

Equestrian grounds map



Permitted Uses in Equestrian Grounds:

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| 1. Arena 1 - Jump and riding arena | 6. Turf area - turf is for light hacking and warm up only |
| 2. Arena 2 - Jump and riding Arena | 7. Wooded area - Lunging is not permitted, horses must be held or tethered in Wooded Area |
| 3. Arena 3 - Jump and riding Arena | 8. Canter track |
| 4. Dressage Arena - Flatwork (no jumping) | |
| 5. Lunge Area - Priority Lunging (if no participant is lunging, flat work can be done) | |