



Event Pack

E1 - Outpost 23

12th - 14th June 2026

Gunman Airsoft, Eversley Alpha

Eversley, Hook RG27 0QB

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Summary

This Event Pack has been collated to collect the necessary information for attendees of Drift Event 1, titled "Outpost 23".

The event will be held on Friday 12th - Sunday 14th June 2026.

This pack is intended to provide information pertinent to attending the event, the site and the game organisation. This pack does not set out rules for gameplay or other game-defining information.

In addition to this event pack, please refer to the following Drift policies which outline our expectations of attendees, and what attendees should expect from us:

- Code of Conduct (<https://driftlarp.co.uk/knowledge-base/rules/policies/code-of-conduct/>)
- Player Charter (<https://driftlarp.co.uk/knowledge-base/rules/policies/player-charter/>)
- Crew Charter (<https://driftlarp.co.uk/knowledge-base/rules/policies/crew-charter/>)
- Policies (<https://driftlarp.co.uk/knowledge-base/rules/policies/>):
 - Weapons Guidance and Policy
 - Inclusion and Accessibility
 - Makeup Policy (Crew)
 - Privacy Policy

For queries in relation to information in this pack, or the event in general, please ask us in the #ask-the-game-team Discord channel, email us at info@driftlarp.co.uk, or message us on Facebook.

Site Information

Directions

The event is being held at Gunman Airsoft, Eversley Alpha.

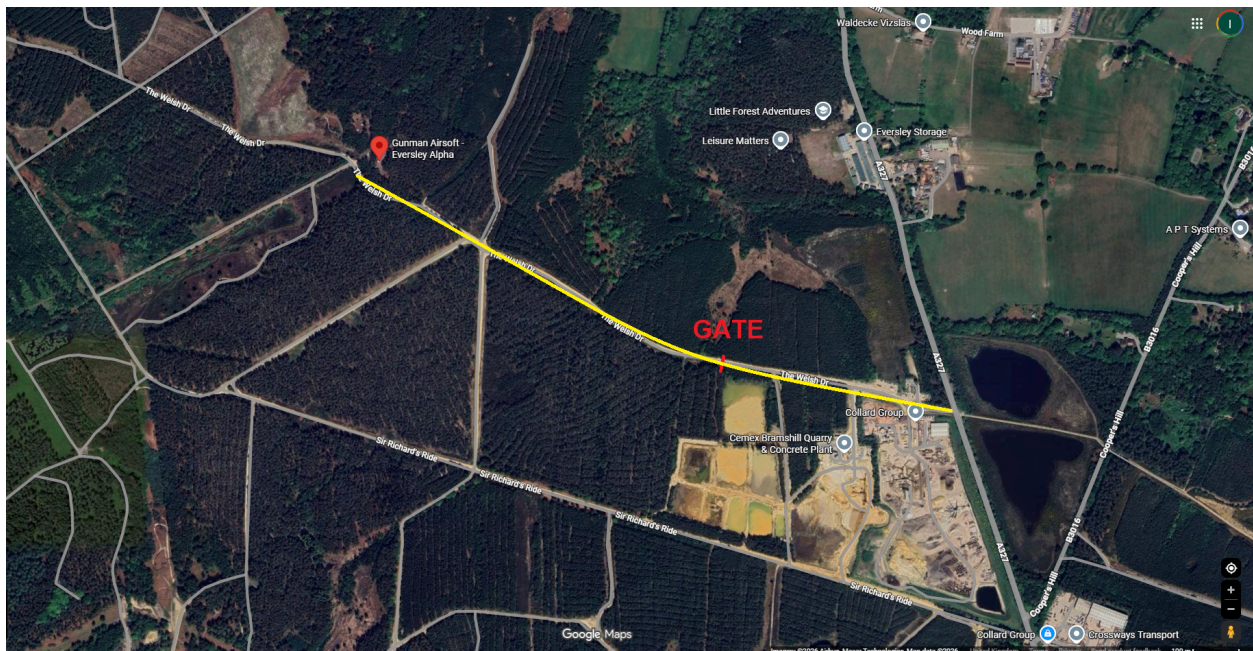
The site is accessed from the A327 via a private road (The Welsh Drive), passing the Cemex Quarry. The postcode RG27 0QB will take you to the quarry, or otherwise we recommend putting 'Cemex Bramshill Quarry' into Google Maps. Directions to 'Gunman Airsoft Eversley Alpha' may take you to a different entrance that may be locked.

