

Hynafol Grand Gathering Camping Guide

Dates:

Event Dates: November 11–16, 2025

Early Arrival: November 10th, 2025

Move In Day (9a.m. - 5p.m.) - November 8th, 2025

Site: Sherwood Forest Faire — McDade/Paige, Texas

Address:

Front Gate: 1883 Old Hwy 20, McDade, TX 78650

- **Front Gate is the address for Check-in**

Camping Gate: 3106 US Hwy 290 E, Paige TX 78659

- **Camping Gate is for those not camping in the Village.**
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Placement & Registration Rules

- **Map:** Work-in-progress public map is available here (subject to updates): https://www.google.com/maps/d/viewer?mid=1_KT67MN_6plqk9l8DLQW8d-aeLU2UI&usp=sharing. There are **no designated family or quiet areas**.
- **Campground — Modern (non-decorum) tents:** first-come, first-served; pick any open spot within the Modern zone.
- **Campground — Decorum tents (DIY): must register** your camp: <https://forms.gle/eDhM5wXzRZp3TQd76>
- **Immersive Package:** Hynafol places your tent by your chosen **Court**, doing our best to honor proximity to requested **House**.
- **Guild Packages:** placed with your chosen **House** in their camp.
- **Traffic & load-in:** Everyone must check in at the front gate. Volunteers on site will direct traffic during all load-in windows. The site flow is straightforward with ample space.
- **Vehicle access:**
 - **Campground:** drive in, locate your Modern spot or your registered Decorum spot, **unload**, then move your vehicle to parking **ASAP**.
 - **Village: drive on roads only.** Never park or drive on grass. Unload quickly and move your vehicle to parking.
- **Plot assignment & help:** On-site placement is managed by **Kai** and the **Logistics Volunteer team**. If you need help, find a **Steward** (orange & green tabard) and ask to speak with the Logistics Coordinator, **Kai**.

- **Plot numbering:** Plots are **not numbered**.
- **Spacing rules:** We have plenty of space; no specific minimums or fire-lane widths beyond common-sense safety and keeping marked lanes clear.

On-Site Services at a Glance

- **Bar service:** available daily.
- **Meals:** provided by two partnered vendors (see site signage and schedule).
- **Medics:** on site 24/7 at the designated medic building/tent.
- **Security:** on site 24/7; look for **Stewards** in **orange & green** tabards.
- **Player Liaison tent:** open most of the day for questions and support.
- **Emergency:** If in doubt, dial **911** first.

Camp Etiquette & Safety Highlights

- Be a kind, quiet neighbor—people need sleep.
 - If you have tent-mates, have a “grown-up” etiquette talk before arrival and stick to it.
 - All **fire pits** must have a **visible fire extinguisher** nearby.
 - Follow the separate **Decorum Guide** for full decorum rules.
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Quick Start (Attendee Overview)

- **Two locations:**
 - **Village (Decorum-Only):** immersive medieval look at all times.
 - **Campground:** both **Decorum** (medieval aesthetic) and **Modern** camping allowed.
- **Three camping types:**
 1. **Modern Camping** (Campground only; bring your own modern tent/gear).
 2. **Decorum DIY** (Village or Campground decorum zone; bring your own medieval-style canvas tent/gear).
 3. **Package-Provided Decorum** — tents and cots supplied by Hynafol for **Immersive, Guild, Grand Guild** packages.
- **Check-in & wristbands:** Register at **Front Gate/Village** with your SeeTickets ticket or photo ID to receive wristband, citizen card, currency, and welcome packet. RVs/large trailers may wristband at **Camping Gate** but must complete full registration at Front Gate.
- **Gate hours:**
 - **Move-in & Early Arrival:** 9:00am–5:00pm.
 - **Grand Gathering event days:** 9:00am–10:00pm.
 - **No late arrivals** after the gate closes.
- **Addresses:**

- **Front Gate / Village (Decorum Village Camping, Immersive, Guild packages):** 1883 Old Hwy 20, McDade, TX 78650.
- **Camping Gate (Modern & Campground Decorum, RVs):** 3106 Highway 290, Paige, TX 78659.
- **Shuttle:** Austin–Bergstrom airport shuttles on **Nov 11 (arrival)** and **Nov 16 (departure)**. Arrives 8:30am, departs 9:00am.

