



POPS

Soft furnishings Waste & Persistent Organic Pollutants

The Environment Agency (EA) has provided an update to all local authorities and waste management companies regarding waste items that could contain POPs. Specific guidance has been issued for soft furnishings including sofas, cushions, and some textiles.



What are POPs?

- POPs are organic substances that persist in the environment, accumulate in living organisms, and may cause long-term adverse effects on our health via food-chains and the environment.
- Items containing POPs are **banned from landfill**.
- UK manufacturers of these items stopped using POPs between 2002 and 2011, but imported items had some POPs chemicals as late as 2019.
- POPs regulations have been in place since 2007.
- The EA has clarified that it will be measuring compliance against these regulations. It therefore issued new guidance in December 2022 regarding identifying, classifying, handling and disposing of POPs waste at: [gov.uk/guidance/identify-and-classify-waste-containing-persistent-organic-pollutants-pops](https://www.gov.uk/guidance/identify-and-classify-waste-containing-persistent-organic-pollutants-pops)



What do waste producers need to do?

- As a waste producer, it is your responsibility to know if the soft furnishings waste you produce may contain POPs.
- Waste containing POPs **must not be co-mingled with any other waste streams**.
- If you have any kind of upholstered waste, **assume it is POP waste and contact us regarding compliant removal**.

If you're using our waste services, tipping sites, or app and want to know more about our POP waste solutions, please contact us direct via
01977 529586
customerservices@acumenwaste.co.uk

What is Beauparc's plan?

Beauparc has taken the initiative to repurpose a dedicated POPs processing facility within its UK network. Beauparc will bulk material from other sites within the group, which include Lincolnshire, Widnes, Peterborough, Birmingham, Liverpool, and other Leeds sites for processing and disposal.

