**Core vaccinations**

Core vaccinations are considered **vital** **to all pets** based on risk of exposure, severity of disease or transmissibility to humans. There are 2 vaccines that are considered core vaccines: Rabies and Distemper

**Rabies**: a neurologic virus resulting in the death of its host. This vaccine is required by state law for all dogs and cats due to human health risk whether they are indoor or outdoor.

**Distemper**: a combination vaccine containing protection against the following viruses: canine distemper (neurologic or brain disease), hepatitis/adeno (liver disease), parainfluenza (respiratory disease), and parvo (gastrointestinal disease, severe diarrhea) which are highly contagious amongst dogs.

**Non-core Vaccines or Lifestyle Vaccinations**

Non-core vaccinations are optional yet recommended vaccines that should be used when a dog’s particular lifestyle puts them a great risk of exposure. There are currently 4 vaccines: Leptospirosis, Lyme, kennel cough, and influenza.

**Leptospirosis (Lepto)**: a bacterium found in the urine of wild animals (mice to wolves), in swamps, or marsh lands resulting in kidney and/or liver disease.

**Lyme**: a bacterium carried by the deer tick resulting in fever, lameness, inappetence, and worst-case death by kidney failure.

\*\*The 2 vaccines above are recommended for pets exposed to any form of wildlife, or dogs that hunt, hike, bike, swim, or are exposed to dogs that do. \*\*

**Kennel Cough (Bordetella)**: a bacterium in the airways and nasal passages of dog, on fomites (inanimate objects), or in the air resulting in coughing fits, unrest, and worst case, pneumonia. Recommended for all pets who are exposed to vet clinics, boarding, grooming, training, dog park, trails, or dogs that have been exposed to these places.

**Influenza (Flu)**: a highly contagious virus resulting in moist cough, ocular and nasal discharge, fever, inappetence, or pneumonia. Recommended if boarding, grooming, showing, or in areas with dogs that may have been exposed.