What3words:

`///slack.observer.lyricist` - Will take you to the turning onto The Welsh Drive from the A327

`///tested.across.collides` - Will take you to the site entrance from The Welsh Drive

The nearest train station to the site is Fleet station, which is approximately 10 mins drive. Reading station is around 25 minutes drive.



Along the road is a gate for which a code is needed. This code will be provided immediately prior to the event via Discord.

After passing through the gate, please ensure to re-lock the gate behind you.

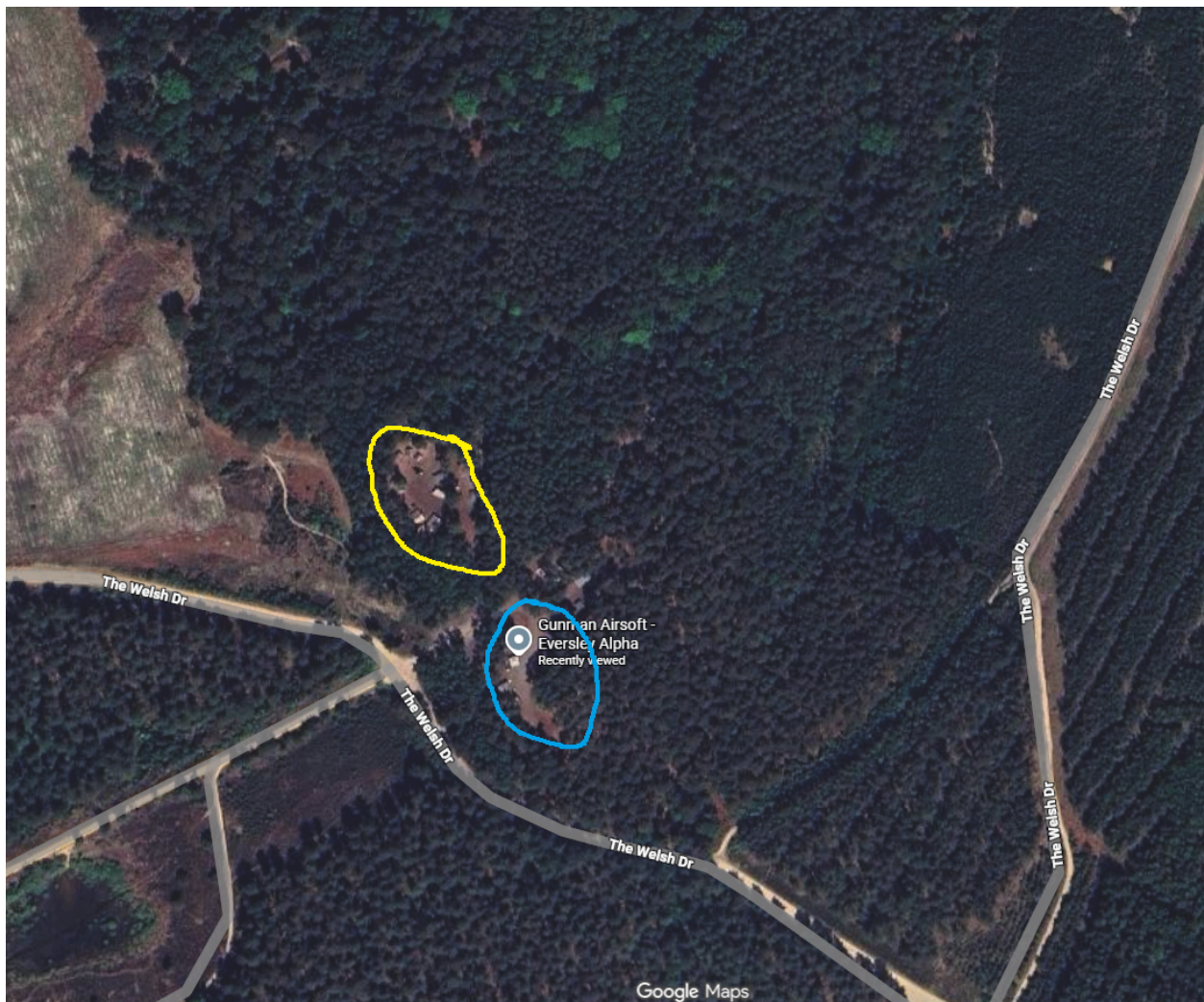
We will try to man the gate during peak hours on Friday evening, but for any problems outside of these times, one or more phone numbers will be left on the gate. Please be aware that phone signal on site is limited.

