



Aysgarth School

Dogs in School Policy for staff, visitors and residents

Reviewed: September 2021

Responsible Member of Staff: Andrew Francis

To be reviewed: September 2022

DOGS IN SCHOOL POLICY

Introduction

It has been customary at Aysgarth for staff and parents to bring dogs into the school. This adds to the homeliness of the atmosphere that is so valued by parents and boys. It is important that the risks of dogs are appropriately managed so as to ensure that children and staff remain safe and the children are able to enjoy playing on the sports pitches and playground areas without the worry of confronting dog mess.

No dogs during term time are permitted on any of the playing fields, sports pitches, playgrounds or Cannon bank unless they are restrained by means of a lead or in full view of the owner.

Staff dogs are permitted to be exercised off the lead in the valley (please be aware of any presence of sheep and lambs) and other areas in the School grounds that are not deemed to be communal playing areas or restricted dog areas.

No parents or visitors will be permitted to use the School grounds for the purposes of exercising their dogs. Parents' and visitors' dogs are welcome to visit the School for matches and other special events, but these dogs must be kept on a lead at all times whilst on School grounds.

It is of utmost importance that dog owners respect the fact that the School is home to our pupils. Each dog owner therefore should take care to clear up all dog mess so as to allow pupils to have access to clean and hazard free playing areas.

Due to the possibility of Covid security measures remaining in place which will include disruption to the standard routine as well as enhanced cleaning and fogging, all dog owners must be aware of the possible impact on both their dog(s) as well as the wider Aysgarth community.

Responsibilities of owners

Staff

- If staff members wish to bring their own dog into school on a regular basis, they must first seek the permission of the Headmaster.
- The staff member is responsible for ensuring that:
 - The dog is not a risk to children or staff either through its behaviour or its cleanliness. This will be monitored on an ongoing basis and if the dog(s) are found to be disruptive to

pupils and staff during the course of the normal School day, the member of staff may be asked to address the issue. This may include the dog(s) movements being restricted whilst in certain areas of the School e.g. classrooms.

- o The dog is healthy and wormed
 - o The dog does not foul the building or grounds and in the event of it doing so, that the mess is cleared up immediately by the dog owner and not left for the housekeeping or estates staff to do
 - o The dog does not disturb the progress of school activities, lessons etc.
- The staff member should have insurance to cover them for any damage or hurt caused by their dog.

Parents and Visitors

Parents and visitors should be reminded from time to time that they must ensure that their dogs are under control by means of a leash at all times when in the School and that they are responsible for clearing up any mess created by their dog. Notices should be placed in appropriate places around the School grounds to remind them of their responsibilities to clear up any messes.

Where dogs are not allowed

Dogs are not allowed:

- In the dining room
- In the kitchen or food stores
- In the common rooms
- In the Staff room
- In the Chapel
- In the Library
- In the CDT Workshop
- In the Science labs
- In the Sports Hall playing area
- In the Performing Arts centre
- Upstairs in the dorms
- Staff dogs during term time should not be allowed outside unsupervised, and must be kept on a lead whilst moving between the

School buildings and any communal playing areas so that any messes can be spotted and cleared up.

In the event of an incident

In the event of any accident or incident involving harm to a pupil, staff member or visitor caused by a dog, the Headmaster, Senior Deputy Headmaster or Bursar should be informed as soon as possible.