A Guide to Camping at Cooper's Lake

A Guide for First-Time DrachenFest-US Players

Welcome to the Dragon World, adventurer! DrachenFest is a fantasy sandbox LARP like no other, and your journey starts long before you arrive at the campsite.

Cooper's Lake is a beautiful camp site. Thousands of people camp there during Pennsic and Jeepfest. But be advised: a week of camping outdoors can be challenging for the unprepared. This guide is here to help you survive and thrive.

With Contributions From: *Doug & Mytrice Allen, Dan Comstock, Carissa Donker, Dan Eisele, Jason Goldsmith, Justin Godey, Aeon Grace, Catherine Hammerschmidt, Matt Heineck, Kaden Holton, Allison Howle, Shan Lindley, Lainey Ogawa*

Packing List..... 2
Site Map & Regional Notes..... 2
Green Camp..... 3
Silver Camp..... 4
Shadow Camp..... 4
Blue Camp..... 5
Red Camp..... 5
The Bazaar..... 6
Accessibility: What to Expect..... 7
Planning Around the Terrain..... 7
Mobility Needs..... 8
Sight/Hearing Accessibility..... 8
Footwear & Fatigue..... 9
Weather at Cooper's Lake in June..... 10
Recognize Heat Exhaustion Early..... 11
Travelling from afar..... 11
Camping with Kids..... 12
Golf Carts..... 13
Emergency Procedures..... 13
Medical Emergencies..... 14
How We'll Communicate Updates During the Festival..... 14
Campsite Features..... 15
Water..... 15
Electricity..... 15
Portajohn & Shower facilities..... 15
Camp Store..... 15
Laundry..... 16
CPAP and Other Medical Devices..... 16
Canvas Tent Camping for Newbies... 17
Decorum vs Non-Decorum..... 17
Picking a Spot For Your Tent..... 17
If You're On a Slope..... 17
How to Set up a Marquee or Double Wedge Canvas Tent..... 17
Tenting in Adverse Conditions..... 17
Nearby Stores & Services..... 19

Packing List

You're going to be outside for five to seven days. Expect sun, rain, mud, bugs and the unexpected. Here's a list of things to consider packing: The DrachenFest-US Complete Packing List.

Want more details? Check out Ilsa's List, another popular Cooper's Lake packing list.

Site Map & Regional Notes

We aim to keep camps in standard locations, but some factors, like weather damage and ground conditions, can lead to a last minute relocation.



Green Camp

Terrain & Environment

Green Camp sits in a shaded woodland at the base of Runestone Hill, alongside a swimmable creek. The ground includes gravel roads, packed earth, and some uneven or sloped areas. Tree cover provides strong protection from sun and storms, but also traps moisture—once wet, the area tends to stay damp and humid. There are small patches of poison ivy in the vicinity (generally marked with white paint).

Accessibility & Mobility

Shared spaces (courtyard, tavern, garden) are fully accessible by car, golf cart, and wheelchair under normal conditions. A paved road connects major areas, and most sleeping spaces are directly adjacent to a road or gravel path.

After rain, mud and soft ground can significantly reduce mobility—especially for manual wheelchairs. Shower and restroom facilities are reachable via paved paths, though some infrastructure (e.g. ramps) may be limited.

Key Considerations

- Mud is the primary accessibility risk after rain
- Humidity can be high even in shade
- Some tent placements are lower-lying and may retain water
- Courtyard is actively maintained for safe combat footing

Weather Prep Recommendations

- Rain: Use ground tarps and elevate bedding. Keep gear off the ground. Bring extra dry layers and socks.
- General: Expect persistent damp conditions after storms.

Silver Camp

Terrain & Environment

Silver Camp is a mostly flat, forested area with a mix of dirt, gravel, and organic ground cover. It includes several small bridges and borders a shallow river. Tree cover provides partial shade, with sunlight moving through the camp during the day.

