



BATTERY RECYCLING AT MUSC

What batteries are accepted by the program?

Alkaline: pagers (AA, AAA, C, D & 9-volt)

Lead Acid: UPS (Uninterrupted Power Supply) auto & trucks

Lithium: cameras, pagers, keyless locks

Lithium-Ion (LI-ion): computers, cellular phones, watches

Mercury: hearing aids, watches, calculators, cameras

Nickel Cadmium (Ni-Cd): power tools, cordless phones

Nickel Metal Hydride (Ni-MH): computers, cellular phones

Silver Oxide: watches, calculators, hearing aids

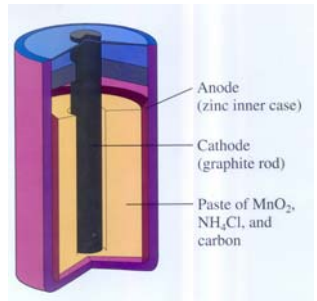
and any other batteries (**rechargeable or not**) that are used on campus!

Should the batteries be wrapped individually?

No, just cover the terminals of 9 volt/square batteries with a piece of tape: ANY tape is fine. Batteries Plus will make sure that batteries are acceptable for shipping to the recycling plant. For more information on the program go to www.batteriesplus.com

Why should we recycle dead batteries?

Each year, over 3 billion dry-cell household batteries are purchased in the United States. While handy, household batteries can contain heavy metals, such as cadmium, lead, lithium, mercury, nickel, silver and zinc. If improperly disposed of, buried in landfills, or incinerated, these could harm the environment by leaching into surface water or groundwater or escaping into the air and soil. According to the U.S. Environmental Protection Agency, consumer batteries contribute more mercury and cadmium to municipal solid waste than any other source. Long-term exposure to heavy metals can lead to serious health problems. Cadmium can cause lung, circulatory system, or reproductive system damage. Mercury can damage the brain, kidneys, or fetuses, as well as cause genetic, neurological, or psychological disorders. Cadmium, lead, manganese, mercury, nickel, and zinc have each been linked to cancer, developmental disorders, and immune deficiency.



What should I do when my container is full?

Call 792-4119 (792-5600 if you are in ART) when your container is full (max 5 lbs) or if you need a container.