Site Configuration

Entrance to the site is off of The Welsh Drive and parking will be directed from there. We will provision loading / unloading spaces into the player “base” area, after which you will be directed to the adjacent car parking area (< 2 minutes walk from player base).

During the event, players will have a player “base” (circled yellow below) and generally be able to freely roam IC within a limited radius. This radius will be indicated In-Character. We ask players to please not go beyond this radius except when led on an excursion by a referee.

The Crew and Game Organisation Desk (GOD) areas will be in the area circled in blue.



Site Facilities and Information

The site is fairly remote and has limited facilities.

A minimum of three standard portaloos will be provided. An additional accessible portaloos has been requested, but is unconfirmed at time of writing. These portaloos are situated between the yellow and blue areas shown above.

There is no running water on site. Please ensure to bring enough bottled water for yourself, taking into account the potential June temperatures.

There are no showers on site.

There are some wooden hut structures in the player "base" which may be used by players as IC sleeping space. The event team will direct players to these upon arrival at Eversley. These structures are not enclosed or heated. Some provision for crew sleeping space in similar structures has been similarly earmarked. (Camping options discussed in later sections).

The site is predominantly wooded, with some flattened areas towards the "top" (south-western) end of the site around the player area. The terrain is somewhat hilly, particularly on the northern side of the site. Footing is generally fair for woodland. There are also some areas of heath and scrub and some areas of softer ground, so we strongly advise attendees to wear proper boots with ankle support to reduce risk of injury from tree roots etc.

"costume stops at the ankles"

The site does not have access to mains power, but we do have access to a generator within limited periods of each day. Attendees should not assume access to power will be generally available to them - for specific needs (eg. Medical), please get in contact with us and we can best advise.

Catering Facilities

The event is self-catered. This means that attendees (players and crew) must bring suitable food and water for the duration of the event (we recommend 2L per person per day). Some crew snacks will be provided.

Cooking in both In-Character and Out-of-Character areas is permitted on barbecues, stoves or similar, outside of buildings only. These must be raised off of the ground, placed avoiding obstructing walkways or other travelled areas, and must be attended at all times.

Open fires are not permitted, with exception to the main fire pit in the player area which will be managed by event personnel.

We intend to provide limited self-catering facilities for players in the IC area within "Fast Eddie's" within the player base. This will include facilities for making tea, coffee and instant noodles or similar, for the duration of the day where power is available to us.

Camping

Camping at Event 1 will be provided with a few options:

- A shared Out of Character (OC) Camping space to erect tents will be provided for both players and crew.
- A limited amount of sheltered OC sleeping space will be provided for crew in a separate area.
- A limited amount of In Character (IC) sheltered sleeping space will be provided for players in the player area.
- By arrangement, a limited amount of In Character space may be provided for players who wish to erect IC shelters for group use. Specific conditions apply, please get in contact to discuss.

Note that we are a 24-hour Time-In system, so IC camping options should be considered carefully! For players who require quieter spaces to sleep, we strongly recommend using OC camping space.

Please indicate your camping preference on the pre-event registration form. This is so that we can manage availability of space and forecast any issues in advance.

Event Operation

Event Timings

Drift is a 24-hour Time-In system, with limited refereed hours between the approximate hours of 10am to 1am.

In practice, this means that whilst anything that happens in the IC area is canonical between Time-In on Friday to Time-Out on Sunday, full referee support for gameplay is not guaranteed to be available outside of reffed hours.