Accessibility & Mobility

Main paths are accessible by car and golf cart, with additional smaller paths navigable by carts and some mobility devices. Wheelchair access is possible in fair conditions but depends heavily on terrain and weather.
Bridges connect key areas; most are accessible, though not all have handrails.

Key Considerations

- Mixed terrain (dirt, roots, gravel) can become uneven or muddy
- Bridge navigation may be a factor for some players
- Some areas prone to pooling water or mud

Weather Prep Recommendations

- Rain: Bring extra socks, backup footwear, and waterproofing solutions
- Heat/Humidity: Ensure tent ventilation and airflow
- Storms: Secure tents against wind and rain
- General: Plan for variable footing and wet conditions

Shadow Camp

Terrain & Environment

Shadow Camp is a large, open, flat field with short grass and minimal tree cover. The space is highly uniform and easy to navigate internally, with clear sightlines across most of the camp.

Accessibility & Mobility

Most of the camp is accessible by car, golf cart, and wheelchair in dry conditions. However, the main access routes into and out of camp include inclines and uneven paths that may be difficult or inaccessible for mobility aids.

Within the camp itself, terrain is flat and consistent.

Key Considerations

- Limited natural shade—high sun exposure
- No nearby power access
- Wind exposure is higher due to open terrain
- Low risk of flood

Weather Prep Recommendations

- Heat: Bring shade structures, fans, and cooling solutions
- Rain/Wind: Stake tents securely; avoid camping near treelines due to falling debris risk
- General: Prioritize sun protection

Blue Camp

Terrain & Environment

Blue Camp is mostly flat grassland with sparse tree coverage. The overflow camping area is more wooded with gravel ground cover. Muddy conditions can persist after rain.

Accessibility & Mobility

Wheelchair access is limited and highly weather-dependent, with mud presenting a major barrier.

Accessibility is generally adequate for those who can walk short distances unassisted, but challenging for those with significant mobility needs.

Key Considerations

- Mud is a major and consistent issue
- Limited shade in main areas
- Ongoing efforts to improve ground conditions, but variability remains

Weather Prep Recommendations

- Rain: Elevate all gear (cots recommended). Use waterproof containers or totes
- Footwear: Bring multiple pairs of shoes/boots (including non-decorum options if needed)
- General: Prioritize keeping feet dry.

Red Camp

Terrain & Environment

Red Camp is a large, open, and sunny area centered around a central courtyard. Terrain is generally flat and firm in dry conditions but can become muddy along edges and low points after rain. After heavy downpour, runoff water flows through the camp.

Accessibility & Mobility

Most of the camp (approx. 90%) is accessible by vehicle in dry conditions. Accessibility decreases after rain due to pooling water and mud.

Areas closer to main roads are easier to navigate; deeper camp areas may be more challenging.

Key Considerations

- High sun exposure—minimal natural shade
- Mud and runoff after rain, especially near edges
- Accessibility varies significantly with weather

Weather Prep Recommendations

- Heat: Bring shade structures, sun protection, and cooling gear
- Rain: The ground can deteriorate; plan for mud.
- General: Prepare for a sunny daytime environment and wet ground conditions

The Bazaar

Terrain & Environment

The Bazaar is a mostly flat, road-based environment with a mix of paved roads, gravel paths, and dirt side roads. It sits at the top of a hill relative to the camps and serves as the central city space of the event .

Accessibility & Mobility

Most of the Bazaar is accessible by car, golf cart, and mobility devices via paved roads. Side roads may become uneven or muddy after rain.

Travel between the Bazaar and camps involves navigating one of several hill paths, some of which are steep.

