

Litter Safety Information

Thank you for helping to keep the Spokane River clean and safe!

The following guidelines will help make your event safe and enjoyable.

BE STYLISH

- Wear a safety vest, if you have one, while working along the street
- Wear gloves to protect your hands
- Wear closed-toe shoes (tennis shoes, hiking boots, etc.)
- Wear long cotton pants or jeans, especially if there is high brush
- Don't forget a hat and sunscreen

BE PREPARED

- Know the location of the nearest hospital
- Make sure someone has a cell phone in case of an emergency and store necessary phone numbers before going afield
- Bring or borrow a First Aid Kit

BE SMART

- Carpool or walk to the clean-up site to reduce number of vehicles parked on street
- Work facing traffic
- Only cross the street when it is necessary (and look both ways)
- Drink plenty of water and take breaks as often as you need to
- Never do clean-ups at night
- Avoid heavy lifting

BE ALERT

- Be aware of your surroundings (watch for cars, dogs, snakes, poison ivy, etc.)
- Avoid sharp items (broken glass, nails, metal, etc.)
- Never put your hands into an area that is not visible

- Do not handle dead animals
- Watch your step, especially around loose rocks and wet or marshy areas
- Watch out for children and warn them against picking up dangerous objects
- Do not handle any hazardous wastes or materials-including motor oil, gasoline or any potential drug paraphernalia
- Do not open coolers, jugs, bottles, or other sealed containers
- Check (rattle) aluminum cans and use caution as syringes can be discarded inside them
- Do not handle discarded medical waste, condoms, or syringes
- Do not approach nor attempt to clean up homeless camps which can be recognized by primitive shelters, clothing piles, sleeping bags, and tarps
- Do not handle fecal waste

In general, the litter you will encounter will not be hazardous and by using adequate carefulness the litter poses little to no health risk to you. Know your limitations and when in doubt - leave it.