* 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