

You want to take your horse with you on holiday?

During your holiday at Reiter`s Burgenland resort you have the possibility of bringing your own horse with special conditions. For the horses of our hotel guests we charge EUR 15,-- per day for a guest stall (including hay, straw, clover, pellets, corn, oats, concentrated feedingstuffs, sliced beetroot, mineral nutrients,...)



Information about our riding stables:

- our boxes are approx. 3.5m x 3.5m large, scattered with sawdust and straw
- our horse are fed twice a day with hay
- it goes without saying that we conscientiously give your horse whatever extra feed you bring with you
- a large paddock is available for the horses (in agreement with the riding stable team)

Riding possibilities:

- Indoor riding arena (32m x 18m) with a base frame of rubber and a covering of textile and sand
- Outdoor riding area (20m x 60m) with textile-sand cover
- Access to the bridle path network of south Burgenland (450 km)
- Use of the riding arena in agreement with the riding team
- It is also possible to have riding lessons using your own horse (registration, with fees)
- Group lessons with your own horse EUR 10,50
- Individual lessons in dressage EUR 45,--

There are usually rides almost every day. You are welcome to join us

Laws for importing horses into Austria from all EU countries:

In the case of a cross border horse transport within the EU and a stay of more than three days it is necessary to have a certificate from a public veterinary officer with you. If your horse has an Equiden pass (issued by your national horse association) it must be shown together with a certificate from a public veterinary officer. If the horse doesn't have an Equiden pass it must then be examined by an Austrian public veterinary officer.

We believe that this information should answer most of your questions and hope to be able to greet you and your horse in Bad Tatzmannsdorf soon!

If you have further questions please get in touch with our riding instructor
Tel.: 0043/664 3125237.