

Event and Festival Camping Guide

Camping at a festival, especially multi-day festivals, can be a significant undertaking but can also establish your festival as a destination event, where people will travel great distances to enjoy a full weekend and increase the amount of revenue streams for your festival.

- Determining whether or not to offer camping at your festival
 - Factors to consider:
 - Space for campers, and is good for tents / vehicles
 - Any existing infrastructure (lighting, power, buildings)
 - Is the demographic coming the kind that would camp?
 - How many days is your event?
 - What time of year will it be and what sort of normal weather patterns exist?
 - What sort of insurance will we need to have proper coverage for having people live onsite?
 - Do we want to close off the campgrounds during certain hours / require quiet hours?
- Planning out the camping area



Th

e Campgrounds at CounterPoint 2015

- Coordinating with local Fire Marshalls / City or County Staff to ensure there are proper ingress / egress routes as well as emergency routes
- Deciding on what to offer:
 - Tent Camping (with vehicles parked elsewhere)
 - Tent Camping with a vehicle next to it
 - RV Camping – with specific size limitations
 - VIP Camping – deciding what to offer (usually if there is also glamping, VIP camping will offer closer access to the main festival grounds as well as showers / comfort stations)
 - Glamping – deciding to do this in-house or hire a third party, and what all should be offered (tent size and style, showers / bathrooms, lounge, proximity to main festival grounds, etc)
 - [Music Festival Junkies](#) has a great section devoted to the latest and greatest in festival camping
 - Hiring a run of show camping manager and team
 - Decide on whether or not to offer a 24/7 general store / information area

- Campsite Elements / Amenities to consider:
 - Yoga
 - Sports and Games (i.e., volleyball courts, frisbees, soccer, other lawn games)
 - Campground Stage with separate live music lineup
 - 5K or other types of group running
 - Showers / Comfort stations for an upcharge
- Coordinating with Creative, Ticketing, Marketing, and Site Departments
- Site Build / Run of Show / Strike
 - Having all site elements put in place – fencing, restrooms, power, lighting, signage
 - Having your Camping Manager and crew oversee the load-in of campers
 - Having the parking lined out properly and with the proper amount of staff to guide so it's easy to load in vehicles
 - Manning a 24/7 information area / general store (all but the smallest of campgrounds should be offering this) that includes
 - Medical / Security area
 - General information / Help area
 - Cell phone charging station
 - Items for sale – general sundries, ice, bottled water, beer (if allowed)
 - Possible restaurant if the size of the campgrounds warrant
 - Trash / Recycling / Composting area (with others spread out throughout the campsites)
- Overseeing load-out, which usually occurs in two major phases
 - After the last band is finished, many will want to leave that night
 - The rest usually stay until the next morning

- Enforcing the deadline to leave may take some manpower, depending on the demographics of the crowd and other factors such as weather and campground size
- Having the Green Crew come in and remove all trash