Campsite Types & Where You Can Set Up

Location	Allowed Camping Types	Aesthetic/Rules	Power/Generators	Notes
Village (Decorum-Only)	Decorum DIY, Package-Provided Decorum	Medieval look required at all times; hide modern gear.	Typically no generators . Candles/lanterns subject to fire policy.	Placement coordinated; follow fire lanes and aesthetic checks.
Campground — Decorum Zone	Decorum DIY	Medieval look preferred; hide modern gear when visible to public.	Quiet generators possibly allowed per policy/hours.	Good for guild compounds needing more flexibility.
Campground — Modern	Modern Camping	Any modern tents/gear; courtesy to nearby decorum camps.	Quiet generators allowed per policy/hours; no hookups.	Family- and RV-friendly; obey noise and traffic rules.

RV policy: RVs allowed in Campground with **quiet generators only**; no onsite utilities. Follow posted “no idle” and exhaust-direction requirements.

What Hynafol Provides (by Package)

Subject to final package allocations; see your Welcome Email for exact inventory.

Immersive / Guild / Grand Guild Packages typically include:

- Pre-pitched **canvas pavilion** tent sized for your party or guild cell.
- **Cots** (standard up to **300 lb**; **heavy-duty up to 400 lb** available on request via placement team).

- **Bedding:** included only for **Grand Guild** packages.
- **Floors/groundcloths:** not included and not available as add-ons.

Everyone receives at Registration: wristband, citizen card, in-world currency, welcome packet (maps, schedules, rules).

*Open flames and heaters are **not permitted** in Hynafol-provided tents. There is no electricity inside tents; battery-powered heated blankets (e.g., via power bank) are acceptable.*

Suggested Camping Supplies (per Camping Type)

Modern Camping (Campground)

- Weather-rated modern tent, footprint/tarp, mallet, extra stakes/guylines.
- Sleeping pad/air mattress + warm bedding (nights can be chilly).
- Headlamp/lamps, power bank, extension cord only if shared power is offered (TBD).
- Food storage bins/cooler (animal- and ant-proof), camp stove (see fuel policy), utensils, wash basin/soap.
- Personal hygiene kit (biodegradable soap), quick-dry towels, shower shoes.
- Trash bags, butt can, first-aid kit, sunscreen, insect repellent.

Decorum DIY (Village or Campground Decorum Zone)

- **Canvas tent** with center and side poles; stakes, guylines, mallet.
- **Groundcloth/floor** (highly recommended), rugs for warmth, door mat.
- **Camp furniture:** wooden bench/stools/chest; collapsible period-look tables.
- **Lighting:** LED lanterns or battery candles hidden in fabric; beeswax candles if allowed.
- **Storage:** totes lined with contractor bags (hide under fabrics), baskets/chests for visible areas.
- **Color-matched textiles** to your guild/house/court.
- **Rain plan:** pallets/risers for totes, clothesline, spare tarp.

Package-Provided Decorum (Immersive/Guild/Grand Guild)

- Personal bedding unless your package includes it (confirm warmth rating).
- Chest/basket to conceal modern items; fabric covers for totes.
- Small décor elements to personalize your space (see ideas below).
- Optional: mosquito net canopy, small folding shelf, bedside pouch.

Canvas Tents: What to Expect & How to Keep Dry

Canvas is **water-resistant, not waterproof**. Plan accordingly:

- **Do not touch** wet canvas from the inside; it can wick moisture.
- Avoid leaning gear against walls - anything touching wet canvas can get wet.
- If water **pools on the roof**, it may drip through - alert camp volunteers to re-tension guylines.
- Keep **doors closed** when not in use to prevent drafts, dust, and insects.
- **Sod flaps** (lower edge of canvas) should be tucked and weighted properly to reduce drafts.
- Expect **bugs** (mosquitoes, flies) and Texas critters (fire ants, chiggers, wasps). Prepare with repellent and keep snacks sealed.
- When it rains, the **ground under tents can get damp. Keep all items at least 2" off the ground** using cots, pallets, platforms, or shelves.
- If standing water remains **>4–6 hours**, notify your guild volunteers and staff for mitigation.

Never store gear directly on the ground. Use hard totes, platforms, or keep items under your cot.

