

**VIRGINIA HORSE CENTER  
GENERAL RULES & INFORMATION**

**SECURITY: (540)784-0156**  
**EMT: (540)464-2971**

**STABLE OFFICE: (540)464-2966**  
**FIRE/RESCUE: 911**

1. No smoking in Coliseum or Barns. This is the law.
2. **Vehicles:**  
DRIVE CAREFULLY. OBEY ALL TRAFFIC SIGNS.  
Operators of motorized vehicles are required to have a state driver's license from resident state.  
No vehicles allowed in the barns.  
Four-wheelers and ATV's are not allowed on the VHC grounds.  
Non-powered scooters, bicycles, skateboards, inline skates, and heelers (skates in shoes) are not permitted in the Coliseum or the interior of any of the barns.
3. **Pets:**  
All pets must have current inoculations for rabies as prescribed by state of residency. You must clean up after your pet.  
**Grounds/Barns: No loose dogs are allowed anywhere on the premises.** All dogs that are not crated must have a leash with a person holding the leash. **Loose dogs will incur a \$100 fine.**  
**Coliseum:** Absolutely **No dogs allowed** in the **Coliseum** *unless* they are crated. **Absolutely no dogs** in the **Mezzanine (2<sup>nd</sup> floor of the Coliseum)** under any circumstances. This is the law.
4. No trash or sharps in the manure pits or stalls. Sharps should be placed in red boxes in barns and not in trash cans..
5. No lunging in posted rings. Wiley, Speed, and B Rings NEVER.
6. No overnight horses may be stabled in trailers, portable stalls or tied out.
7. Horses are absolutely **not** allowed to be ponied behind any moving vehicles.
8. Any loss, theft, accident or disturbance should be reported to the Virginia Horse Center Security. Lost and Found is located in the Security Office.
9. No firearms or fireworks are permitted. No open fires
10. The Virginia Horse Center shall be held harmless against all claims, costs, losses or liability of every nature and kind asserted against or incurred by camper arising or resulting in any respect from camper's occupancy and use of premises, and/or visitor and visitor's use of premises.