

📍 Turtle Tail

Emerald Bay

🛏 7 🍽 7 👥 16



Key features

- 7 bedrooms
- 7 bathrooms
- Sleeps 16
- Private infinity pool
- Home gym
- Fully staffed
- Direct beach access
- Beachfront
- Close to Long Bay Beach

Bedrooms

Main House

- Bedroom 1 - King-size; en-suite bathroom includes indoor and outdoor shower
- Bedroom 2 - King-size; en-suite bathroom includes indoor and outdoor shower
- Bedroom 3 - King-size; en-suite bathroom includes indoor and outdoor shower
- Bedroom 4 - King-size; en-suite bathroom includes indoor and outdoor shower
- Bedroom 5 - King-size; en-suite bathroom includes indoor and outdoor shower

Pavilion 1

- Bedroom 6 - King-size; en-suite bathroom includes indoor and outdoor shower

Pavilion 2

- Bedroom 7 - King-size; en-suite bathroom includes indoor and outdoor shower

Living area

- Open-plan living area
- Fully equipped kitchen
- Breakfast bar with seating
- Dining table and chairs
- Tastefully furnished living room with flat-screen TV and comfortable sofas



Outside area

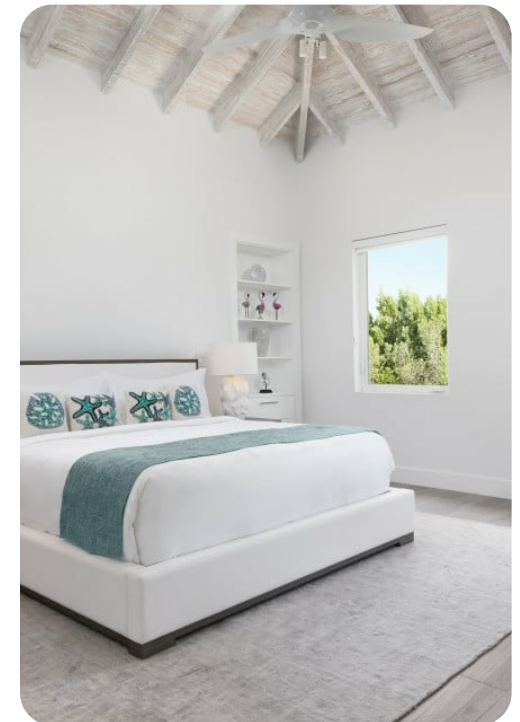
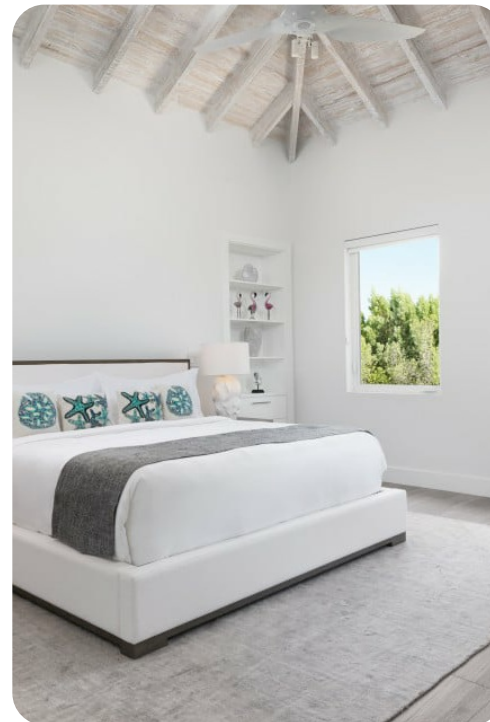
- Private beach
- Private infinity pool (heated)
- Beachfront sunloungers
- Poolside sunloungers and umbrellas
- Terrace
- Roof terrace
- Gazebo
- Alfresco dining area
- Outdoor lounge area
- Poolside lounge area
- Landscaped gardens
- BBQ grill

Home entertainment

- Smart TVs in living area and bedrooms
- Home gym
- Non-motorized watersports

General

- Ceiling fans throughout
- Complimentary wifi
- Smart TV
- Bedding and towels included
- Private parking
- Iron and ironing board
- State-of-art-art security system
- Gated access



Staff

- Housekeeper
- Chef
- Butler
- Concierge
- Daily Villa Manager
- In-house laundry service (does not cover dry cleaning)

Extras

- Basic in-house staples and amenities
- Complimentary roundtrip airport transfer (first arrival and departure only - does not cover multiple arrival and departure)
- Pre-arrival provisioning and shopping (cost plus 15%)

There is a 10 night minimum stay for all arrivals on the 24th and 25th December 2024.



