Things that pair well with wine: Cheese, chocolate, meat...recycling? <wine glass clink>

Starting in 2024, you can cut your trash and climate pollution footprint by redeeming your empty wine and liquor bottles at a recycling center.

29-34 NIGEL One of the great things about glass is it's 100% infinitely recyclable"

On top of providing a 5, 10 or 25 cent CRV deposit refund on empty wine and spirit containers.

The change will help California wine makers turn more old wine bottles into new wine bottles.

36-42 NIGEL We want to recycle as much material as we can back into wine bottles

California's Beverage Container Recycling Program kept nearly a half-trillion bottles and cans off our streets and out of our landfills by turning empty containers into new products.

By adding wine and spirits to the CRV redemption program...

21-28 AMY We anticipate that it will bring 1 billion bottles into the recycling program

Recycled glass that California manufacturers desperately need to make new bottles with less waste and pollution.

113 NIGEL about 35% of the incoming material is colored, recycled glass. We'd like to increase that to 75%

CRV bottles and cans from recycling centers are among the cleanest recyclables collected in California.

251-257any time we can get it clean, we get a higher amount of it back out of the system.

Helping meet California wine-makers demand for glass with in-state remanufacturing.

140 we see behind us right here some redemption glass that has come in from the bottle bill suppliers.

215-228 we take glass from here, we turn it into furnace ready cullet that goes into our manufacturing process. We make bottles and then we send it out the winery for filling. 224 So this is a perfect example of a circular economy

California material - collected - recycled - and remanufactured right here in California.

• Turning pollution into new products.

And helping California transform the world's fifth largest economy from a polluting, throwaway society into a global model for a no-waste life.