

Vermont Lamp Recycling Program

Erik Sorenson NEMA



Who is NEMA?

 NEMA – National Electrical Manufacturers Association

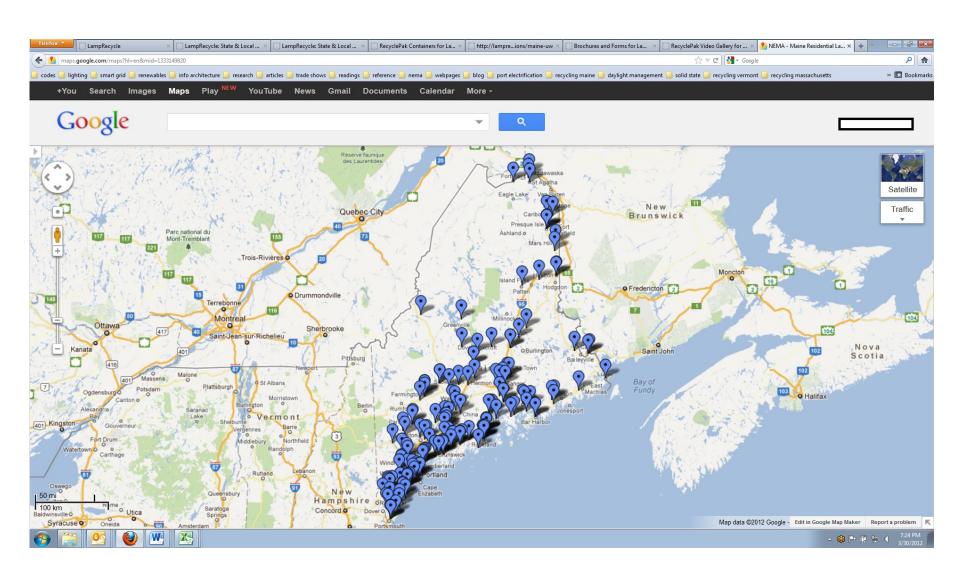
 Member companies that manufacture lamps elected to submit a plan to fulfill their recycling obligation in Vermont through NEMA

 Non-NEMA manufacturers were also invited to participate in the program



- In operation since January 2011
- Collects spent lamps from municipal and retail collection sites
- Over 150 sites participating
- Currently operating as a mail back program
- Telephone and online support for participating collection sites
- Online ordering available

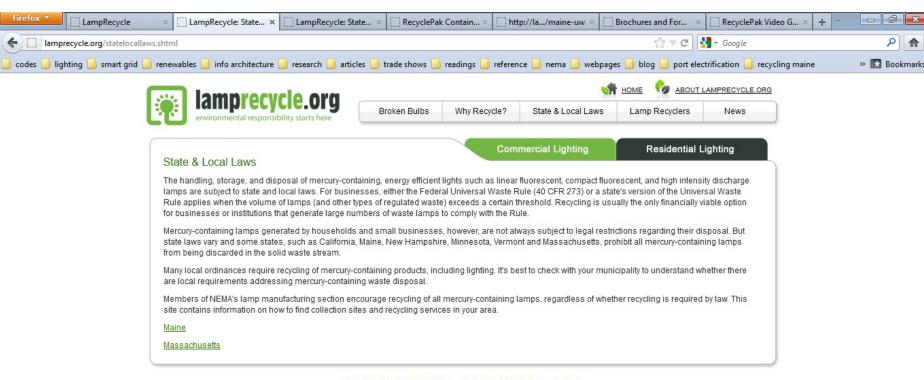












HOME | ABOUT | COMMERCIAL LIGHTING | RESIDENTIAL LIGHTING

BROKEN BULBS | WHY RECYCLE? | STATE & LOCAL LAWS | LAMP RECYCLERS | NEWS

© Copyright 2000-2009 National Electrical Manufacturers Association. Questions or comments? Please email lampreoyole@nema.org
Site designed by kohl Designs.











