ZOMBIE RUN RULES OF ENGAGEMENT

Survivors’ Rules of Engagement:

- All participants must bring their own personal reflective belt.
- The day prior to this invasion (25 October), participants will need to pick up their flags at the Fitness Center from 7:30 a.m. to 4:30 a.m. During the race these flags will be used to represent the runner’s health.
- The zombies want to collect as many flags as possible (take your life). Some zombies may be a little quicker than others throughout the course, but they do not have a lot of endurance.
- If you lose your health flags, then you die and the zombie wins (runner finishes at time of death).
- Throughout the course there will be areas that are infested with zombies and the runner must navigate through these areas maintaining their lives.
- Survival Tip 1: endurance obstacles will be added to the race, however they are optional. Examples of potential obstacles include: a 25 push up station or agility area. If completed, an additional health flag is gained. Zombies can’t attack any runner while at the station.
- Survival Tip 2: People can work as a team. One may risk it all and become the bait in order to help one of their friends reach the finish line alive.

Zombies’ Rules of Engagement:

- Direct and intentional physical contact with any runner is prohibited
- Different kinds of zombies will be on the course:
  - Stumbler Zombie: can’t run or chase
  - Chase Zombie: can chase but in short spurts and may be restricted to certain areas of the course
- Zombies can’t take a health flag from someone that is waiting to do an obstacle

How to Win:

Winners will be based on the best “Survivor.” The first three finishers that hold on to all of their health flags, regardless of time, will be deemed ready for any potential zombie apocalypse. **Winner = first two finishers with all health flags**