Key Considerations

- Hill access to camps (the bazaar is at the top of a hill, returning to it involves a climb)
- Muddy side roads after rain
- Wind exposure due to open layout

Weather Prep Recommendations

- Wind: Secure tents with strong stakes and guy lines; expect wind tunnel effects in some areas
- Rain: Avoid driving on soft ground; plan for muddy side roads
- General: Ensure tents (especially OOG camping) are staked well in case of wind

Accessibility:

What to Expect

The Cooper's Lake campground is ADA-compliant, but not all areas or activities at DrachenFest are disability-friendly. This guide outlines what to expect, how to prepare, and where to go if you need help.

Parking - Accessible spots are available by request. Ask for one at Ops during check-in. If you have a disability placard, you may be directed to a closer parking zone.

The Terrain - Cooper's Lake is **hilly**. Paths range from gravel to grassy inclines, with potential for mud in rain. From some camps, it's a 10–15 minute walk to the Bazaar, mostly uphill. Expect uneven ground.

Use wheeled gear or carts with rugged wheels for load-in. For gameplay, consider how often you'll need to walk long distances.

Blisters and foot fatigue are extremely common by the end of the week. Our medical team cannot provide transportation for sore feet–their capacity is limited to emergencies. We strongly recommend bringing backup footwear: something sturdy, comfortable, and easy to change into if your primary shoes cause problems.

Planning Around the Terrain

DrachenFest has a lot of ground to cover — literally. Where and how you choose to play can dramatically affect how much walking or terrain you'll deal with.

Terrain Snapshot by Zone

- **Check-in & Parking**: Some gravel, mostly flat.
- **Bazaar (City)**: Paved paths, dense foot traffic. Generally the most accessible zone.
- **Camps**: Vary by location. Some have flat interiors; others are sloped or stepped. Paths between camps may be long and hilly.
- **Guild Halls & Ritual Circle**: Gravel paths, moderate foot traffic. Accessible but a walk from most camps.
- **Battlefields**: Grassy and sometimes muddy. Not safe for mobility devices or non-combatant access.
- **Travel between the Bazaar and Camps:** steep hills and long distances.

Mobility Needs

Mobility aids (like wheelchairs or scooters) are viable on gravel and packed paths, but may struggle on grass, mud, or steep slopes. Interiors of player-built camps may have barriers (steps, thresholds, etc).

We encourage (but don't require) players to decorate mobility aids to match the fantasy setting–for example, adding dwarven-style cogs to a wheelchair. It's a fun optional touch, not an expectation.

Sight/Hearing Accessibility

The event includes loud environments (combat, taverns, drum circles). Some areas may use colored lighting or have low visibility at night. The majority of the road throughout the site is not lit so bringing a light source is highly recommended. Additionally, battles include a lot of visual and verbal communication; spellcasters must get someone's attention at a distance for their spells to "work".

Gameplay Consideration - You can absolutely participate in DrachenFest without running across a battlefield. Many of our best moments come from social events like conversations, rituals, and shared meals. Some types of play may be easier than others, depending on your access needs.

- **Physically Demanding**: War, exploration, some quests — lots of walking and crowd movement.
- **Social or Stationary**: Camp roleplay, crafting, merchanting, ritual play, some quests — often easier to do from a fixed location.
- **City Play**: Active but central; fewer hills, but busier areas. Camp players that want to take daily classes in the Bazaar should expect to be on their feet. Keep in mind, guild participation is entirely optional–don't feel pressure to include guilds in your schedule unless it excites you.

Opening Ceremony: The Opening Ritual and Closing Ceremony are held at the Ritual Circle, which is accessible via a paved road. The location is sloped, which may lead to uneven footing.

Service animals are welcome. They may not enter the battlefield or participate in combat scenes.

Need Support? If you require a specific accommodation to attend or engage with play, please reach out to our team at the drachenfest.us chatbox, or ask at Ops during check-in. We will do our best to support your needs within the limits of site and safety.

During the event, Referees (identifiable through their yellow hats) can provide guidance and advice, both about gameplay and the practical realities of the festival. They can also call in the medical team as needed. Issues related to bigotry or discrimination can be escalated to our Trust & Safety team.

