

## Dog Walkers and Enrichment Volunteers Rules

**\*\*Violation of these rules may result in the termination of a volunteers ability to walk and/or perform enrichment for the animals\*\***

### General Rules for all Dog Walkers and Enrichment Volunteers

1. Wear comfortable clothes that you are okay getting dirty
  - a. Dogs get dirty and like to jump
2. Closed toes shoes are REQUIRED
  - a. No shoes that slip off easily. I.E. TOMS
3. No listening to music
  - a. You need to be completely aware of your surroundings and the dog
  - b. No exceptions. Having one earbud in your ear is not acceptable either
  - c. These dogs are not your pets and require more awareness of their surroundings
4. NEVER interact with a dog that is above your approved level
5. Always have treats on hand to reward the animals
6. NO yelling at, hitting, or smacking the animals
  - a. You will be asked to leave immediately from your shift
7. Dogs MUST remain leashed while on a walk
8. Keep your phone on hand and save WCHS phone number to your contacts
9. Have positive interactions with the animals

### Safety Rules

1. NEVER interact with an animal that is above your approved level.
2. Check in with staff before walking or interacting with a dog
3. Save the shelter number to your phone in case of emergency
4. Always hold the leash with two hands
5. Dogs may only be walked together if approved by staff - even if they are housed together
6. Always carry poop bags and clean up right away
7. If a dog is being too difficult to walk, bring them back to the shelter immediately
  - a. End the enrichment if they are being too difficult
8. Dogs MUST remain on leash while on walks unless
  - a. In the play yard/gazebo area
  - b. Pooch Park (on Tuesdays)
  - c. In their run
9. Areas where to walk dogs
  - a. Grass area behind cat building and parking lot
  - b. Fenced area on the left side of the dog building
  - c. Public sidewalks
  - d. Trail by creek/railroad tracks
  - e. Downtown Pullman for approved volunteers only
10. Off limits areas
  - a. Pooch Park
  - b. On the road
  - c. Private business/home
  - d. Water and tall grass

## Dog Walkers and Enrichment Volunteers Rules

- i. High risk of parasites
11. Do not let the shelter dogs meet other dogs
  - a. Even if they are friendly
  - b. Change direction, add distance, or inform the other person with a dog that you have a shelter dog that cannot interact with others.
12. Do not let strangers meet them
  - a. Inform the person that you are a volunteer and if they want to meet the dog that they should contact staff and fill out an adoption application.
13. Do not let dog's eat anything while on walks except for the treats that you bring with you.
14. Always demi lock a dog's kennel in the morning and relock the kennel during open hours.
  - a. Cat cubbies should always be appropriately secured, either locked or latched.
15. Never drop a leash before completely closing and latching a kennel
16. Always bring water for the dogs when going on walks.
17. Never enter/exit a kennel when someone else is entering/exiting the kennel.
  - a. This reduces the chances of a dog escaping and getting into a fight with another dog. If you cannot see another person in the run, communicate with the staff member or volunteer to know when it is safe to enter/exit.
18. Do not leave enrichment items in with the dogs
  - a. Some are easily destroyed and can harm the digestive tract of the dog if chewed and swallowed
19. Dog fights
  - a. Do NOT let go of the leash - use it to separate the dogs
  - b. Shout for the dog's owner
  - c. Call shelter staff ASAP
20. Extreme weather conditions
  - a. Very cold or very hot
    - i. Keep walks down to 10 minutes or not
    - ii. Use the gazebo area
    - iii. Remain inside the kennel or that dog's run
  - b. Check pavement temperatures prior to taking a dog out
21. Make sure the dog is all the way through a doorway before shutting it
  - a. This has broken tails in the past