

Solid Waste Infrastructure for Recycling Grants Tribes and Intertribal Consortia Fact Sheet **The Aleut Corporation**

Selected Grant Recipient

Name: The Aleut Corporation

Project Location: Adak, AK

Project Title: Adak Island Solid Waste and Recycling Program

EPA Information

Region: EPA Region 10

Highlights

- Serves a rural and remote area of the western Aleutian Islands.
- Restores 47,150 acres of former Adak Naval Complex land.
- Establishes a sustainable solid waste and recycling program on Adak Island.

Grant Funding: \$1,500,000

The Aleut Corporation will establish a program to collect, store, recycle, and reuse municipal solid waste construction and demolition debris on Adak Island. Specifically, the corporation will revive the island's current baler building facility; they will also buy equipment to collect, compress, store, and ship waste materials. They will identify a recycler off-island who will accept the collected materials for processing. The corporation will work with the City of Adak to implement and sustain this collection and storage program. This program will allow The Aleut Corporation to clean up Adak Island, establish a sustainable solid waste and recycling program, and restore the fragile island ecosystems affected by waste mismanagement.

SWIFR Grants to Tribes and Intertribal Consortia

The Save Our Seas 2.0 Act provides investments in recycling to support the implementation of the National Recycling Strategy and build a circular economy for all. This funding supports improvements to waste management systems and programs, allowing for more efficient resource use and less environmental impact from waste materials. The SWIFR grant funding can be used to develop or update post-consumer materials management plans; establish or optimize collection and management of materials; fund infrastructure, technology, or other improvements to reduce contamination; enhance markets for recycled commodities; and increase the diversion, recycling rate, and quality of materials collected.

