

# INTRODUCTION TO THE



CAROLINA COLOURS

DOG PARK



# DOG PARK COMMITTEE

## Member

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Please pick-up,  
read, sign and  
return the users  
agreement before  
using the dog park



# Location

- Off waterscape, near the active railroad tracks
- Gravel road between pond and tracks
- Next to RV and Boat storage
- There will be a sign



# PARK ENVIRONMENT

- Two play areas, one for small dogs and one for large dogs.
- Both areas surrounded by a four foot, chain link fence.
- Each area has a double gate for leashing up with gravel substrate.
- Play areas are flat and grassy.
- Water is available.
- Sun shelter is split along common fence of both dog areas. “Thank You” to Building and Grounds.
- Grand Opening basket raffles will help pay for extra benches in the future.
- Parking is gravel.
- CAUTION: Active railroad tracks, busy roads, and pond (alligator?) are close.

# PARK RULES

- Owners are responsible for any injuries or damages caused by their dogs- Carolina Colours Association assumes no responsibility for injuries to persons or animals.
- Children under 16 must be accompanied by an adult.
- All dogs must be vaccinated and  $\geq 4$  months old.
- Leash your dog while entering and exiting the park.
- Dogs must be supervised at all times.
- Owner must clean up dog waste.
- Dogs must be removed from the dog park at the first sign of aggression.
- Ill, injured or dogs in heat are prohibited from the park.
- No human or dog food, no smoking, no glass.
- No prong, spike or choke collars.
- Limit 2 dogs per accompanying adult.
- Small dog area limited to ~25 lbs.
- Park is open from dawn to dusk.
- *User's agreement must be read and signed prior to visiting the park.*

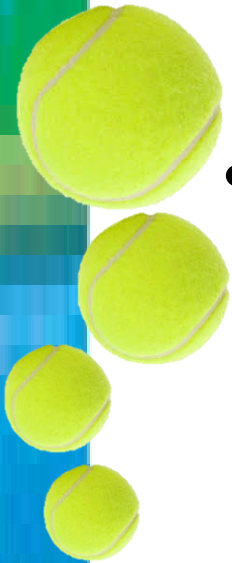
# SHOULD ISSUES ARISE AT THE DOG PARK

- Any park problems or concerns should be brought to the attention of Ken Gerhard
- The dog park will be randomly monitored by the park committee
- Security cameras are on site to monitor the park



# BASICS FOR A GOOD PARK VISIT

- Know your dog and be honest about the behavior your dog exhibits!
- Basic Training: Recall to leave, to come to you and stay with you if trouble breaks out or if your dog starts to get over excited.
- Well Socialized: How does your dog interact with other dogs in close proximity? Do they enjoy the company of other dogs?





# BRINGING THE WRONG DOG MAKES FOR A BAD EXPERIENCE FOR EVERYONE

- Pups who have not yet had their vaccines. Talk with your veterinarian about their recommendations
- Females in heat could get breed, her presence may start fights
- Fearful dogs will be easily overwhelmed and react or shut down
- Aggressive dogs (A quick bark, snarl, or air snap as a warning is OK).



# IMPORTANCE OF SMALL DOG AREA

- Small dog may be viewed as prey from other dogs.
- May get bowled over or run over by larger dogs and injured from rough play.
- Humans may trip over or on the small dog.
- Can escape fences more easily.



# SUPERVISING YOUR DOG

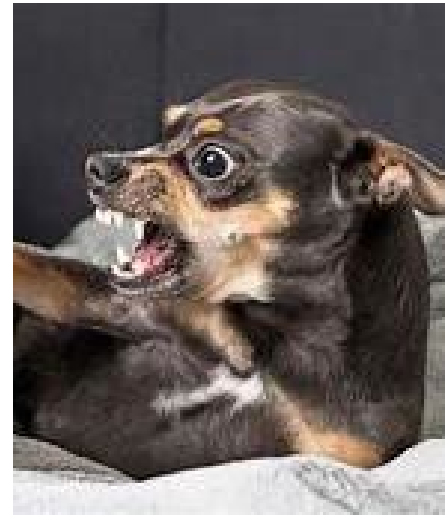
- Actively monitor your dog at all times.
- Be observant of other dogs and owners
- Always keep in mind what “could” happen.
- Spot possible trouble early and head it off
- Be vigilant, stay calm, talk quietly.
- Have your dog check in with you from time to time.



