

Hospitality House Pet Policy

Guests wanting to shelter with their pet must utilize the outreach dorm and must have completed all pet owner eligibility requirements prior to sheltering. Animals who have been approved will have an updated animal face sheet outlining the date they were eligible. Advocate staff must refer to the animal face sheet log to ensure that the animal currently attempting to shelter has completed the necessary requirements.

Questions? Call Geoff at 530-263-5723

Eligibility Requirements

- Animal must have completed its shots
 - Rabies
 - D2HPP
 - Bordetella
- Animal must be licensed
- Animal must be spayed/neutered
- Animal must have a behavioral assessment completed
- Animal must be a Dog or a Cat

Shots

- Animals do not need to receive their shots through the outreach team, but will need to
- provide proof that their shots are up to date
- If the guest needs support in getting their animal vaccinated, they can contact the
- Outreach team to schedule a time to complete their shots

Licensure

- All animals must have a dog or cat license with the city of Grass Valley to shelter
- Guests who need help navigating licensure must contact the Outreach team for assistance
- Dog license's must be up to date prior to the animal sheltering.

Spay/Neutered

- Guests requiring assistance in getting their animal spayed/neutered will should be referred to the Outreach Team
- Animals who have yet to be spayed/neutered, but have an appointment scheduled within reason and have completed all other eligibility requirements will be allowed to utilize the outreach dorm

Behavioral Assessment

- All animals must have a behavioral assessment scheduled with Sammy's friends and coordinated by the Outreach and/or Shelter Manager prior to being allowed to shelter in the Outreach dorm at Utah's place.
- Animals passing a behavioral assessment, but then becoming unsafe once sheltering will need to leave with their owner and will require a reconsideration meeting.

Animal Face Sheet

- Once all eligibility requirements are met the animal must have a Face Sheet completed and tracked on the Animal Face Sheet Log
- The Animal Face Sheet must contain a photo of the animal.
- If the information at the door does not line up with what is recorded on the face sheet the advocate must turn the guest away

Feces

- Animals will be allowed out of the shelter with their owner every hour to allow their dog to potty.
- Owners will be given a bag to pick up animal feces and will be expected to pick up their own animal's droppings. If guests refuse, they will be asked to leave the shelter with their animal and seek a reconsideration meeting.
- All feces must be deposited directly into the dumpster in the parking lot and must not be brought into the building for disposal.

Behavior

- All animals will need to be able to be indoors and quiet throughout the night. If an animal is unable to quiet their owner will be asked to leave with them.
- All animals must comply with relevant elements of the Good Neighbor Policy and Mutual respect code. Any animal or guest/owner in violation of either may be subject to disciplinary action up to or including loss of shelter privileges. This includes but is not limited to:
 - Biting
 - Barking
 - Aggressive behavior

Sleeping

- Dogs will be allowed to sleep either under their owner's bed or on the bed with the owner as long as they are on a bottom bunk.
- Animals that need to potty at night will be allowed outside with their owner to complete the task. Owners will utilize the landscaped area in the parking lot where they can be supervised by staff and will be provided a doggie bag to collect and dispose of the feces.

Food/water

- All animals will be given food through the outreach team, and owners will be able to feed and hydrate their animals out on the deck during designated smoke breaks.

Leashes and Dog accessories

- All animals will be provided what they need through their contacts with outreach. However, a small supply of items for animals will be available upstairs in the Outreach Closet.