



HOW DO I GET RID OF IT?

The A to Z Guide for Recycling & Disposal in Pinellas County

<http://www.pinellascounty.org/utilities/getridofit>

Questions? Call Solid Waste at 464-7500.

All phone numbers are area code 727, unless otherwise indicated.

Guns / Ammunition

firearms, shotguns, handguns, rifles, flare guns, bullets, cartridges, etc.



These are hazardous waste. Do NOT dispose with regular trash!

1. **Sell, trade, or donate** to a [licensed gun dealer](#) (Federal Firearms License).
2. **Call the police** to arrange pickup or drop off. If you are concerned about safety, ask them to come to your home to pick up the item(s).
 - a) Call the Pinellas County Sheriff's Dept. at 582-6200 if you live in an unincorporated area or a city that does not have its own police department.
 - b) Call your city's police department if they have one (see below):

Police Dept.	Address	Phone	How to Handle
Clearwater	645 Pierce St.	562-4242, ext. 0	Call for pickup.
Gulfport	2401 - 53 rd St.	893-1030	Call for pickup.
Indian Shores	19305 Gulf Blvd.	595-5414	Drop off at the station or call for pickup.
Kenneth City	4600 - 58 th St.	498-8941	Drop off or call for pickup.
Largo	201 Highland Ave.	587-6730	Drop off or call for pickup.
Pinellas County Sheriff's Dept.	10750 Ulmerton Rd., Largo	582-6200	Call for instructions.
Pinellas Park	7700 - 59 th St. N.	541-0758	Drop off or call for pickup.
St. Pete Beach	200 - 76 th Ave.	363-9200	Drop off or call for pickup.
St. Petersburg	a) Station 1300 - 1 st Ave. N. b) Pistol Range 1845 - 13 th Ave. N.	a) Station 893-7780 b) Pistol Range 821-3343	Drop off ammunition at the pistol range. Drop off guns at the station, or call for pickup.
Tarpon Springs	444 S. Huey Ave.	938-2849	Drop off or call for pickup.
Treasure Island	180 - 108 th Ave.	547-4595	Drop off or call for pickup.

**The Belleair Police Dept. refers citizens with firearms or ammunition to the Sheriff's Dept.*

NOTE: Guns and ammunition are **NOT** accepted at Pinellas County [Solid Waste Operations](#), [mobile collections](#), or the [HEC₃ facility](#).

Also see: [Explosives](#)
[Fireworks](#)