

## PET POLICY

The following list of the requirements encompasses the Fort Lee Commonwealth Communities LLC's pet policy.

A nonrefundable fee of \$100 will be charged one time for each pet that resides in the home. Payment is due at the time of move in or at the time the pet is acquired. Tenant understands that the non-refundable pet fee will not be used as a damage deposit. Tenant remains responsible for the payment of any and all damages to the premises caused by his pet.

- 1. Existing residents must notify your neighborhood management office within three working days of acquiring a pet.
- 2. All pets must be registered at the Fort Lee Veterinarian Treatment Facility within three (3) working days of occupying a house or acquiring a pet. Pet owners must provide a verification of a Valid Signed rabies certificate and microchip number. If not available, the animal must be vaccinated and micro chipped. The pet does not have to be present at the time of registration. If the pet does not have a valid (signed) rabies certificate or a microchip, an appointment can be scheduled at the time of registration for the pet to be vaccinated and micro chipped at a later date. This information applies to dogs and cats.
- 3. A pet is considered to be a domesticated animal living in association with a household. Acceptable pets are limited to dogs, cats, and birds. Residents may not house exotic animals such as, but not limited to, reptiles, rodents (other than hamsters and guinea pigs), ferrets, hedgehogs, skunks, rats, squirrels, monkeys, arachnids, snakes, or any farm animal. No more than three pets per household are allowed. Certain breeds of dogs are not allowed, including Pit Bulls (American Staffordshire Bull Terriers or English Stafford Bull Terriers), Rottweilers, Chows, Doberman Pinchers and Wolf hybrids, either full or mixed breed.
- 4. Residents are responsible for keeping the grounds clean and sanitary. All yards and common areas must be kept clean of pet droppings. Residents must pick up and properly dispose of animal waste (sealed plastic bag) placed in the Resident's trash receptacle and residents who walk their pet must carry a plastic bag to retrieve and dispose of any droppings. It is a violation of the Pet Policy for any resident to simply "turn out" their pet and recall it at their convenience.
- 5. Pets must be "on leash" at all times when outside the fenced area of the home.
- 6. Pets shall not be tethered outside the home. Pets must be in the home or behind an approved fenced area in the backyard. No pets may be left unattended outside of the fenced in area. Avoid leaving pet food outside for prolonged periods, as it will attract vermin and pests.
- 7. Pets are not allowed in the pool, pool areas, playgrounds or tot lots at any time.

- 8. Residents will be required to remove any pet that constantly disturbs other residents, whether inside or outside the home, or prevents the Landlord's agents and employees from properly performing their duties. If resident fails to remove said pet, when requested by the Landlord, the Resident Occupancy Agreement may be terminated in accordance with established guidelines.
- 9. These guidelines exist to ensure the quiet and safe enjoyment of all residents and to maintain a high quality living environment, and will be strictly enforced by the property management staff. Prohibition extends to other animals that demonstrate a propensity for dominant or aggressive behavior such as unprovoked barking, growling, or snarling at people, aggressively running along fence lines when people are present, biting or scratching people or escaping confinement or restriction to chase people.
- 10. Landlord reserves the right to establish such other reasonable guidelines as, in its sole judgment, shall be required to maintain the cleanliness of the premises and provide for the preservation of good order therein. Termination of lease may occur if there is a failure to follow Pet Policy.

•	, ,		
Resident:		 	
Resident:			
Resident:		 	
Address:		 	
Date:			

Thank you for your cooperation.