

ABEJA



OUR DOG POLICY

We are delighted to welcome your four-legged companion to Abeja! To ensure a safe, comfortable stay, and peaceful atmosphere for all, we kindly ask that you review and agree to the following responsibilities.

FURRY FRIENDS GUIDELINES & SAFETY CONSIDERATIONS

- A **maximum of two dogs** are allowed per room; they must be **house-trained** and **vaccinated**.
- Your dogs **must be in a crate when left alone** in your room. They may not be left **unattended in vehicles**.
 - If you would like housekeeping during your stay, your pet must be in a crate.
- Pets must **remain on a leash** anytime they are outside your guestroom.
- Dogs are ***not permitted*** in the **Small Barn, Big Barn, or select Inn suites**.
 - *This does not apply to guests with certified service animals. We fully comply with the **Americans with Disabilities Act**.*
- Please keep in mind that **excessive barking** or **disruptive behavior** may result in early check-out.

FOUR-LEGGED GUEST SERVICES & FEES

- There is a **\$100 non-refundable fee per dog, per stay**.
- Dogs receive a **welcome treat, cleanup bags, and a waste bucket** placed outside your door.
- For your convenience, **pet bowls, towels, dedicated bed and furniture covers** are provided. Using these items helps keep our spaces fresh and comfortable for everyone.
- Please **leave these items behind** at check-out, as missing items will be charged to your room.
- You are **responsible for any damage or cleaning costs**, which may be billed to your room.

WHAT WE'RE NOT RESPONSIBLE FOR

- Abeja is **not liable for any injuries, damage, or losses** caused by or to your pet during your stay.
- In the event of any pet-related incidents, you agree to **hold Abeja Winery and Inn and its partners harmless**.

By signing below, you agree to the terms above and confirm that your pup is ready for a relaxed and respectful stay at Abeja!

DOG'S NAME(S): _____

BREED/DESCRIPTION: _____

GUEST NAME: _____

CELL NUMBER: _____

Guest Signature: _____

Date: _____