

#### FOR IMAGES OF GROUNDS KEEP SCROLLING

- Artwork should not alter or damage the garden in any way. It is encouraged to site work on lawns.
- Artists must exhibit only in the space depicted in the diagram.
- The gazebo is being reserved for installations including fabric and photography.
- If you are planning to create wall hung work, you are encouraged to visit the garden before completing an application form. This needs to be discussed with the hotel manager before installation.

#### entrances



pedestrian entrance right

Cadboll House Road

parking

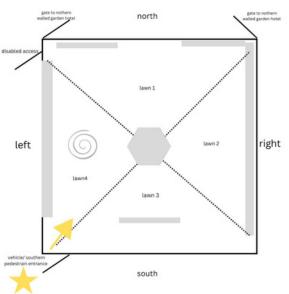
towards
BALMUCHY ROAD/B9165



vehicle access entry/exit from right

walkway to beach left

view from pedestrian and vehicle access / drop off point -- lower left corner of gardens

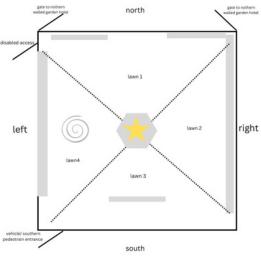






# Sheltered Gazebo 6m2 (will be emptied prior to install) 6 outer wooden pillars 1 large central surrounded by 4x prairie boarder









options for hanging /installations providing it does not cause damage

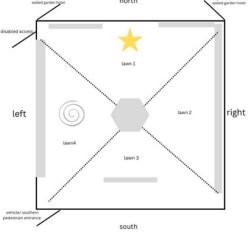




Northern wall area / former greenhouse flat ground suitable for plinth displays -

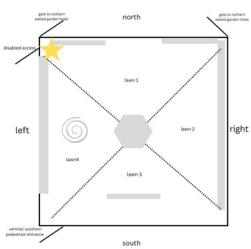
- limited plinths available (6)
- option to display more if own plinths can be sourced



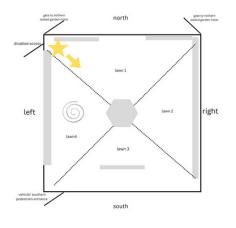








#### view from northen left corner/hotel pedesrtain entrance /main entrance overlooking lawn 1&2





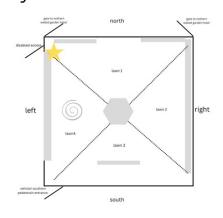


overlooking lawn 4 with existing sculpture



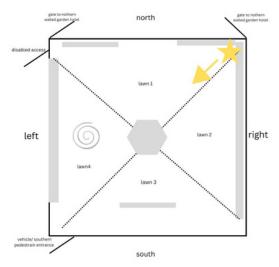
#### shrub boarder with area for small sculpture display





#### view from north right gate entrance over lawn 1&2





north right gate to northern walled garden/hotel



# Lawn3 southern lawn of the gardens wildflower patch running through middle







#### existing spiral sculpture lawn 4



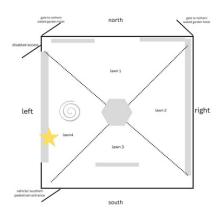
work may be
incorporated
into the exisiting
isculpture, providing
it does not cause
any damage





## southern shurb boarder left of gardens with space to position hidden sculptures / installations as part of sculpture hunt







### view from southern right corner towards northern wall/hotel/lawn 3