# PICKING UP YOUR SMALL DOG

If you pick up your small dog to avoid a confrontation with another dog...

- You may become a victim too and either get bit by either your dog or the aggressor. (redirected aggression)
- Your dog may feel he has “back up” and be more brave.
- Same thing can happen with a dog in your lap.



# ADVOCATE FOR YOUR DOG

- If things are not going well, leave.
- Stay only as long as you and your dog are having fun and are relaxed.
- If playing inside the fence is too much, or maybe as an introduction the first couple of visits, just have your dog watch, walk, do some basic training with positive reinforcements (treats, praise) outside the fence.
- Everyday will be a different experience because of the different people and dogs visiting.
- Dogs are unpredictable, even your own.
- Anxious dogs would benefit going on a less busy time, the park will be calmer, but you still don't know who is going to show up.

# WHAT TO BRING

- Comfortable, easy wear clothing you don't mind getting torn or dirty.
- Clothing with pockets to hold stuff like potty bags.
- Hats and sunscreen
- Closed toe shoes with good traction.
- Collars should have ID and rabies tags
- Water bowl
- Extra leash and towel great to have in car.
- Whistles, dog fight break up sprays
- No treats in the play areas, OK outside the fence.



# FIRST VISIT (WITHOUT THE DOG)

- Stop outside, assess the features, who is there, how are they acting.
- Note rules posted
- Fence placement and structure. (four foot chain link, how high can your dog jump?)
- Double gated areas at entrances. (Dogs tend to pile up to see who is entering and leaving to check them out.)
- Location of hazards. Active railroad tracks and roads, forested areas, pond (alligator sometimes is seen here)
- Location of water source.
- Turf in main play areas, gravel in double gated areas

# FIRST VISIT WITHOUT THE DOG CON'T

- Note holes, muddy areas
- Location of shade, shelter, split between small and large areas. Dogs will tend to pile up where people congregate.
- Location of dog waste cleanup stations .
- These will be maintained by CC maintenance crew. It is not their job to clean up after your dog. (Bring extra bags just in case)
- No restroom facilities at the site.
- RV and boat storage is located here also.





# FIRST VISIT WITH THE DOG

- Is this a good day to go? Before leaving home, check your dog's physical and mental state.
- Scope out what is going on at the park before entering.
- Walk to the gate calmly, not in a hurry. You want your dog happy but not hopped up upon arrival.
- If there is crowding at the gate, ask owners if they could call their dogs to them to distract them from your entrance. Crowding increases excitement and trouble.



# FIRST VISIT CON'T

- Don't bring dogs that are not your own. You may not know them well enough to have control over them.
- Help each other out in managing dogs.
- Watch for overcrowding.
- Avoid corners, you and your dog may get trapped.
- Don't plant yourself at the gate.
- Vary your location if sitting and don't hang out at the fence all the time. It's better to keep moving around the play area.



# FIRST VISIT CON'T

- Interact with your dog frequently than send them back to play.
- Water your dog away from gates. You might want to bring your own bowl to avoid communicable diseases.
- Flat topography allows dogs to gain speed so watch for heightened level of excitement. This can be dangerous to slower running dogs or people
- Watch for over heating.
- Make your first couple of visits short.



# OVERHEATING AND HEAT STROKE

- Especially susceptible: Brachycephalic (flat nose breeds). The physical structure inhibits their ability to pant effectively.
- Signs of overheating:
  - Excessive panting, unusual & excessive drooling, blueish purple, pale, or reddened gums, vomiting, diarrhea, mental dullness, loss of consciousness, uncoordinated, collapse, body temperature  $103^{\circ}$  or higher, rapid heart rate.
- What to do:
  - Keep eye on outside temperatures, shorten your dog's playtime, encourage calmer, quieter play, avoid cooling dog too quickly, use tap water temperature not hot or ice cold, blow fan on them. Seek shade or AC, do not make dog drink water, take to veterinarian.

# IT'S YOUR PARK HAVE FUN!

