

Huntwick Trash Service Update

The Huntwick Civic Association is happy to announce that Huntwick's trash collection needs will be serviced by Champions Industries as of November 1, 2020. This flyer will help ensure a smooth transition:

- **After November 1, 2020, trash collection will take place on Mondays and Thursdays. The first collection by Champions Industries will take place on Monday November 2, 2020.**
- **Bulk item pickup will take place on Thursdays.**
- **Recycling collection (should you choose to recycle with Champions Industries) will take place on Wednesdays.**
- Trash and recycling will continue to be picked up at the "backdoor" as required by the deed restrictions. Trash (including grass clippings) should not be placed curbside.
- The cost of trash collection will remain \$19 per residence per month.
- Recycling with Champions Industries will cost \$10 per residence per month (only for those residences that recycle with Champions Industries).
- To participate in recycling, you can continue to use your current provider or contact Champions Industries directly at 281-587-1960 or customerservice@championsindustries.com.
- Trash and recycling with Champions Industries will not be collected on New Year's Day, Memorial Day, Independence Day, Labor Day, Thanksgiving Day, and Christmas Day but instead will be picked up the next day if applicable.

=====PLEASE READ BELOW=====

Please be vigilant to ensure that our transition to Champions Industries is as smooth as possible. To do so, please use the following resources for important updates:

1. Sign up for Huntwick eblasts by visiting <https://huntwickforest.com/newssignup/> or by contacting your HCA Web Director, Kelly Kennepp, at webdirector@huntwickforest.com;
2. Frequently check the neighborhood website at <https://www.huntwickforest.com/>;
3. Use the Next Door app.;
4. Contact Mark Norman at maintenance@huntwickforest.com or 713-208-3427; or
5. Contact Champions Industries directly at 281-587-1960 or customerservice@championsindustries.com.