Sleep: Cot Comfort & Warmth

- Elevation keeps you off damp ground and improves airflow.
 - Comfort recipe: **sleeping bag + two blankets** (one under, one over) + **firm pillow**.
 - Add a **thick pad or small air mattress** on the cot for insulation.
 - **Warm sleepwear** + hood or beanie = happy mornings.
 - For extra heat, fill a **metal bottle** with hot (not boiling) water and tuck at your feet.
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Organizing Your Medieval-Style Tent

- **Flooring:** tarp or woven rugs. Add a **draft baffle** (light fabric canopy) above your cot; don't overload the center pole.
 - **Mosquito netting:** hang from a ring or twine from center pole to side stakes.
 - **Storage:** foldable crates/boxes; a behind-the-door **shoe rack** works great.
 - **Hanging:** run twine from center to side poles; **do not** hang from wall canvas.
 - **Lighting:** fairy lights, LED candles, and small flashlights near the door (remote controls are handy).
 - **Hide the modern:** use chests, baskets, or draped fabric to conceal plastic totes/electronics.
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Finding & Living With Tentmates

Looking for a tentmate? Post in the #tent-mates channel on Discord:

“Hey! I’m [Name] from [Guild/House]. I’m neat, lights-out by 11, up early for battles. Seeking the same. DM me!”

Before you arrive, agree on: sleep schedules, quiet hours/headphone rules, tidiness and chores, personal gear zones, visitor policy, and a **backup plan** (earplugs/sleep mask).

Decorum in the Village (and Decorum Zones)

- Keep **modern items out of sight**. Use period covers for coolers and totes.
 - Close doors and keep sod flaps tucked to maintain silhouette.
 - Place a **rug** at the entrance to catch dust/mud.
 - Use **period-appropriate décor** (see ideas) and align colors/heraldry with your guild/house/court.
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Packing: Suitcases vs Totes

- **Suitcases:** portable and stackable; hide them in decorum spaces.
- **Plastic totes:** water-resistant and stackable; line with **contractor bags**; disguise with fabric.
- Pro move: transport with totes, then **decant** into chests/baskets for appearance.
- **Medications** and ways to store them.

Handy extras: floor mat, shoe rack (or wooden crate), microfiber towels, clothesline, extra stakes, spare guylines, mallet, repair kit (duct tape, paracord, seam sealer), camp broom & dustpan.

Power, Generators & Charging

- **Village:** Generators are **forbidden**.
 - **Campground:** Generators must have **sound-dampening** applied. If your unit is deemed too loud by staff, you will be asked to turn it off.
 - **Charging:** Limited **outlets** exist around the site for **device charging only**. Ask on-site staff to locate one; do not daisy-chain or overload.
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Fire, Burn Ban & Open Flames

- **Village (personal tent spaces):** **Candles** and **enclosed lanterns** allowed; **tiki torches and braziers are not permitted**. No open flames in buildings.
 - **Campground:** No additional restrictions at this time; follow safe-use practices and keep a clear area around flames.
 - **Burn ban:** Status will be announced in the days before the event via **Discord** and **email** to all ticket holders. During a burn ban, **propane fire pits and cooking equipment** are permitted **unless explicitly restricted**.
 - **Fire safety:** Every **fire pit** must have a **visible fire extinguisher** nearby. Keep water/sand at hand where practical.
 - **Ash/coal disposal:** Participants are responsible for safe cooling and disposal of ash/coal; **do not** dump hot ash in site dumpsters.
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Weather, Water & Wind Plan

- Central Texas in November can swing from **40s°F nights to 70s°F days**; storms possible. Pack **layers**, rain gear, and warm bedding.
 - Stake and guy **before** the wind picks up. Re-tension twice daily (morning/evening), and after any storm.
 - Keep a spare **tarp** to cover gear in a downpour; raise totes on **pallets/risers**.
 - **Do not dig ditches** — they're hazardous and make more mud; mitigation is handled by staff/volunteers.
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Cooking, Greywater & Waste

- **Fuels:** All common fuels permitted (**propane, butane, white gas, charcoal, wood**). Use stoves and pits responsibly and obey any posted restrictions.
 - **Communal kitchens:** None provided.
 - **Food storage:** Use sealed bins/coolers; never store food in soft bags. Keep camps ant-resistant.
 - **Greywater: No ground dumping.** Participants are responsible for collecting and disposing of greywater and grease off-site or in designated receptacles if provided.
 - **Trash/Recycle/Compost:**
 - **Village:** Houses/Kingdoms are responsible for their own trash. Receptacles are located **outside the village**, just behind each fence line.
 - **Campground:** Each camper is responsible for trash; **dumpsters** are located throughout the campground.
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Facilities & Services

- **Bar service:** available daily.
 - **Meals:** two partnered vendors serve throughout the event (see schedule on site).
 - **Medics:** on site **24/7** at a designated medic location.
 - **Security:** on site **24/7**; find **Stewards** in **orange & green** tabards for help.
 - **Player Liaison tent:** open most of the day for questions and a supportive ear.
 - **Restrooms:** Both **flush** and **portable** toilets are available in the Village. Campers in the **Modern Campground** may arrange a private portable toilet directly with **Jackpot Portable Toilets** at **+1 (512) 801-2592**.
 - **Showers:** available **24/7**.
 - **Potable water:** available **24/7** at locations shown on the map.
 - **Ice:** for sale at the **Hall of Houses bar** (market price).
 - **Charging:** bring power banks; limited outlets exist for charging only—ask on site.
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Safety & Emergencies

- **Emergency:** Call **911** first, then notify Hynafol Staff.
 - **Muster/Shelter:** In **any weather emergency** (high wind, lightning, severe storm), proceed to the **Castle**. This is also the general muster point.
 - **All-calls/alerts:** There is **no PA all-call system**; follow Steward directions and staff messaging.
 - **24/7 staffing:** There is always someone on duty at the **Front Gate** and **Back Camping Gate**. A 24/7 phone number will be posted closer to the event.
 - **Incident/Harassment reporting:** See our **Code of Conduct**:
<https://hynafol.com/terms-conditions/>
 - 1) Visit the **Player Liaison Tent** (they will contact staff).
 - 2) Visit the **Front or Back Gate** (staff will be radioed).
 - 3) Visit the **Archives** (staff will be radioed).
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Wildlife & Insects (Texas-Specific)

- Expect **mosquitoes, fire ants, chiggers, wasps, and snakes** in natural areas.
 - Wear **bug spray**; bring additional **fire-ant spray**. Avoid tall grass and brush.
 - **Footwear:** closed-toe shoes suitable for walking long distances.
 - **First aid basics:** clean minor cuts/scrapes; use cold water for stings; carry antihistamines if you're prone to reactions; seek medics for severe symptoms.
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Accessibility

- **Terrain:** The village spans natural, sandy terrain with slopes; mobility can be **difficult but doable**.
 - **Parking:** Ample **ADA parking** is available.
 - **Routes:** Expect natural-surface routes; plan appropriate mobility aids as needed.
 - **Medications:** Participants are responsible for their own medication storage; Hynafol staff/volunteers **cannot** store or handle medications.
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Noise, Music & Quiet Hours

- **Quiet hours:** Not applicable site-wide; be courteous—people need sleep.
 - **Drumming:** Allowed.
 - **Amplified sound: Forbidden** anywhere on site.
 - **Enforcement:** Friendly warning → Staff conversation → Removal from event for repeated violations.
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Guild & Personal Décor Ideas (Mix & Match)

- **Bunting** between tents; **fabric garlands** in your colors.
 - **Guild pavilion sign** — name it and display at the entrance.
 - **Inside décor:** candles/LEDs, furs, pillows, florals, vases, trinkets.
 - **Flag toppers** for center poles (confirm 3" pole fit, submit early for install).
 - **Heraldry standards** on poles; shields, armor racks, mannequin with kit.
 - **Flags** of any size; website-printed banners in your colors.
 - **Mascot symbols:** antlers, feathers, faux fur; **painted rocks** to line paths.
 - **Propaganda-style parchments** with your mission/motto.
 - **Textiles:** tablecloth + runner; rugs and candles in guild colors (printed heraldry available).
 - **Welcome sign** at camp entry (chalkboard/wood/fabric).
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Packing List:

** Hynafol Grand Gathering Packing Guide**

A traveler's checklist for comfort, safety, and style - worthy of any Court or Kingdom.

** Toiletries & Personal Care**

- Travel-size shampoo & conditioner
- Dry shampoo (for long hair needing a refresh)
- Soap or body wash
- Wet wipes (quick refresh)
- Toilet paper (for emergencies)
- First aid kit / bandages
- Bug spray & anti-itch cream
- Deodorant, perfume, or skin-safe oils
- Makeup & mirror
- Nail clippers & file
- Sunscreen
- Razor
- Toothbrush & toothpaste
- Muscle cream / tiger balm / anti-chafe cream
- Feminine products
- Chapstick, lotion, moisturizer
- Comb or brush

Tip: keep these in a small decorum-friendly toiletry bag for carrying to the showers.



**** Clothing & Layers****

- Waterproof cloak (*wool or waxed canvas works best*)
- Warm sleeping clothes (*keep in a sealed bag to stay dry*)
- Wool or insulated coat
- Beanie or night cap for cold evenings
- Extra socks & undergarments
- Layers for changing temperatures (tunics, chemises, leggings, etc.)

Texas nights can swing cold — layering is your best defense.



**** Footwear****

- Well-broken-in boots (*essential!!*)
- Gel soles (optional comfort)
- Slip-on shoes (for late-night tent runs)
- Sandals (for shower use)
- Comfy decorum ankle boots

Avoid new shoes; blisters can end your adventure early.

** Accessories**

- Belts, belt pouches, and baldrics
- Decorum satchel or bag
- Scarves or sashes
- Hat for sun protection

** Weapons & Armor**

Weapons

- Swords, daggers, maces, halberds, pikes, etc.
- Scabbards, frogs, or baldrics for carry
- *If flying: pack in a hardshell golf bag; call them “toy swords” at TSA.*
- *Buy from approved makers to pass Hynafol safety checks.*

Armor

- Chainmail (*aluminum preferred for weight*)
- Plate or leather armor pieces
- Greaves, bracers, helms
- Gambeson, coif, padded cap
- Gloves for combat protection

Armor is optional but often appreciated once battles begin.

** Camp Life & Comfort**

- Tankard / Mug
- Enamel, wood, or ceramic mug for hot beverages
- Wooden/metal utensils & bowl (plastic provided by food vendors)
- Medications, allergy meds, painkillers, supplements
- Snacks & electrolyte powder
- Towel for showers
- Trinkets for trade or gifts
- Tarot, runes, sketchbook, or crafts for downtime

- ID / Passport
- Charging bricks or extra batteries

A small chalkboard or parchment note for “whereabouts” on your tent door is a clever touch!

** Tent & Camp Setup**

- Lantern (decorum-appropriate)
- Flashlight or fairy lights (for tent interior)
- Earplugs & eye mask (snorers abound)
- Plastic bags for wet gear
- Water jug or bottle (wrap if modern-looking)
- Scissors, duct tape, twine
- Clothesline or rope for drying garments
- Air freshener, sachet, or incense
- Small trash bin with liner
- Instruments (beloved by campfire gatherings!)

Avoid leaning gear or bedding against tent walls — moisture seeps through canvas.

** Recommended by Veteran Travelers**

- Pack your **travel-home outfit** in a sealed bag (for a clean exit)
- Hardshell suitcases keep belongings dry; trash bags over them help too
- Store luggage under cots for insulation
- Hot water bottle for feet at night
- Small bowl & washcloth for in-tent washing
- Hand sanitizer
- Sewing kit & multipurpose knife

Special thanks to our friend Kiki [<https://www.instagram.com/incandescentkiki>] for this great list.

RVs & Large Vehicles

- **Length limit:** None. **Slide-outs and awnings** are allowed.
 - **Generators:** **Quiet, noise-dampened** units only; subject to the same expectations as Campground.
 - **Hookups:** None. **No pump-out service** on site; dumping is the participant's responsibility off-site.
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FAQs

Can I dig trenches around my tent? No. They create hazards and more mud. Water mitigation is handled by staff and volunteers.

Do standard package tents include floors? Check your Welcome Email for your package inventory; floors may be offered as optional add-ons. If you didn't receive it, email info@hynafol.com.

Can I use a generator? Campground only, quiet units, during posted hours and distances. Village: no. *See final policy.*

What about insects? Expect mosquitoes, fire ants, chiggers, and wasps. Pack repellent and keep food sealed.

How do I get help with a sagging or leaky tent? Notify your guild volunteer lead; they'll coordinate with staff for re-tensioning and water mitigation.

Contact & Addresses

- **Front Gate / Village:** 1883 Old Hwy 20, McDade, TX 78650
 - **Camping Gate (Campground & RVs):** 3106 Highway 290, Paige, TX 78659
 - **Staff (daytime):** Archives building during posted hours.
 - **After-hours:** Archives doorbell; **24/7 staffing** at Front & Back Gates; a **24/7 phone number** will be posted closer to the event.
 - **Emergency:** Call **911** first, then notify staff.
 - **General info email:** info@hynafol.com
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