* Dogs express solely through their bodies
* Body language – signs of happy dogs
  + No stiffness
  + Wagging tails
  + No showing teeth aggressively
  + No hackles up
* Focus on more than one part of the body
  + One part showing signs of happy dog (ex. Wagging tail) does not necessarily mean dog is happy
  + Always approach with caution, even if you think you see signs of happiness
* Camp Bow Wow requirements
  + Up-to-Date Vaccinations
  + Sterilization – no accidental pregnancies and lower hormones
  + Interview process
    - All new dogs must be “interviewed” to see if they are a good fit
    - Dog explores the yard alone first
    - Dog meets another of the same gender first – more likely to be unsuccessful, so you can tell earlier if interview will fail
    - Present bottom to interviewing dog, then switch
    - Both dogs stay on leads until sniffing if done, then leads are dropped at the same time
    - Dog stays at least 3 hours – looking for maintenance of stability
      * If show signs of instability – take break in cabin and see if they calm down and are more relaxed after
    - Excessive humping/altercation = not passing
  + If altercations occur – don’t grab collars, grab by hindquarters and pull apart
    - Never put hands in between
  + Tools to stop altercations - Spray bottles, hose, air horns, whistle
  + Corrective snapping at other dogs is ok, but not overcorrection/overreaction
  + Quick release collars only
    - Sheers available to cut collars off if needed
  + Name tags required – cannot be plastic, as dogs can chew them off and swallow them
  + Operation happy dog
    - Snout to tail check for blood, scabs, etc.
  + Breakfast, lunch, and dinner
    - Boarding dogs get all 3
    - Rest before going back in yard to digest – reduces risk of bloat
  + Older dogs get breaks
    - They sometimes don’t know when to stop playing, so they need breaks to force them to relax and not push themselves too hard
  + Enrichment
    - Complementary enrichment offered to find what works
    - Group - Tethered toys in several areas of the yard
      * Reduces risk of resource guarding
    - One on one – snuggle time, play pals (one-on-one play), sniff and seek (treat puzzles ex) treat hidden in ball pit)
    - Scent – essential oils, different scents rotated every day
      * Diluted and sprayed in each corner of yard
    - Sound
      * Play various sounds while dogs are in the yard
        + Ex) bird sounds, water sounds, frog sounds, etc.
  + Grooming
    - Haircuts, bath, nail trims, teeth cleaning, and ear cleaning
  + Poop
    - Tells other dogs about age and health
    - If one dog is being humped and other dogs can’t be redirected, anal glands likely full
      * Complimentary anal gland expression