

# 9 Pest Prevention Best Practices for

# ODOR MANAGEMENT



- Trash chutes should be inspected, repaired, and cleaned a minimum of once per year.** Debris build-up can create odors that may attract pests.
- All waste receptacles should have liners or bags, as well as self-closing lids.** When receptacles remain open or when debris builds up inside cans, odors can attract insects, rodents and wildlife – including stinging pests.
- Garbage receptacles, dumpsters, compactors and biological waste containers should be emptied regularly and cleaned frequently.**
- Dumpster pads and concrete around dumpsters can become damaged easily due to heavy traffic.** Repair damaged concrete and trough drains immediately as these will allow seepage below the concrete and create odors, as well as create pest breeding sites.
- Heat can exacerbate an odor problem, especially in humid areas.** Whenever possible, indoor trash areas should be temperature-regulated. In warm weather, consider having increased trash pickups in both indoor and outdoor areas and wash/disinfect trash receptacles more often.
- Drain traps in floor drains can dry out and create sewer odors that attract pests.** Have a maintenance or engineering team regularly check traps to keep both odors and pests at bay. Rentokil Steritech can install Green Drains to help control odors and pest access. Ask your representative for details.
- A musty odor could be the sign of a mold problem.** Mold grows when moisture is present, so it is important to repair leaks or water damage and control humidity levels. Moisture can also attract pests.
- Flies can be attracted to odors from up to 4 miles away.** The source of a fly issue may not be on your property, so you may need to utilize an odor management system to reduce odors that are attractive to flies. Rentokil Steritech offers an odor management solution. Ask your representative for details.
- Odor management systems can improve working conditions in areas where odors are prevalent, such as in soiled linen rooms, recycling rooms, etc.**