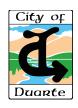
Tips for Bear-Proofing Your Home

- Never Feed the Bears! Not Ever! Report any neighbors or visitors who are feeding bears to the Public Safety Department.
- Make bird feeders inaccessible to bears or take them down.
- Do not leave accessible windows or doors open. Screens are not bear-proof or even bear resistant.
- Be sure your doors are solid wood or metal, and install and use heavy deadbolts.
- Spray PineSol on window and door casings to mask food odors coming from the inside of the house. Repeat often. You may also pour PineSol in bowls and place on the inside of windows and doors as it doesn't evaporate quickly.
- Consider purchasing a barking dog alarm for your home. These are usually motion sensors that produce a dogs recorded bark when motion is detected.
- Replace single pane windows with double pane.
- If your house is not permanently occupied or if it is a vacation home, it is highly
 recommended that ALL food be removed between visits or rentals while the house is
 unoccupied. Bears smell spices, teas, dried rice, and pasta, even popcorn, canned goods,
 scented candles, fragrant soaps and lotions, and other food through walls. Normal bears
 instinct dictates they use their claws, teeth, and incredible strength to get at the
 source of food.
- · Securely block access to under-house crawl spaces.
- \bullet Leave lights and radio or T.V. on when no one is home.
- Do not use DeCon. It has sweeteners that attract bears.
- · Don't leave any garbage in or near the house.
- Don't leave pet food outside and don't feed pets outside.
- \bullet Don't leave food in cars. Roll up windows and lock doors.
- Don't talk nicely to bears that come near your house. Let the bear know he's unwelcome.
 Be assertive make the bear think you will harm him. Yell at the bear or use a boat horn.
- Be dominant, not submissive, if a bear comes onto your property.



Please Don't Feed the Bears

For more information, call the Public Safety Office at (626) 357-7938 or visit us online at www.accessduarte.com

