

Dog Policy – Wilmington Wedding Venue & Catering

We understand that dogs are an important part of many families and are happy to allow **the client's dog** on property under the following guidelines to ensure the safety of all guests, staff, and animals.

Eligibility

- **Only the client's dog is permitted on site.**
- Friends', family members', or guests' pets are **not allowed** on the property.
- Clients are responsible for sharing this policy with friends and family in advance.

Service Animal Exception

- Trained **service animals** are permitted as required by law.
- **Documentation may be requested** confirming the animal's service status.

Supervision & Control

- Dogs must be **on a leash at all times** while on venue property.
- A **designated adult handler (18+)** must be with the dog at all times.
- Dogs may **not** be tied up, tethered, or secured to furniture, structures, tents, trees, or fixtures.
- Dogs may **not** be left unattended at any time.
- Dogs **may not be left in a vehicle** at any point during the event, regardless of weather conditions.

Behavior & Safety

- Dogs must be well-behaved, non-aggressive, and comfortable around guests.
- Excessive barking, jumping, or disruptive behavior may require immediate removal of the dog from the property.
- The venue reserves the right to request removal of any animal deemed unsafe or disruptive.

Cleanup Responsibility

- The designated handler is responsible for **immediate cleanup** of any pet waste.
- Waste must be properly bagged and **disposed of in the trash**.
- Any damage or additional cleaning required due to the presence of the dog will be the responsibility of the client.

Liability

- Wilmington Wedding Venue & Catering is **not responsible** for the supervision, behavior, or safety of any animal on property.
- The client assumes full responsibility for their dog and for any injuries, damages, or disturbances caused.

We appreciate your cooperation in helping maintain a safe, clean, and enjoyable environment for all guests.
