with the requirements of the City of Woodland C&D Ordinance:

Signature

Date: