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**Legend**

- Herreris Fencing
- + First Aid
- CP Control Point
- IBC
- ||||| Vehicle Trackway
- Tappit Top Up (no. in top corner)
- ⬠ Watch Tower
- Camera Position
- Festoon
  
- Toilets**
- ⬠ Toilet
- ⊕ Vendor & Bar Toilets
- ⊕ Staff & Performer Toilets
- ⊕ Public Toilets
  
- Gas, Lighting, Generators**
- Gas
- Generators
- Lighting Towers
- Work Lighting
  
- Traders**
- ⬠ Bars
- ⬠ Food & Beverage Vendors
- ⬠ Stalls
  
- Waste Management**
- Glass BOH
- Waste Compound
- X3 Bin Station
- X2 Bin Station
  
- Showers & IBCs**
- Shower Blocks
- Bath
- IBCs (Grey Water)
  
- Water**
- ⊕ Staff & Performers
- ⊕ Vendor / Bar
- ⊕ Bottled
- ⊕ Public
  
- Gates**
- Production Security Gate (Needs Person)
- Wristband Checkpoint (Needs Person)
- Emergency Exit
- Gate
  
- Marquees**
- 1 First Aid Post 3x6m Floored
- 2 First Aid Post 6x9m Floored
- 3 Welfare 9x6m Floored
- 4 Event Control 9x6 Floored w/soft dividers at 3m
- 5 Staff Canteen 10x15m Floored
- 6 Tech Production 3x6m Floored
- 7 Strip Search 3x3m Floored
- 8 Wristband 9x24m no Floor
- 9 Security HQ 3x3m Floored
- 10 Volunteer HQ 9x6 Floored
- 11 Artist (2) 12x3m
- 12 Artist (1) 12x3m
- 13 Green Room 3x6m Floored
- 14 Hacienda 9x6m Floored
  
- Pedestrian Emergency Egress**
- Egress Route A (Alternate)
- Egress Route B (Alternate)
- Egress Route C (Alternate)
  
- Heavy Vehicle Emergency Egress**
- Egress Route A (Alternate)
- Egress Route B (Alternate)
- Egress Route C (Alternate)
- Turning Circle
- Lay-by
- ↔ Two Way
- One Way
  
- Internal Traffic**
- Internal Roadway
- Light Vehicle Access
  
- Public Walkways**
- Public Walkway