

REDEMPTION CENTER LICENSE SURRENDER NOTIFICATION

I _____ hereby request that my Redemption
(First name) (Last name)
Center license #RC-_____ be canceled effective _____. This license was
(Date)
issued to _____
(Business name)
at _____
(Business address, including municipality)

I am aware that if I decide to re-open my redemption center business, I must apply for and obtain a license as required by State law.

Any business that acts as a redemption center must obtain and maintain a license with the Maine Department of Environmental Protection (DEP). Any person, firm or corporation who operates a redemption center without the required license commits a civil violation subject to enforcement action and penalties of \$100 to \$10,000 per day in accordance with Title 38 § 347-A and §349.

(Signed)

(Date)

(Printed name)

Alternative for retailers only: State of Maine law requires all retailers that sell beverages in containers subject to Maine's beverage container redemption (Bottle Bill) law to:

- accept and pay the refund value on any empty, unbroken and reasonably clean beverage containers of any kind, size and brand it sells, and maintain a redemption center license;
- or
- maintain a "Member Dealer /Redemption Center Agreement" with a local redemption center, and post a conspicuous sign that informs the public of the name, address and hours of operation of the local redemption center at which customers can redeem their beverage containers for their 5¢ deposits. (The Member Dealer /Redemption Center Agreement form is available at www.maine.gov/dep/sustainability/bottlebill/index.html.)

If you are a retailer completing this form to surrender your redemption center license, when you submit this form you must include a copy of the signed Member Dealer / Redemption Center Agreement you have completed with your local redemption center.

**PLEASE COMPLETE
AND RETURN TO:**

Tiffany Michaud
Maine Department of Environmental Protection
17 State House Station
Augusta, Maine 04333
By e-mail to: bottlebill.dep@maine.gov