Good Morning:

My name is Theresa Sol and I live in Livermore, Maine. I am here today to testify in favor of LD 133 To amend the Laws Regarding Nuisance Dogs.

I would like to thank you for this opportunity to comment on how barking dogs have changed my quality of life in a negative way from gardening, being on the deck, and all forms of recreation on my entire property. I owned this property for over 25 years.

My family and friends who also recreate in this area have been affected by barking dogs. My land abuts a kennel owner who has 12 dogs or more on his premises who lets the dogs excessively bark and howl, baying out of control. Many times, these dogs are unsupervised and are outside.

We have been dealing with this since this kennel owner moved here in 2017. We are unable to enjoy ourselves and relax on our property, have a peaceful dinner on our patio with families and friends. We are also unable to sleep without hearing the out of control barking dogs at all hours of the day and night, especially at 2 in the morning.

I have a recording of the barking dogs from this kennel that we have been forced to tolerate continuously for 8 years. I'm happy to e-mail the recording to any interested committee members.

Our town has a barking ordinance that has proven unenforceable and that we have tried multiple times to strengthen the barking ordinance, but all attempts to address this issue on a local level have failed. Additionally, because the state does not have any jurisdiction regarding barking, they are unable to intervene.

Even if we wanted to move away you could not do so because you could never sell our house due to the round-the-clock barking next door.

While I know and appreciate that there is a bill being considered to update the municipal kennel license laws it does not directly address nuisance barking related or unrelated to municipal kennel oversight.

At this time, I can answer any questions you may have.

Once again, Thank you very much for this opportunity,

We need your help! Theresa Sol