

Rangers Department

Missing Dogs – What To Do

- ◆ Don't just wait for your dog to come back, it may be in the pound, injured or in someone else's back yard.
- ◆ Contact the Shire's Rangers immediately and if the dog has not been impounded ask that they take your details in case the Rangers or someone else picks it up.
- ◆ Details required are a full description of the dog's breed, marking, sex and any identifying marks.
- ◆ The owner of the missing dog should contact the Shires Rangers on a daily basis to ascertain if the dog has been impounded.
- ◆ ***Stray unregistered dogs will be kept for 72 hours with registered dogs being kept for 7 days*** at which time they may then be put down or re-housed to a new owner.
- ◆ If there is no success in the above areas, it may be an option to place an advertisement in Kimberley Times, the vets and the several other community notice boards that have been established in town.
- ◆ Dogs may wander a long way, if you have recently moved they may try to return to the old house.
- ◆ Keep looking for several weeks, often people find a dog and don't notify the Shire's Rangers straight away, as they are concerned that the dog might be destroyed.
- ◆ If the dog is registered and the registration tag is on the animal, the owner will be notified.
- ◆ If a dog is impounded a pound fee and daily keep fee will be charged for the release of the animal.
- ◆ Any dog impounded shall be registered within the State of Western Australia prior to release (proof of registration will be essential). If no proof can be presented the animal shall be registered with the local authority that has the dog in custody, prior to release.
- ◆ A fine of \$100.00 may also be imposed for the dog wandering at large in a public place. This fee must be paid within 28 days of receipt.
- ◆ The hours that a Ranger is available are Monday to Fridays 745am to 430pm Monday to Fridays.
- ◆ If you have any queries please contact Ranger Services by telephone on (08) 9191 0999 or, via email rangers@sdwk.wa.gov.au.