Venue Sensory Guide

Name of Area	Description of Area	Presence of loud noises and/or flashing lights	Sound Level	Sight	Smell
Stables	Hardstanding, outdoor stabling and indoor barns	Horse noise, stable doors banging, shouting, chatter, stable/barn lights, sweeping and mucking out noise	Moderate	Bright outdoors, darker indoors, lots of movement, people, dogs, horses	Horse manure, hay, feed, grooming products
Car Park	Hardstanding area, cars, horseboxes, emergency vehicles	Vehicle engines, dropping of ramps on horseboxes, horse noise such as hooves on concrete, people talking/shouting, dogs barkling, phones ringing, walkie talkie radios	Noisy	Busy with lots of coming & going. Need to be aware of traffic. Stewards may be wearing hi-viz.	Vehicle fumes, generators, horses
Arenas	Buildings, Sand/rubber surface, viewing gallery or fencing around the edge, horses warming up or competing, dogs	Horse noise, talk amongst spectators and competitors/ tanoy, echo if indoors, bell or car horn to start a dressage test, music, stewards calling competitors, indoor lights, phones ringing, clapping, photographers, dogs barking, phones ringing	Moderate	Busy with people and horses, plenty of movement, photographer moving around	Horses, grooming products, food
Cafe/Food areas	Catering vans parked onsite, indoor cafe	Generators, cooking noise, people ordering food, clatter of	Noisy	Busy with potential for queues. Steam from cooking area	Variety of food cooking

		crockery and cutlery, running water			
Prize giving	Arenas or hard standing surface if on foot	Tanoy, clapping, cheering, crying, photographer	Noisy	Groups of people	Human smell, perfumes
Toilets	Cubicles, urinals, sinks, hand dryers, people	Running water, toilet flushing, hand dryer, talking, sprays	Quiet - Noisy	People, queuing	Air freshener, soap, cleaning products, hair products, perfume
Secretaries/Office area	Indoor office space	Talking, typing, phones ringing, paperwork	Moderate	People, queuing	Human smell, paper smell, dog smell

Any further useful information: