



## HOLIDAY SCHEDULE

GFL Environmental will be **CLOSED** on the following holidays:

- **THANKSGIVING DAY**
- **CHRISTMAS DAY**
- **NEW YEARS DAY**

GFL will be running on a one day delay these three weeks.

If your service day falls on **Thanksgiving Day (Thursday November 23<sup>rd</sup>)** your service day will be Friday November 24<sup>th</sup>, if your regular day of service is Friday then you will be serviced on Saturday November 25<sup>th</sup>. Please place cans at the curb the evening prior because our drivers do run earlier than normal the week of a holiday.

If your service day falls on **Christmas Day (Monday December 25<sup>th</sup>)** you will be serviced on Tuesday December 26<sup>th</sup>, Tuesdays scheduled service will be moved to Wednesday, Wednesdays scheduled service will be moved to Thursday, Thursdays scheduled service will move to Friday, and Fridays scheduled service will move to Saturday. Please place cans at the curb the evening prior because our drivers do run earlier than normal the week of a holiday.

If your service day falls on **New Year's Day (Monday January 1, 2024)** you will be serviced on Tuesday January 2nd, Tuesdays scheduled service will be moved to Wednesday, Wednesdays scheduled service will be moved to Thursday, Thursdays scheduled service will move to Friday, and Fridays scheduled service will move to Saturday. Please place cans at the curb the evening prior because our drivers do run earlier than normal the week of a holiday.

**PLEASE NOTE IF CANS ARE NOT OUT FOR SERVICE, WE WILL NOT SEND DRIVERS BACK, WE WILL TAKE OVERFLOW ON THEIR NEXT SCHEDULED SERVICE DAY. THE SAME RULES APPLY FOR ANY MISSED PICK UPS. NO EXCEPTIONS.**

WE WILL RETURN BACK TO THE NORMAL SCHEDULE THE FOLLOWING WEEK. THE HOLIDAY SCHEDULE CAN ALSO BE FOUND ON OUR WEBSITE [WWW.GFLENV.COM](http://WWW.GFLENV.COM) UNDER THE FREDERICKSBURG LOCATION.

Please contact Amanda [a.cox@gflenv.com](mailto:a.cox@gflenv.com) or [tammy.waite@gflenv.com](mailto:tammy.waite@gflenv.com) with any questions.