

WORLD OF ANIMALS BOARDING KENNEL

Owner: _____ Phone(s): _____

Pet's Name: _____ Weight _____ Breed: _____

Boarding from: _____ / _____ / _____ to: _____ / _____ / _____

We LOVE taking photos of our kennel guests and share them on our website and facebook page, OK? _____

Does your pet have any medical conditions (heart problems, seizures, diabetes, allergies, arthritis etc.)

No Yes (list) _____ **initial** _____

SOME medications can be given at the kennel for an additional charge of \$1.00 per day.

****Dogs with diabetes, seizures or other major illnesses will need to be in the hospital and not the kennel.**

Meds & dosage: _____

The standard boarding fee includes 3 periods (15 min ea) of outside time (walks &/or yard time). Dogs are fed 2 times a day, stay in large clean runs with a comfortable bed and are cleaned up after walks.

Did you bring your pet's own food, or are we feeding the kennel's food?

****change in food can cause diarrhea, doctors recommend bringing food from home.****

Kennel food

Owner food

How often?

Once daily

Twice daily

How much? _____ cups /feeding _____ cans/feeding

We do NOT recommend you leave any items and are NOT responsible for their return. If you chose to leave any items (toys, leash) please list. _____

Special Concerns: (blind, deaf, fearful, other) _____

Do we have permission to treat your pet if it becomes sick while boarding with us? Yes _____

NO, contact me first before any treatment _____ **Number where I can be reached** _____

If you would like your dog to get **EXTRA** activities and attention, we offer the following:

Private Walk with staff (15 min)	\$ 5 ea	# of days _____
XTRA playtime in play yard (30min).....	\$ 5 ea	# of days _____
TLC time (attention/massage/pets & lovin' 2 x 15 min sessions).....	\$10 ea	# of days _____
Busy Bone (Peanut Butter Stuffed kennel Kong).....	\$5 ea	# of days _____

Would you like your pet to have a BATH before pickup? (add'l charge) pick up after 11am Yes No

Signature of Owner _____ date _____

EMAIL: _____