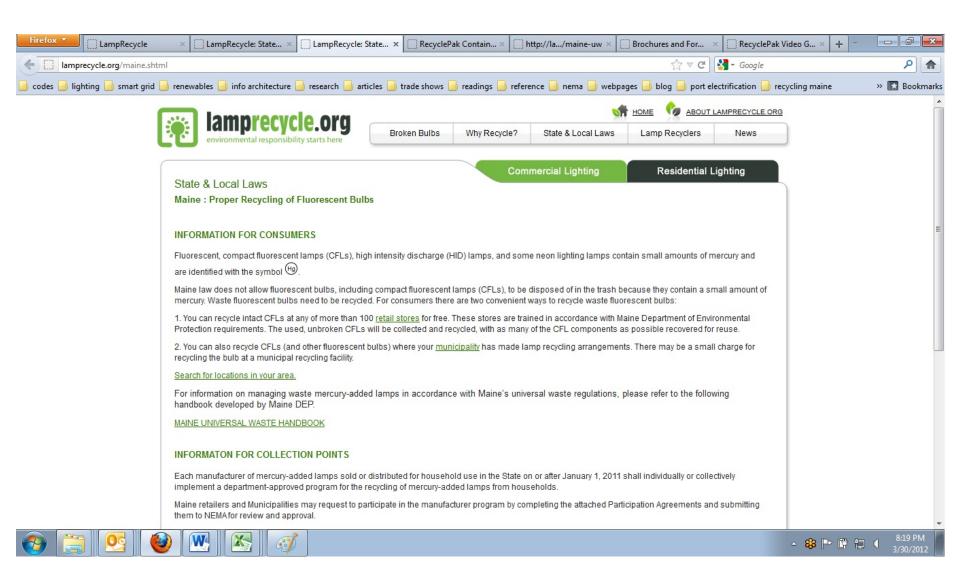




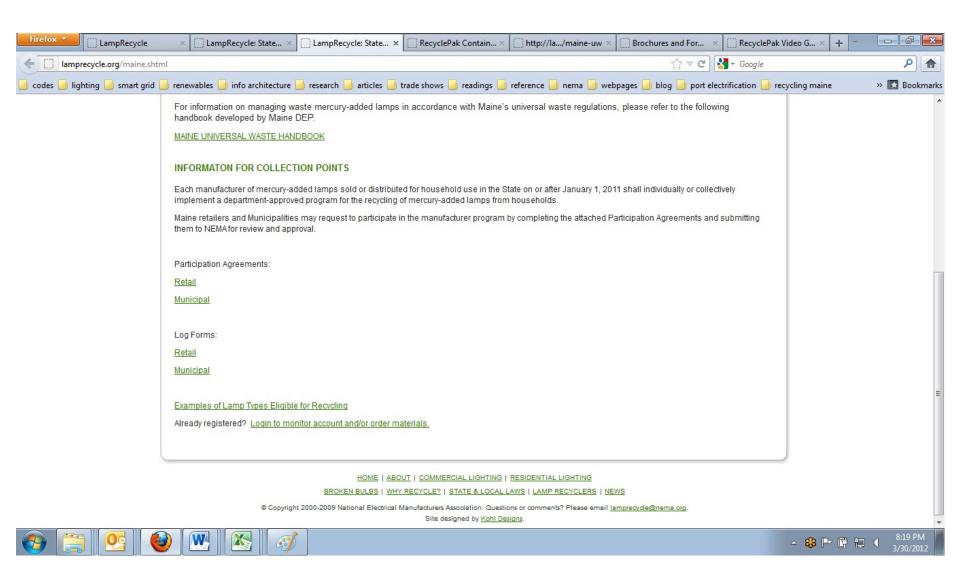




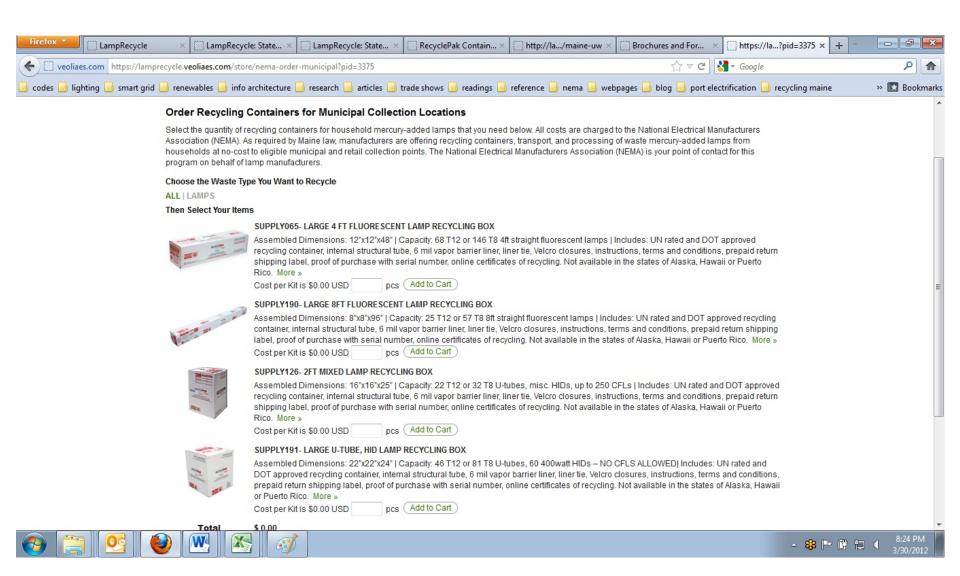














Vermont Lamp Recycling Program

Goals:

- Establish and maintain a continuous and uniform level of recycling services
- Provide recycling services in a coordinated manner that facilitates the routine collection of waste mercury-containing lamps
- Provide educational materials and customer support to participating collection sites



Manufacturers' Role

Responsibilities:

- Develop and sustain lamp recycling infrastructure
- Provide participating collection sites with educational resources, customer service
- Promote the need to recycle and the availability of the lamp recycling program to residents of Vermont



Participating Municipalities' Role

Responsibilities:

- Educate the population about the availability of lamp recycling
- Facilitate the collection of mercury-containing lamps from covered entities
- Support the program's reporting requirements
- Handle spent lamps in compliance with all applicable requirements of Vermont's universal waste law



Questions?

Erik Sorenson

erik.sorenson@nema.org