

From: [Ferrari, Jesse](#)
To: [Hayden, Stephanie](#); [Hobbs Doyle, Nick](#); [O'Keeffe, Elizabeth](#); [Mason, Rebekah K.](#)
Cc: [Proszek, Ashley](#)
Subject: RE: Updated Rules for the Behavior Team
Date: Thursday, May 4, 2023 1:33:16 PM
Attachments: [image004.png](#)

Stephanie,

Are you referring to number 5 on the "Rules for Behavior Team" letter I sent out earlier?

Jesse Ferrari
Director, SCRAPS
Spokane County, Washington | www.spokanecounty.org
509.477.1967 Office | jferrari@spokanecounty.org



From: Hayden, Stephanie <SHAYDEN@SpokaneCounty.org>
Sent: Thursday, May 4, 2023 1:24 PM
To: Ferrari, Jesse <JFERRARI@SpokaneCounty.org>; Hobbs Doyle, Nick <NHOBBSDOYLE@SpokaneCounty.org>; O'Keeffe, Elizabeth <EOKEEFFE@SpokaneCounty.org>; Mason, Rebekah K. <RKMASON@SpokaneCounty.org>
Cc: Proszek, Ashley <AProszek@spokanecounty.org>
Subject: RE: Updated Rules for the Behavior Team

Hi Jesse, can you expand on "canine enhancement"? I would argue that our behavior dogs are the ones that need the most stimulation and intervention to reduce their FAS

Stephanie Hayden
Dog Team, SCRAPS
Office 509.477.6875
Spokane County, Washington
www.spokanecounty.org/SCRAPS



From: Ferrari, Jesse <JFERRARI@SpokaneCounty.org>
Sent: Thursday, May 4, 2023 11:53 AM
To: Hobbs Doyle, Nick <NHOBBSDOYLE@SpokaneCounty.org>; O'Keeffe, Elizabeth <EOKEEFFE@SpokaneCounty.org>; Mason, Rebekah K. <RKMASON@SpokaneCounty.org>; Hayden, Stephanie <SHAYDEN@SpokaneCounty.org>

Cc: Proszek, Ashley <AProszek@spokanecounty.org>

Subject: Updated Rules for the Behavior Team

Behavior Team,

As our Behavior Program evolves, I think it's important to also update our rules.

Please read and retain the attached "Rules for Behavior Team" document.

I will print and post these rules in the community room as a ready reference/visual reminder.

If you have any questions or concerns, please feel free to reach out.

Thanks,

Jesse Ferrari

Director, SCRAPS

Spokane County, Washington | www.spokanecounty.org

509.477.1967 Office | jferrari@spokanecounty.org

