Pets & Yards



Pets enjoy a healthy yard too.

However, pets can damage our lawns and some yard care products aren't safe for pets.

The Scoop on Poop

- The average dog produces ¾ of a pound (or 340 grams) of waste a day— that's 274 lbs. a year!
- One gram of dog waste (the size of a pea) contains 23 million fecal bacteria which can negatively impact our health and the health of our animals too.¹
- 2 to 3 days of pet waste from 100 dogs can close 20 miles of waterway to swimming and shell fishing due to high bacteria (*E.coli*) and nutrient levels.²





Dog Spot

Do you have round brown dead spots surrounded by healthy lawn? This can be caused by high concentrations of nitrogen in your dog's urine (typically female dogs).

- Talk to your vet about dietary supplements and make sure your dog is hydrated.
- Dilute the area with a garden hose.
- Use fescues and perennial ryegrasses which are more tolerant of high nitrogen than other grasses.

van der Wel, B. 1995. Dog Pollution. Hydrological Society of South Australia. 2(1)12.
US EPA. 1993. Guidance Specifying Management Measures for Sources of Nonpoint Source Pollution in Coastal Waters. 4-125.



How to keep pets safe from yard products

- Understand the risks and proper uses of yard chemicals by thoroughly reading the labels.
- Use the least toxic product available to control pests. If using one, talk to your landscaper about other methods of pest management that are pet-friendly.
- Keep your pets away from treated areas.
- Start YardScaping to reduce your use of yard chemicals by improving soil health and growing a stronger, more pest-resistant lawn!

What should I do if my pet has been exposed to lawn chemicals?

If you suspect your pet has been exposed to lawn chemicals, immediately contact your veterinarian, emergency veterinarian clinic, or call:

National Pesticide Information Center: 1-800-858-7378

ASPCA Animal Poison Control Center: 1-888-426-4435

The 24-hour emergency contact number listed on the product label (not available on all products).