

# The Animal Welfare Independent Visitors Scheme

## Vehicle Check Sheet

This check sheet is to cover the Police Dog Vehicle used for transporting police dogs. This includes the training vehicle and the dog unit response vehicle.

### Using the assessment criteria

For each criteria point there is a column for the Independent Visitors to check **Yes (Y)** if the criteria is fully met, **Partially (P)** if the criteria is partially met, and **No (N)** if the criteria is not met at all. Where an Independent Visitor has ticked Partially (P) or No (N) they must elaborate why this has been ticked in the **Notes** column and can provide constructive feedback.

**Name of Force:**

**Date of visit:**

HANDLER/COLLAR NUMBER.....  
NAME OF VISITOR.....  
LOCATION.....  
DOG UNIT SERGEANT/MANAGER.....  
PCC ADMINISTATOR.....  
VEHICLE/REG.....  
VEHICLE MAKE/MODEL.....  
TRAINING/LOCATION .....

**Vehicle Kennel areas**

Criteria	Y	P	N	Comments
Is the kennel area of the vehicle clean, free from excrement and urine and excess dog hair?				
Is the kennel area large enough for the dog to be able to turn around and stand up comfortably?				
Is there rubber matting on the floor of the kennel area?				
Is the kennel area appropriately ventilated and temperature controlled within 10-26°C and in line with the ambient temperature outside?				
Is the air conditioning unit working correctly and regularly serviced?				
Is there evidence of regular checks of the dog, ensuring they are free from distress and danger?				
Is the kennel space secure and free from hazards?				
Is the dog transported comfortably and safely whilst in line with legal requirements? (e.g., in a suitably sized crate or secured with a safety harness)				
Is there a canine first aid kit within the vehicle?				



Criteria	Y	P	N	Comments
Is there fresh drinking water available and within reach in a clean bowl?				
Are all dog leads and training equipment in good order?				
Is there appropriate bedding in the kennel area if suitable?				

**Other comments**