Primary plot events and major encounters will run within refereed hours.

The following are provisional timelines, subject to change.

Friday 12th June	14:00	Player and Crew Arrival
	17:00	Player Registration Opens (GOD)
	18:00	Briefings (no earlier than)
	19:00	Time In (no earlier than)
Saturday 13th June	01:00	End of Reffed Hours
	10:00	Start of Reffed Hours
Sunday 14th June	01:00	End of Reffed Hours
	10:00	Start of Reffed Hours
	14:00	Time Out (no later than)
	16:00	All Players and Crew offsite

Game Organisation Desk (GOD) and Player Referees

The Game Organisation Desk is an out-of-character desk to manage out-of-character issues and logistics. The design of Drift is such that the vast majority of player gameplay should be entirely manageable in the player area, by our in-character referees generally stationed within the player base. This includes organisation of excursions, crafting, science and medical gameplay and management of skills requiring referee interaction.

GOD is therefore used to register (and collect character packs), manage any OC character issues / queries, register character death or retirement, escalate wellbeing or safeguarding concerns, or anything else that is strictly OC.

Note that GOD is situated in the crew area, and players should try to manage any gameplay issues with the IC referees in the first instance, to avoid spoilers.

Player Base

During the event, players will have a player base and generally be able to freely roam IC within a limited radius. This radius will be indicated In-Character. We ask players to please not go beyond this radius IC except when led on an excursion by a referee.

The player base is NOT a 'Safe Zone', and combat should be expected within this area. For safety and accessibility reasons however, we will *avoid* conflict inside of buildings. Adversaries will not refrain from entering a building if antagonised or otherwise prevented from achieving their objective by abusing this mechanic - please see our Inclusion and Accessibility policy.

The player base will provide a number of IC facilities. These will generally have a nominated referee associated with them to manage referee-requiring gameplay elements:

- Medbay (Medical)
- Hank's Workshop (Crafting, Ammunition Collection)
- Control Centre (Excursions)
- Fast Eddie's (IC bar area)*

*Drift Event 1 is not licensed for the sale of Alcohol. Alcohol is permitted on site for personal consumption, but players are reminded they are subject to the Code of Conduct. Fast Eddie's will be serving a small selection of non-alcoholic beverages for in-game currency.

Players are welcome and actively encouraged to bring appropriate themed props, lighting and environmental set dressing to enhance the player experience within the player area. If bringing anything of significant size (eg. shelters), please let us know in advance in order that we can confirm suitability.

Excursions

Excursions will generally be organised in advance in the “Control Centre” building in the Player Area. Major excursions will be managed by a sign-up system inside the Control Centre, with indicative times assigned that we expect to conduct the excursion.

Excursions will indicate from an OC perspective our internally assigned expected combat level. Note that this is not a guarantee; depending on player actions, the outcome of these excursions may not be as planned!

When conducting excursions, players will be led in and outside of the player area by a referee.

Lost Property

Any lost property may be returned to a referee who will place it in a designated lost property area near GOD. Please ensure to collect any lost property before departing the site, as we have limited ability to store and return it to you after the event. As much as we appreciate the gesture, please don't bring any donations to the system without discussing with us first, again, due to the aforementioned limited storage capacity we have.

Photography

Event photographers will be on site for the event and introduced during the Friday briefing. If wishing to not be photographed, please let the photographers know and they will manage accordingly.

Drones

Despite the temptation of the usage of Drones in a sci-fi setting, we please ask you to not bring flying drones of any kind, regardless of category. Furthermore, the site is within the Blackbushe Airport restricted flight zone.

Pre-Event Admin

Attendee Registration and Character Submissions

All attendees (players and crew) must complete an attendee registration form prior to the event. This form provides the necessary information for us to ensure we have the right facilities, capacities and have made any adjustments we can to facilitate your attendance. It also helps us significantly in managing timings and setup.

In addition to the registration form, we ask that all players complete a Character Submission form within the submission window, which will close approximately 4 weeks before the event. This affords us the necessary preparation time prior to the event.

