



P O BOX 1809 Fourways 2055

Fax: 086 669 6264

e-mail: [merinda@4ourpaws.org.za](mailto:merinda@4ourpaws.org.za)

Cell: 083-377-3219

052-145-NPO

web page: [www.4ourpaws.org.za](http://www.4ourpaws.org.za)

## THE PET SHOP TRADE:

There are a couple of facts about the pet shop trade that maybe most people do not know; or never even thought about. Let's take a closer look at the pet shop trade.

- Pet shops do not ask any questions to potential pet owners. Why would they? They can't afford to lose business! Anyone, good or bad, can buy a pet from a pet shop.
- Pet shops do not spend money on veterinary bills when the animals get sick. Why would they? They are running a business and not an organisation that has the animals' best interest at heart.
- Dog fighters, satanists, illegal dog racing supporters, etc. use live bait for their "practises". These "live bait" include puppies, kittens, bunnies, etc. bought from pet shops.
- Many monkey- and other species, became endangered animals due to the pet shop trade.
- In South Africa, our laws protect our wildlife from being kept in cages as pets. No laws protect the same wildlife from other countries to be imported to South Africa as "pets". Pet shops are forever increasing their variety of exotic "pets".
- A very big percentage of these wild animals, who are cruelly taken out of their natural habitat, die in the crammed crates, during the long flights, on the aeroplanes from their countries to ours. All for the pet shop trade!
- We put thieves and murderers behind bars for their crimes; the pet shop trade puts all kinds of animals behind bars for money. And yes, they make lots and lots of money!
- Animal Welfare's biggest problem is overpopulation, and not cruelty, like most people believe. The pet trade encourages backyard breeding, and is therefore a huge contributor to the thousands of pets being put down at welfare shelters EVERY MONTH !

THE 2 GOLDEN RULES ARE:

DON'T **BREED** OR **BUY** WHILE THE HOMELESS DIE...

and

WILD ANIMALS ARE **NOT PETS!!**