

## How to Attend

**Invitations:** To attend you must receive an invitation directly from Merce Bear or have another guest vouch for you and include you under their invitation. If you invite anyone, please make sure that they provide your full name on their registration form because this will be cross-referenced with an invitation list. This is a family-friendly event and while the tone of the weekend should be one of merriment and partying, your festivities should never inconvenience others. Players should only extend invitations to guests they would trust to respect our community and help us promote a fun & safe environment. Disruptive behavior will result in immediate dismissal from the grounds. Any misbehavior of guests attending under your invitation could result in having your invitation revoked for future events. Above all, the most important rule is to be respectful to your fellow attendees and of the property that the hosts let us use for this event. This event is open to all ages, but minors must be accompanied by a guardian over the age of 18 at all times.

**Registration:** **You must complete the online Registration form, sign the Liability Waiver, pay the appropriate registration fee, and read the mandatory reading in order to attend.** Links to all of those can be found on [dagorath.org/dagor-dagorath](http://dagorath.org/dagor-dagorath). If signing the waiver in person, you are required to present a valid state ID at the time of signing. **The notarization portion of the Liability Waiver is only required for guests under 18 years old and must be done in person with Merce Bear who is a notary.** Please email [merce@dagorath.org](mailto:merce@dagorath.org) to schedule having these forms notarized for any attendees below the age of 18.

**Location:** Google Maps is a little wrong when it comes to the address. Most of the time it marks the neighbor's house. We will hang the Dagorath name sign at the turn for the driveway and the event grounds are all the way at the end of the driveway. A good indicator is that the fence turns to metal on each side when you are getting closer to the correct house.

**Arrival:** All vehicles must remain in the designated parking area. Only certain vehicles will be allowed to drive onto the camping and gameplay areas while under the supervision of Merce Bear. There are underground septic and power lines in the area that can be damaged by vehicles, so we are very strict on this policy. When parking please try to keep your cars closer together so that we can hopefully fit all of us. The parking area is a short walk away from the camping area, so please keep it in mind that you will have to carry your items onto the property. There is a media release notice posted on the gate, so note that entry denotes consent to being filmed and/or photographed in the communal areas of the event. This consent does not extend to the camping area and anyone filming or taking photos in a camp should get the permission of the members of that camp and the people being filmed or photographed.

**Utilities and Property:** The camping is very primitive, no electric or water hookups, with Porta Potty Toilets. All buildings on the property are off limits to the attendees. **DO NOT** enter the yard of the house marked by closed gates with no entry signs. The entire event takes place outdoors and is not set up for anyone who cannot ambulate well in such an environment. There is a horse in the field just to the side of the event grounds and tavern area. Do not pet the horse. He is a rescue that is being rehabilitated and he will bite. Players should try their best to ensure no projectiles land outside of the game area but if one does happen to travel beyond a gate the player should alert an event staff member and not attempt to retrieve it themselves.

**Camping:** Please be courteous in respecting the event grounds and keep your campsite tidy. All campers should strive to leave the property how it was before the event took place. You cannot set up anything that would mark or otherwise damage any of the trees or other parts of the property. All trash has to be hauled away at the end of the event, so you either have to take your trash with you, or you can pay \$5 to have us dispose of up to two 50-gallon bags for you. You must also be respectful to your fellow campers and if you plan on staying up late either remain quiet enough for others to sleep or keep the after dark socializing limited

to the communal tavern area and make sure you are not loud enough to still be heard in the camping area. Camps are not communal areas. In addition to needing permission to film or take photos in a camp, you also need to ask permission before entering a camp you are not a part of. Camps are not well defined, but as a general rule of thumb when you are in speaking range of a tent or group of tents you should ask permission before proceeding. If no one is there to give permission, then you may not enter. People are allowed to drink alcohol in the tavern area and camps so long as they can remain respectful to their fellow attendees. Though if you are going to drink you must have a designated driver or plan on camping. All alcohol is BYOB.

**Campfires:** There will be a large communal campfire in the tavern area of the event. Private fires in the camping area are allowed so long as they are contained in an above ground fire pit. There are a lot of small twigs and branches on the ground that can be used for starting fires, but campers may never cut any part of a standing tree on the property to use as firewood. Firewood must be locally sourced to ensure that no foreign parasites affect the health of the property's trees and plants. The areas surrounding the property are all agricultural and livestock farms, so it is very important that people observe this rule. There is firewood for sale at the event for \$5 per bundle. A bundle is roughly 6-8 pieces depending on size or approximately 1 cubic foot. Campers are also welcome to bring their own so long as it is locally sourced.

**First Aid:** There will be two First Aid Stations. One in the tavern and one against the fence near the camping. Look for a white flag with a red cross posted above the stations. These stations include a first aid kit, fire extinguisher, and a fire blanket. In addition, there will be volunteer medics identifiable by the same white flag with a red cross displayed at their in-game shop or on their out of game sleeping tent. If you are in need of emergency assistance, including during the night, please feel free to approach these volunteers or any other member of the event staff, but please be considerate about relying on these resources only when necessary. We prefer that if you need any materials from the First Aid Stations that you ask a volunteer to obtain it for you unless you cannot wait for assistance. If only taking something minor like a bandage, then there is no need to wake a volunteer, but if a more significant item has been removed such as a fire blanket, then a volunteer needs to be informed as soon as possible so that we are prepared for the next potential emergency. It is also imperative that if you use the First Aid Station that you leave it in a tidy order so that items are quickly findable during an emergency.

**Food:** Campers are welcome to bring their own food or there are many food options in the nearby town. If you drink alcohol, make sure you have access to food that will not require you to drive to town while intoxicated. Complimentary Coffee and Cocoa should be available each night as volunteers have time. In addition, we will be providing food on Friday and Saturday for Lunch and Dinner for \$5 per day. The dinner on Thursday is complimentary for those who are able to arrive early and help out on Set Up Day.