Footwear & Fatigue

By the end of the week, sore feet and blisters are extremely common. Unfortunately, our medical team cannot provide transportation for foot fatigue — those services are reserved for emergencies only.

We strongly recommend:

- Bring comfortable, broken-in shoes
- Pack a backup pair for blisters or rain
- Plan breaks if your play involves long walks
- Change out of wet socks and boots as soon as possible
- Bring moisture-wicking socks (and extras!)
- Use blister prevention like moleskin, Leukotape, or BodyGlide on known hot spots

A little prep goes a long way in keeping your event enjoyable.

The Morning Dashpass System

Between 4am and 9am, each camp is allowed to have up to two cars drive on site. This allows camps to pick up groceries, ice, supplies, drop off batteries for charging, drop people off at the bazaar, or perform other accessibility related tasks. If you need to use this system, ask your camp leaders about it!

Weather at Cooper's Lake in June

Is this your first time? Camping can be challenging, but we get by with a little help from our friends. And it gets easier with practice! There's a learning curve - plan ahead, be patient, and every year it will get easier.

Expect:

- Sunny days, 75–90°F. Plan for days in excess of 90 degrees.
- Chilly nights, sometimes below 50°F
- High humidity
- Sudden thunderstorms
- Occasional wind squalls
- Mud. So much mud.
- Heavy morning dew (yes, your boots will be wet)

Site-Specific Weather Lore:

The lake itself creates a unique pressure system which diverts a lot of the incoming weather. If you look at the sky to the north, you'll see the weather that will be present on-site in a few hours. Stormclouds in other places often miss us.

When you see stormclouds to the north, close your tent and secure your guy lines.

Are you in a wet area? Flood countermeasures:

- Dig small trenches to direct water. Get approval from site staff before digging anything major.
- Bring extra socks and newspaper to dry boots. Plan for at least 2 pairs of socks per day.
- Lay down pallets, wooden planks, or straw in walkways.
- Use elevated storage for bedding and gear.

Heat & Humidity

- Drink water **before** you feel thirsty.
  - Bring a refillable water bottle and carry it with you.
  - Add electrolytes once or twice a day (DragonAde, Gatorade powder, etc).
  - If your urine isn't pale yellow or clear, you need more fluids.
  - Alcohol + sun = dehydration accelerator. Pace yourself.
  - If you are taking any medications (ex. diuretics, SSRIs), please be aware of heat-related side effects. Some medications may cause inhibition of your body's natural cooling mechanisms.
- The camp store sells ice - and slushies.
- If our weather team anticipates a heat wave, in the morning we will announce hours for a "**battle siesta**". During these hours, no sieges or mass combat (fights with over 50 people) can take place and the limbus may be closed. Skirmishes, duels, etc, are still allowed!
- Hot weather and high humidity may also limit the usage of Large Monsters.

Recognize Heat Exhaustion Early

Heat Exhaustion is the most common reason people see the med team.

Early warning signs

- Lack of appetite
- Headache
- Dizziness
- Nausea
- Sudden fatigue
- Chills despite heat
- Irritability

If this happens, notify a member of staff or a ref, or have someone nearby do it for you.

1. Get to shade immediately
2. Sit or lie down
3. Drink electrolytes
4. Cool your neck and wrists

Travelling from afar

Many players live within driving distance to Cooper's Lake, but there are also a number of players coming from long distances, in a few cases as far away as Australia. Many players take long flights and multi-day road trips to arrive.

Tips for fliers:

Pack light, be aware that the weather patterns may be completely different than you are used to, and that amazing woolen cloak that you love to wear to play at home will probably spend its entire time in your suitcase.

Focus on the life necessities before the decorum ones. You will need more dry socks. You might never wear that giant cavalier's hat.

Pittsburgh is the closest airport. It's about an hour from there to the campsite. Plan accordingly.

You can buy a lot of last minute necessities at the camp store, at camp prices.

Decorum tents and tent space can be rented, but they usually sell out months in advance.

If you have any regional friends or acquaintances that are willing to help, consider shipping them larger items you can't bring on the plane.

The farther you plan the basic necessities in advance, the smoother things will be. Know where you are going to sleep, what you are going to eat in advance, etc. before you depart. Leave the improvisation for the game. While this is true for all players, it becomes more important the farther you are from home and support structures.

Camping with Kids

Here are our policies related to children and families.

Once you get to the campsite, go over ground rules with your children about how to be at Drachenfest. Set a clear structure for them; Call these Drachenfest Rules or Camping Rules, etc. Consider speaking to them about...

- Where they can roam
- What to do if they get lost or have an emergency.
- What are the boundaries?
- What are your expectations for them?

Introduce your children to the camp refs that way if something happens they are familiar faces.

We recommend doing a few **practice camping evenings** with your kids in the backyard, at a family member's house, at a local campground. Get them used to the sights, smells, routines of camping outside. Try to make the experience as close to what you anticipate at DrachenFest. You can progressively move farther from home to ease the transition. If you have any bedtime routines, stick to them. If you have younger children, make sure to bring their pillow/favorite blanket/stuffed animal/etc.

DrachenFest can be hot! Children are more heat sensitive than adults. This is due to a number of factors, including a higher metabolic rate, inefficient sweat production, and a surface area to weight ratio that makes it more difficult for their bodies to regulate temperature. A final factor includes that children are often less aware of their bodies needs and when they are entering a dangerous state. It is therefore very important to speak to them about what it might feel like to get "too hot"(see Recognizing Heat Exhaustion) and emphasize that prevention is key.

Keep in mind, **some form of ID is required** for the minor to be registered on site. Such as School ID, vax record (not as a vax requirement but as an ID proof), passport, etc.

Most importantly, **Be Adaptable!** DrachenFest is a large event with lots of things going on. Things will happen that you have not accounted for even if you plan very carefully. This is why it's so important to create a clear structure/framework for your children while on site. It is very difficult for children to keep up with the LARP madness. You will create the experience as you go.. Be patient with your children, slow down, and be prepared to let go of strict schedules/expectations when your children have unforseen needs.

Golf Carts

Sometimes you will see our staff using golf carts to zoom around the site.

- Golf carts are primarily for event staff and medical use.
- There are no taxi services.
- Don't try to flag down a golf cart unless you're hurt.
- Medical carts will appear if you radio for first aid via camp Ref or Safety Team.

Emergency Procedures

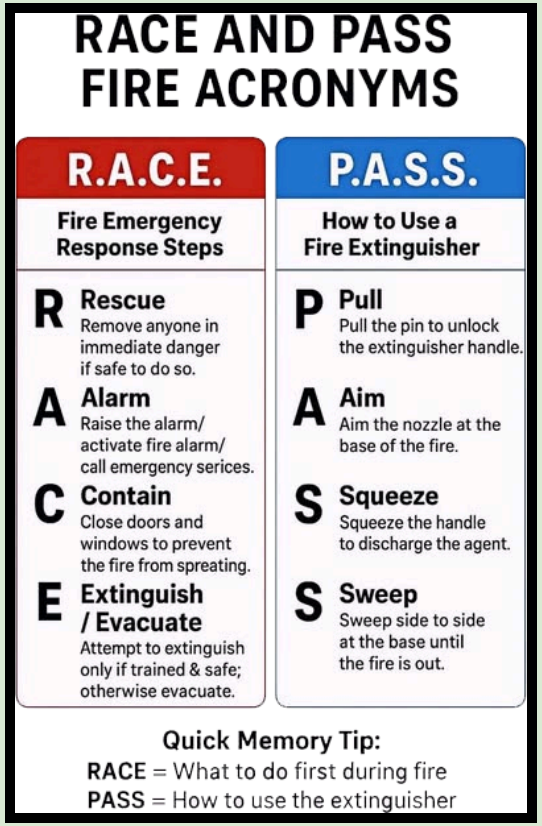
Some terms we use during emergencies:

Code Lightning means a thundercloud is passing directly overhead and we might experience lightning strikes. Please remove metal armor and stay out of fields.

