

## WINNETU OCEANSIDE RESORT 2020 DOG POLICY & ACKNOWLEDGEMENT FORM

Specific accommodations allow a dog of 100 pounds or less. *Please note* we have a limited number of dog-friendly rooms and they must be reserved in advance. This form is required to confirm the booking. Any persons having an unauthorized dog on site will potentially be asked to leave the property or board the dog.

Please note that there is only one dog allowed per accommodation, per stay. There is a \$50 per night pet fee, which will be charged upon booking with a dog. This is a nonrefundable fee. We ask that you keep your dog leashed at all times when outside your accommodation. Dogs are not allowed in the hotel common areas or restaurant.

## Additional Information:

- Don't leave your furry best friend alone for extended periods of time in the accommodation as he/she may start barking. Please crate your dog when you leave your accommodation (crates are provided for you)
- To ensure we don't disrupt your pup's relaxation time, please place the "Pet In-Room" hanger (provided at check-in) on the outside of your door whenever your pet is in your room.
- Please keep your dog off of the bedding in your accommodation.
- Please be respectful of other hotel guests as not everyone is comfortable around dogs.
- Animal Healthcare Associated (508-693-6515) provides boarding, grooming, veterinarian and emergency services for you dog if needed.

We hope you and your four-legged friend have a bark-tastic stay with us at The Winnetu Oceanside Resort. Should you need any recommendations on groomers, vet services, parks, or pet-friendly restaurants, our concierge has you covered!

Accommodation:	Stay Dates (Start/End):
Guest Name:	Dog Name:
Dog Breed:	Dog Age/Weight:
Emergency Contact (Cell):	<del></del>
As owner of the above-named dog, I hereby represent that my dog is gentle, well domesticated and has no violent propensities. I understand that I will be responsible for any additional costs or repairs associated with my dog.	
Signature of Guest	Date