

The rules apply to pets, not assistance animals. Only dogs and cats are permitted; no other kind of pet may stay at the hotel. The pet supplement will be €15.00 per day for small and medium breeds (up to 15 kg) and €25.00 per day for large breeds (up to 40 kg).

The hotel only permits one pet per room. The hotel reserves the right to assign a certain room type allocated specifically for people travelling with pets.

Pets may not jump onto or sleep on the room's or hotel's furnishings. The hotel offers guests a bed, drinking fountain and snacks (subject to availability).

Guests must have their pet's vaccine and de-worming record book or passport up to date. This will be requested at check-in. A lead must be used at all times in the hotel. Pets must be in their carriers or controlled with a lead by their owners while the bedroom is cleaned or any other service is provided in the room. Pets may not be left alone in the bedroom **UNDER ANY CIRCUMSTANCES**.

The hotel has a covered car park where pets may be left alone in guests' vehicles or their pet carrier. Consult availability.

Pets may not access the swimming pool area, restaurant, bar, spa or areas indicated by Management.

The cleaning service will only be carried out if the guest informs reception that their pet is not in the bedroom. Pets may not use the bathtubs or showers in bedrooms.

Owners must clean up their pet's excrement in the hotel area. Guests are responsible for their pet and its behaviour at all times, as well as any damage or harm it may cause to third parties or the hotel's facilities. In the event of any inconveniences or damage, the hotel may ask that the pet be accommodated outside the hotel and/or charge the guest for any damage caused in their final bill.

Guests with pets must sign this document, assuming all responsibility for any damage caused. If the hotel deems it necessary, it may ask for a deposit at check-in or exclude a pet if it considers it to be dangerous or likely to scare, harm or affect the stay of other guests.