# Building a Catio

This playbook provides a step-by-step guide to constructing a catio, an outdoor enclosure that allows your cat to enjoy the outdoors safely.

### Step 1: Design Planning

Decide on the size, location, and design of the catio. Consider factors such as sunlight, accessibility, and view from your home. Sketch the design, listing all materials and measurements required.

### Step 2: Materials Gathering

Gather all necessary materials and tools based on your design plan. This will likely include wood for the frame, wire mesh, screws, nails, a hammer, saw, staple gun, and hinges for doors.

### Step 3: Site Preparation

Prepare the site where the catio will be built. Clear the area of debris, level the ground if necessary, and ensure a stable foundation for the structure.

### Step 4: Frame Construction

Build the wooden frame according to the dimensions in your design. Ensure the frame is sturdy and square. The frame will be the supporting structure for the mesh walls.

### Step 5: Mesh Attachment

Attach wire mesh to the frame using the staple gun, ensuring that there are no gaps or loose areas where a cat could potentially escape.

### Step 6: Roof and Door

Construct and attach a roof to protect the catio from the elements, and install a door with hinges for easy access and maintenance.

### Step 7: Safety Check

Inspect the catio thoroughly for any potential hazards such as sharp edges, loose materials, or gaps. Correct any issues before introducing your cat to the enclosure.

### Step 8: Finishing Touches

Add shelves, ramps, or perches for the cat to climb and rest on. Introduce cat-safe plants and toys to enrich the environment.

## General Notes

### Weatherproofing

Consider weatherproofing the catio to extend its longevity. Use weather-resistant materials and a sloped design for the roof to ensure water drainage.

### Local Regulations

Before beginning construction, check local regulations and homeowners association rules to ensure compliance with any catio-building restrictions.