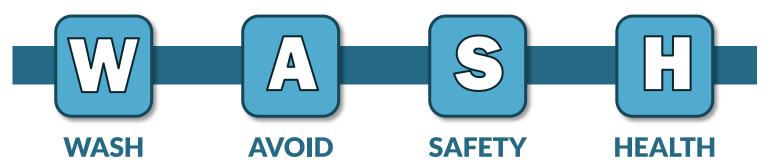
# **ZOONOSES PREVENTION AROUND PETS**

Pets are an important part of the family, but some diseases of animals can cause illness in people. Keep yourself, your family, and your pets healthy by remembering W.A.S.H.





## **FOR PEOPLE**

## Keep germs out of your eyes, nose, and mouth

# Wash your hands often with soap and water

- AFTER contact with pets, pet food and treats, toys or bedding
- AFTER cleaning up poop or cleaning cages
- BEFORE contact with infants or young children
- BEFORE eating food

## **Avoid disease vectors**

- Mosquitoes, ticks, and fleas can transfer diseases from animals to people.
- Avoid vector areas (tall grass, wooded areas) and peak activity times (dusk and dawn)

### **Avoid wild animals**

■ Wild animals can transfer diseases to your pet and to you

# Use personal protection Wound care

- Wear gloves when cleaning items in animal areas, especially poop
- Use insect repellents and wear long sleeves and long pants when outdoors or in wooded areas

### **Prepare food safely**

- Cook meats to the proper temperature
- Wash raw fruits and vegetables before eating

- Clean any wounds from animals promptly
- Do not let animals lick or contaminate any wounds
- Cover wounds before contact with animals

## Stay healthy

Keep yourself and your family healthy to prevent disease









# **FOR PETS**

### Clean pet areas regularly

- Clean litter boxes daily
- Pick up pet waste in the yard weekly
- Clean and disinfect pet cages at least weekly
- Clean the lining of bird cages daily

### Avoid disease vectors

Have your pet checked by your veterinarian for external parasites (e.g., ticks, fleas)

### **Avoid wild animals**

Keep pets away from wild animals

## **Protect your pets** from disease

- Talk with your veterinarian about flea and tick prevention products for your pet
- Keep your pet's vaccinations current

## **Keep pets healthy**

- Have your pet checked each year by your veterinarian
- Do not feed pets raw meat diets: feed a well-balanced commercial diet

