

# Waste Management

- Waste Management and control is a vital element in the construction industry.
- Every year millions of pounds are wasted by poor management of material and resources.
- Waste must only be removed from site by a licensed carrier.
- All waste leaving the site must be accompanied with a correctly completed consignment note.
- Consignment notes [or Waste Transfer Notes] are legal documents and must be retained for the specified periods of time. [3 Years]
- The golden rules are:
- **Prevent** – Avoid producing waste in the first place.
- **Reduce** – Minimise the amount of waste you produce.
- **Reuse** – Use items as many as possible.
- **Recycle** – Recycle what you can only after you have reused it.
- **Dispose** – Dispose of the waste to landfill.
- Waste comes from many different sources. i.e. contaminated ground, road sweeper arising's, excavations, material off cuts, leftovers, damage, concrete. Anything not used is classed as waste.
- Minimising waste by following the golden rules takes more effort but is good for the environment and the company.
- Segregating waste into hazardous, non hazardous and inert types for disposal or recycling maximises opportunities for recovery costs and penalties can be avoided.
- Waste must be stored in a suitable and secure container to insure there is no cross contamination.

## Control Measures

- Store materials properly and safely to prevent damage before use.
- Keep significant off-cuts for reuse and know the correct place to stockpile and protect materials for reuse.
- Consider the quantity of material to be used before ordering or opening a pack and use it all before opening a new pack.
- Reuse materials [Such as formwork and shuttering] where practical.
- Tell your Supervisor/ Manager about instances in your work where you could reduce waste.



- Failure to manage waste correctly, from storage to final disposal, will result in prosecution, this will then cause negative publicity, leading to loss of reputation, leading to loss of business.