Payment

In accordance with the payment terms provided during booking, the full balance of player tickets must be paid by 1st May 2026. In the event of failure to have settled the balance by this date without due notice and discussion with the Administration team, we reserve the right to cancel the ticket.

If this is an issue for any reason, please get in contact with us and we can discuss options, preferably via email info@driftlarp.co.uk, or alternatively Discord or Facebook.

A note on finances

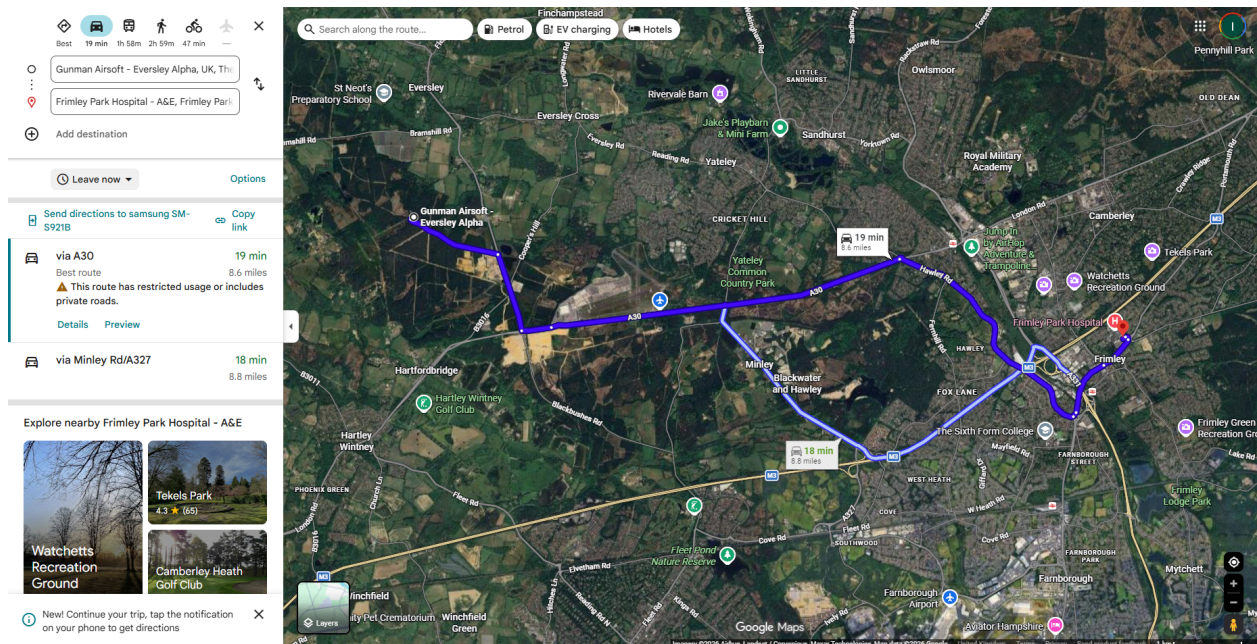
For Event 1, Drift LARP will operate at a personal financial loss to the Director - a necessary (and expected) cost to bring the event to life. Part of these costs are in both site hire and facilities, that are directly coupled to our *expected* headcount - so timely payment and confirmation of fully paid tickets is critical to ensuring that we minimise that loss. We thank you for your support in this, and help in securing the future financial viability of Drift.

Medical

First Aid

We have several medically-trained members of our game team and crew who will be onsite to provide basic first aid if required. These will be identified during the Friday briefing. Anything beyond basic cuts/grazes will be referred to A&E.

The closest 24 Hour A&E is at Frimley Park Hospital, Frimley, Camberley GU16 7UJ, which is around 20 minutes away.



Mental Health

Drift offers an intense style of gameplay and the plot will challenge you physically and emotionally. Whilst we will do as much as reasonably possible to support players and crew wellbeing, this must be balanced with our ability to run an enjoyable, high quality and high immersion game.

Our head mental health first aider will be identified during the Friday briefing.

In line with our Code of Conduct, we ask all attendees to take responsibility for their own wellbeing. We ask all attendees to please familiarise themselves with our Inclusion and Accessibility policy, which details the expectations you can make of us and the event to support this.