Fire

1. Fire extinguishers are located at each camp ref desk and at our staff tent in the Bazaar.
2. What to do in fire - RACE & PASS (See Graphic)
3. PASS and **Code Medical** mean a team is on their way to address a problem. Please don't crowd the situation, make room so personnel and/or vehicles can get to the scene.

Shelter In Place means that it may be dangerous to be outside (often due to dramatic storm conditions) - stay in your tent!



Medical Emergencies

DrachenFest has an array of medical staff, from volunteer first aid certified helpers to staff medics (EMTs, paramedics, nurses) and several staff physicians.

If you need a bandaid or other minor first aid, find a FAST (First Aid Support Team) member of your camp. They will have introduced themselves to you during camp intros. If you can't remember who they are are, ask a ref.

If you need medical attention, call out "medic" and find staff if possible. They will radio for medical staff members.

- Staff will determine if you need a medic or a doctor to come initially.
- Medical will come to you. Don't try and walk it off if it's serious.
- If there is a medical emergency and no staff is present, call 911 and request an ambulance, then notify staff.
- The Ops tent (in the bazaar) can escalate issues to the med team too.
- There is an AED (automated external defibrillator) in the Bazaar

How We'll Communicate Updates During the Festival

When DrachenFest-US needs to share information with everybody, (for example during emergencies), it will arrive via **email**.

Campsite Features

Water

There are water spigots throughout the site. There's at least one near each camp, and plenty in the bazaar. The water on-site is safe to drink, but is slightly iron rich. Many people bring a personal filter.

Electricity

While there are many outlets available in the Bazaar, player camps and the out of game tenting areas generally do NOT have access to power. You should plan your camp experience assuming you will not be able to plug anything in. Here are some tips!

Bring rechargeable battery systems

- High-capacity power banks (multiple if needed)
- Rechargeable AA/AAA batteries for lanterns, lights, and props
- Solar chargers can help, but are not reliable as a primary source

Plan your charging strategy

- Charge everything fully before arriving
- Rotate devices (don't drain everything at once)
- Use low-power / airplane mode when possible

Use low-tech alternatives

- LED lanterns instead of powered lighting rigs
- Battery-powered fans

Portajohn & Shower facilities

DrachenFest has two indoor bathroom facilities: the "Barn" (big wooden building) in the Bazaar, and the showerhouse at the foot of Runestone hill. These have both restrooms and private showers.

Note: Wheelchair users may prefer the upper showerhouse - the lower one does not have a ramp, and its hall is likely too narrow for a wheelchair.

There are accessible (wide) and regular portajohns in each camp.

Camp Showers - Don't want to wait in line? Consider a DIY setup called a "camp shower"—usually a hanging water source and spray hose paired with a curtain or visual blocker so you can wash with some privacy. These setups drain onto the ground, so be mindful of where the water will run.

Camp Store

Located near the Check-In area, the Cooper's Lake Camp Store is stocked with just about everything you might need during the event. It's a general campground store with modern supplies. More info: cooperslake.com

They carry:

- Essentials: Ice, firewood, propane,
- Camping Gear: tent stakes, air mattresses, folding chairs, fire starter, blankets
- Food & Drinks: Snacks, bread, canned goods, produce, milk, juice, soda, tea, coffee, *slushies*

- Health & Hygiene: Sunscreen, bug spray, toiletries, first aid supplies
- Clothing & Gifts: T-shirts, sweatshirts, hats, toys, and Cooper's Lake branded gear

There's an **ATM** available on site, located outside the Internet Café and inside the restaurant.

