

Adoption Policy

To adopt an animal, please come into one of our facilities with photo ID to see what animals are available. Our adoption hours are: Monday – Friday 11am to 5pm, Saturday – 10am to 3pm, Sunday – 12pm to 3pm.

Generally, animals fall into one of four categories in our facilities.

1. Available - Animals relinquished by their previous legal owner.
 - a. General Availability: These are animals available for adoption. Applications are sometimes required. See Application Policy.
 - b. Future Availability: Temperament of the animal or other factors may necessitate further evaluation by a manager/veterinarian. Sometimes a new arriving pet needs time to adjust to the shelter environment. Once cleared, these animals move to General Availability. Applications may or may not be taken during this time depending on the situation.
2. Lost (Stray) - These animals were found and brought to us by the public, the local police, or other officers. They will remain in our facilities for a week (leaving earlier only if their legal owner has reclaimed them.) Animals wearing tags will remain longer. Applications are normally accepted on these animals during their "stray-hold" period.
3. Unavailable - These animals are not for adoption pending a decision by our veterinary and managerial staff. Animals with a history of aggression, or severe medical problems fall into this category. No specific information is given out about these animals.
4. Confiscated - These animals are being held pending cruelty charges. No specific information is given out about these animals.

The adoption fee for cats is \$40 plus tax. The adoption fee for dogs is \$85 plus tax.

In order to adopt you must:

- Have valid photo identification
- Be at least 18 years of age
- Be the owner/renter of a property or have the owner's/renter's permission (this includes adults living with their parents)
- Provide proof that pets are permitted under a rental/lease agreement (if applicable)

Any adoption may be declined at the discretion of the SPCA.