

Pet Ownership at Country Club Shadows: A Guide for Residents

Country Club Shadows aims to be a welcoming community for responsible pet owners. To ensure a harmonious environment for all residents, we've established clear guidelines regarding animals. Here's a comprehensive overview of our pet policies:

Authorization and Pet Limits

- **Board Approval Required:** You must obtain authorization from the Board of Directors before bringing any animal or bird onto CCS property or into your unit.
 - This is a crucial first step. Contact Management to get the pet authorization request form.
- **Approved Pets:** If authorized, you may keep generally recognized house or yard pets.
- **Pet Limit:** The maximum number of pets allowed per unit is two (2).
- **Weight Restriction:** Each pet must not exceed twenty-five (25) pounds.
- **Board's Right to Prohibit:** The Board of Directors retains the power to prohibit pets entirely.

Exotic Animals

- **No Exotic Animals:** Exotic animals, including but not limited to snakes, reptiles, wild animals, poisonous animals, or cageless birds, are prohibited unless you have written approval from the Board of Directors.

Commercial Purposes

- **No Commercial Pet Activities:** You may not keep, breed, or maintain pets on Country Club Shadows property for any commercial purpose.

Pet Approval Process

If pets are allowed, the following steps are required:

- **Pre-Occupancy Inspection:** At least seven (7) business days before your expected occupancy, you must bring your pet to CCS for a visual inspection by Board members.
- **Required Documentation:** You must also provide:
 - Your pet's current shot record, as required by the Clark County Health District.
 - Proof of any licensing required for your specific type of pet.
- **Board Decision:** The Board will notify you or your landlord of their decision, which is final.

Pet Behavior and Responsibilities

- **Board Discretion on Pet Type/Nuisance:** The Board has the authority to determine, at its sole discretion, whether a particular animal or bird is considered a generally recognized house or yard pet or a nuisance.
- **Leash Requirement:** All pets must be kept on a leash at all times when in common areas.
- **Owner Liability:** Pet owners are liable and responsible for any unreasonable noise, damage, or nuisance caused by their pets.
- **Supervision:** Pets must not be left unattended while outdoors. Owners must accompany their leashed pets at all times.
- **Cleanup:** Owners are responsible for immediately cleaning up after their pets in common areas and disposing of droppings properly. This is a health issue, and failure to comply may result in fines.
 - **Designated Waste Area:** For your convenience and to maintain cleanliness, there is a designated pet waste station located behind F Building.
 - **Waste Disposal:** It is mandatory to use the bags provided at the station to clean up after your pet and dispose of the waste in the receptacle.
- **Restricted Areas:**
 - No Pets in Pool/Clubhouse: Pets are not permitted in the swimming pool/spa area or the clubhouse at any time.

Enforcement

- **Removal of Animals:** The Board of Directors reserves the right to have animals removed from the property if they are deemed a danger or nuisance by the Board or Animal Control.
- **Liability for Injuries:** Owners are responsible for compensating anyone injured or bitten by their animal and will hold the Association harmless from any related claims.
- **Agreement to Abide by Rules:** All pet owners/tenants must agree to abide by the CCS pet rules.
- **Barking/Noise Control:** If your animal (especially dogs) is prone to continuous barking or noise when left alone on the patio, you must take steps to curb the noise (e.g., keeping the pet inside) except when you are present with the pet. Violation of this rule may result in fines.

By adhering to these guidelines, including utilizing the designated pet waste station, we can ensure that Country Club Shadows remains a pleasant and safe community for all residents and their animal companions.