Laundry

There's an on-site laundry shack (quarters only) under the "barn" (same place as the 'upper shower house', near the "camp store")

- Laundry detergent can be purchased on site
- The water is iron rich and can sometimes stain white clothes. (Throwing a "color catcher" sheet into the wash helps prevent this)
- Don't leave your clothes unattended in the dryer. Seriously. People will remove them.
- Pro tip: Line dry in camp with a rope between trees.
- If you plan to use the laundry, bring quarters!

CPAP and Other Medical Devices

Most players who use a CPAP (or other overnight medical device) bring a rechargeable battery. If that isn't a viable option for you, you may request a special "medical sleep" accommodation in the Bazaar. This is an out-of-character sleeping area near the entrance to Cooper's Lake, with dedicated access to a nearby power station. (You still need your own tent.) You can request a medical sleep allocation through our chatbox, or at the Operations desk (in the Bazaar) after you've checked-in.

Trash & Waste Management

DrachenFest cleanup is a group effort — we rely on everyone to keep the site clean and safe.

- **Bring Trash Bags**: You'll want at least one for your personal use (snack wrappers, hygiene waste, etc.) and another for your tent or group area.
- **Dumpster Access**: Every camp has a dumpster within a short walk. You're responsible for bringing your own trash to it — nobody will come collect it for you.
- **Camp Cooperation**: Trash piles up fast. Make it a habit to pitch in and help take out shared camp trash. A handcart or wagon makes this much easier.
- **Leave No Trace**: Before you leave, check your tent area and fire pits for leftover trash, food waste, or rogue zip ties. Let's leave the site better than we found it. You cannot leave until your camp coordinator signs off on your area!

Canvas Tent Camping for Newbies

Decorum vs Non-Decorum

Do you need an immersive tent? No! Most camps are divided into two tenting zones, and both are equally valid places to sleep and live.

- Decorum (in-character): Front of camp, part of the game space.
- Non-Decorum (OOG): Usually the back third of camp. Pop-up tents, nylon camping tents, modern chairs, and practical camping setups all belong here. Still nice if you try to keep everything as decorum as possible (and tidy).
- You are not required to camp in decorum. You will not be judged for camping in non-decorum.

What makes a tent "decorum"?
Canvas or natural-colored materials (ie not nylon). Hidden modern gear. Covered coolers, bins, and modern chairs. No logos or bright neon fabrics.

If your tent is non-decorum: no problem! You're still very much part of the game. You can roleplay there—just don't host major scenes or events inside it. Save the cool stuff for immersive, public spaces.

Picking a Spot For Your Tent

- Your camp coordinator will point you to your "zone", a rectangle you may share with a few neighbors. Make sure to leave space for your zone-mates.
- Flat is best. If it's not flat, place your head uphill.
- Avoid low ground—those cozy dips will become puddles during a downpour.
- Pack it tight! Space is precious. Expect tents to be just a few feet apart. If you're leaving a tent-width of space, you're probably taking too much room.

If You're On a Slope

- Sleep with your head uphill and feet downhill.
- Dig in or prop-up your bed to keep it level and flat
- Dig a small trench on the uphill side of your tent to divert water (if it rains).

How to Set up a Marquee or Double Wedge Canvas Tent

Please see this guide here!

Tenting in Adverse Conditions

General Rules

- Keep gear off the ground if possible. Use boxes, crates, or tarps to raise bags and bedding above mud or water.
- Organize your gear so heavier items stay on the bottom and smaller items on top.
- Store, Tie or anchor loose items in case wind blows through the tent
- Keep important things dry: phone, money, and props in waterproof bags or containers.
- Keep gear organized so you can access it without having to frantically save everything last minute.

Before Wind

- Check all your pegs and ropes before the wind picks up. They hold your tent up.
- Angle the ropes slightly away from the tent (30–45°). Don't let them lean toward the tent.
- If possible, add extra pegs on the side wind will come from.
- Place heavier items near poles or walls to prevent them sliding around.
- Don't try to hold the tent up yourself.

After Wind

- Walk around the tent and check for loose pegs or sagging lines.
- Re-tension as needed small adjustments prevent major damage.

Before rain

- Ensure the roof is taut, walls correctly hung. Water should run off, not pool.
- Clear branches, and debris from above the tent if possible.
- Ground sheet edges should be tucked under walls to avoid rainwater funneling inside.

During rain

- Keep doors slightly ajar for ventilation to reduce condensation.
- Store your sleeping bag and mat off wet ground. Ideally a water-tight bag or container.
- Avoid touching the inside of wet canvas, you can start or make leaks worse.

After rain

- Shake out mud and water from walls and ground sheets.
- Air out the tent before packing to prevent mold.
- Check for any torn fabric or stressed seams; repair if you can.

Heat or Sun

Tent positioning:

- Orient doors and windows to maximize airflow.
- Hang walls of marquee tents partially open during the day.

Inside the tent:

- Use light-colored canvas if possible; dark canvas heats faster.
- Ventilate continuously to prevent condensation and heat buildup.

Mud and Soft Ground

- Use extra pegs or longer pegs in soft soil.
- Reduce wall tension slightly; over-tight lines pull out easily.
- Place mats, boards, or rugs at entrances to reduce mud tracked inside.
- Avoid walking on fragile areas near the poles; the soil gives way and tents lean.

Nearby Stores & Services

General Supplies

- **Walmart Supercenter** – 1911 Leesburg Grove City Rd, Grove City, PA 16127
- **Home Depot** – 2611 Ellwood Rd, New Castle, PA 16101

Grocery Stores

- **Giant Eagle** – 223 Grove City Rd, Slippery Rock, PA 16057
- **Aldi** – 25 Pine Grove Square Dr, Grove City, PA 16127

Gas Stations

- **Sheetz** – 101 Franklin St, Slippery Rock, PA 16057
- **GetGo** – 1017 W Main St, Grove City, PA 16127

Taxis

- **Tony's Got You -** (724) 822-4882 https://tonys-got-it-1.ueniweb.com/
- **Tina's Taxi -** (724) 992-3360 https://www.tinastaxi.com
- Uber & Lyft are available but schedule them in advance.

Liquor Store (PA State Store)

- **Fine Wine & Good Spirits** (Grove City) – 1411 W Main St, Grove City, PA 16127 – (724) 458-0422
- **Fine Wine & Good Spirits** (Butler – North Main) – 1730 N Main St Ext, Butler, PA 16001 – (724) 285-3058

Pharmacy & Emergency

- **Rite Aid** – 111 S Main St, Slippery Rock, PA 16057
- **Butler Memorial Hospital** – 1 Hospital Way, Butler, PA 16001

Firewood

"Dan the Wood Man" (724-944-0866) sells firewood (cash only) to campers at Cooper's Lake (and is not affiliated with the campsite). Deliveries can be made pre-game (contact ops to make them aware of a delivery vehicle), or dropped off near the camp entrance.

Food - *For food deliveries, you must meet the delivery person at the front gate*

- **Pizza Joe's** – 163 S Main St, Slippery Rock, PA – (724) 794-2121
- **Sheetz** – 101 Franklin St, Slippery Rock, PA – (724) 794-8700
- **Fox's Pizza Den** – 101 Franklin St, Slippery Rock, PA – (724) 794-3697
- **McDonald's** – 102 Grove City Rd, Slippery Rock, PA – (724) 794-5530
- **Domino's Pizza** – 249 Grove City Rd, Slippery Rock, PA – (724) 794-3030
- **China Wok** – 223 Grove City Rd, Slippery Rock, PA – (724) 794-8887
- **Taco Bell** – 620 Grove City Rd, Slippery Rock, PA – (724) 794-1444
- **Wendy's** – 1010 W Main St, Grove City, PA – (724) 458-5151