

Dog Controls Bathpool Park



Newcastle-under-Lyme Borough Council adopted a **Public Spaces Protection Order** in October 2017 which sets the rules dog owners must follow. Anyone breaking these rules faces a £100 fixed penalty or a fine of up to £1,000—here's what you need to know when walking your dog in Bathpool Park...

Dogs on Leads

Dogs must be **on a lead** on the walkway between the Boathouse Rd car park and the reservoir embankment (paths 182 & 130), on the path crossing the reservoir dam (path 146) and along the path parallel with the railway line, next to the fishing pool (path 144)



Dogs on Leads

Six Dogs

A dog owner may take **no more than six dogs** into Bathpool Park at any one time.



No more than six dogs to be walked by any person

A Means to Pick Up Dog Fouling

Dog owners must ensure that they **have bags with them** whenever they walk their dog. They may be asked to show that have a bag and can be issued with a penalty if they do not have one available.



You must have bags with you whenever you walk your dog

Dog Fouling

Owners must **remove fouling** if their dog fouls anywhere within the park. Bag it and bin it. Leaving the bags behind is littering which can also result in a penalty being issued. Dispose of bagged dog waste in your household refuse bin if other bins are unavailable on your route.



Clean up after your dog

Dog Exclusions

Dogs are **not allowed** into fenced or enclosed children's play areas or enclosed multisport games areas. They should not be allowed into the water of the Bathpool Park fishing pool.

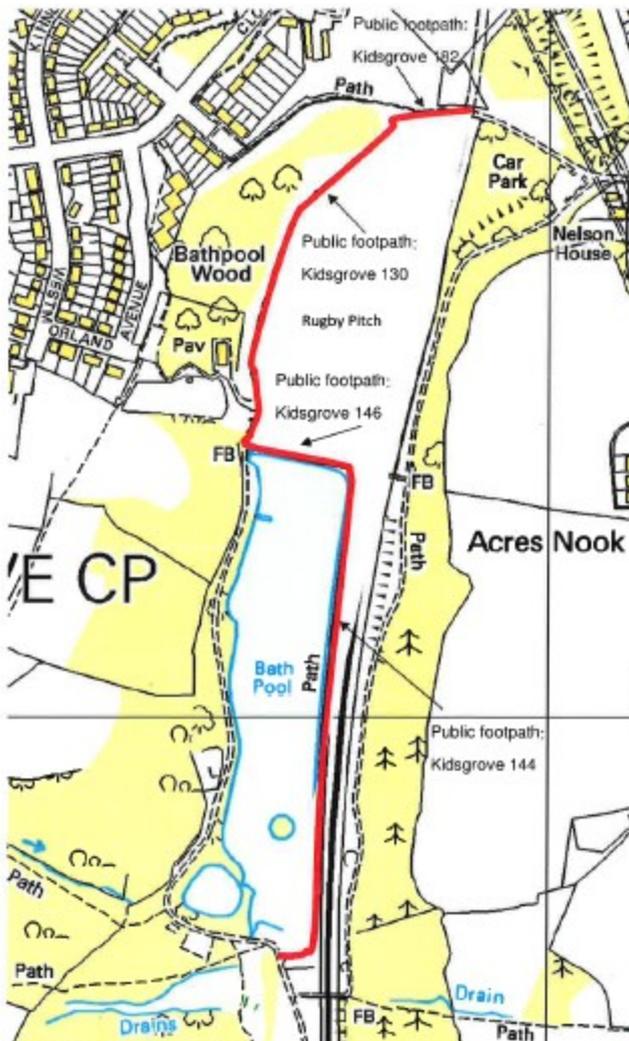


No Dogs Allowed

Dog on Leads By Direction

Dog Wardens can require a dog owner to place and keep their dog on a lead in other areas of the park if this is sensible to protect the dog, other park users or wildlife. The dog Warden will explain what you need to do and explain why.

See our website for more details



Dogs must also be on a lead on the rugby pitch. Elsewhere dogs may be off the lead in many parts of the park but must be under control.

