Rescue Adoption - Final Process Flow

2 Step Ownership Transfer

After pet has been chosen and it's QR Code scanned, the new pet owner will touch the adopt button. An alert message is sent to the Foster Parent to prepare for pet ownership transfer.

Step 1:

Through collaboration with the Rescue Organization the current adoption protocol can seamlessly integrate with the PetMasterID application to expedite and simplify the process. Pet ownership automatically transfers in the PetMasterID application by providing the guest's email address after clicking the Transfer button on the Pet record.

Step 2:

Finally, as part of the ownership Transfer process, the new pet owner will receive an email with a link to optionally sign-up their new pet to a PetMasterID subscription. All of the current pet information is retained and available for the new owner to maintain for the life of the pet. The same Transfer process can occur if and when the new owner chooses to Transfer to a veterinarian with a VetMasterID account.

The new pet owner can optionally sign-up immediately on their Smart Phone or later on their personal computer or any Internet connected device.

Remember, there are many benefits to the new pet owner, especially direct access to all of the pet's medical history, medicine, identification details through microchips and QR Codes in case the pet is lost. As a bonus, included is the fastest Lost Pet Reporting feature available today.

Summary

Since the Rescue organization is considered the current VetMasterID account where all of the current guest and pet data resides, a guest who responds to the email link to signup their new pet to a PetMasterID subscription, the Rescue retains the first-year commission and subsequent renewals until the subscription is transferred to another VMID account.

Each subsequent renewal will go to the pet's current assigned VMID account. So, if the new pet owner doesn't transfer to a new VMID account by renewal time, the Rescue organization will receive the renewal commission.