

PET KEEPING AGREEMENT - LOT NO......

l/we:

- 1. Have read, understood and agree to The Keys Pet Policy.
- 2. Agree to abide by the by-laws of Strata Plan Number: CTS 38177.
- 3. Understand that it is my/our responsibility as pet owners to:
 - monitor the noise from the pet, ensuring they do not unreasonably cause annoyance or disturbance to neighbours
 - maintain a high standard of cleanliness and sanitation at all times, cleaning and disposing of any animal waste within the Lot or common property
 - maintain a high standard of preventative health care e.g. flea and worm treatment
 - keep the pet under control at all times within the lot
- 4. Acknowledge that I/we shall be liable for any damage to common property caused by the pet and shall pay The Keys Body Corporate immediately for any costs incurred in rectifying this damage
- 5. Accept full responsibility and indemnify The Keys Body Corporate and it's Committee for any claims by or injuries to third parties or their property caused by, or as a result of, actions by my pet
- 6. Acknowledge that the consent of The Keys Body Corporate Committee operates in respect of the nominated pet only and that any change of pet must be the subject of a separate application
- 7. Acknowledge that in the event of a breach of this agreement The Keys Body Corporate Committee may withdraw any consent it has given me for the keeping of a pet
- 8. Understand that dogs of a prohibited breed or that are declared dangerous, or restricted exotic animals, birds, reptiles etc must not be kept or brought onto the Lot or Common Property.

Signed (Pet Owner)......Print name.....

Signed (The Keys Body Corporate Committee Representative)

Date.....

Where the signatory to this agreement is a tenant, this form must also be signed by the Lot owner/Lot owner's Managing Agent as confirmation that they are aware of the pet's presence in the Lot and give permission and accept responsibility for the animal to be kept in the Lot.

Lot owner/Agent signature..... Date...... Print name.....