

# Zombie Pandemic Challenge 2016

## How ZPC works:

**The main thing about ZPC is having fun in a safely manner.** Before the games begin, each individual in each team will be given an equal number of flags, which signify health. If you lose all your flags, you die and are out of the game. The zombies want to take your flags (and maybe eat your brains), but that's it; these are their sole intention. Throughout the game each team will be given missions, which they shall complete within a given time. Your team's objective is to complete each mission. You may not return to the Base Headquarters unless your team has completed a mission. In the event that you do return without your team or before you complete a mission, you may not exit the Base or move on to the next mission. Incomplete missions will have dire consequences. Each mission will test your intelligence, endurance, strategy, and agility; all-important aspects of SURVIVAL. After each mission or when the time's up, the teams must return to the Base and be evaluated by their designated ZPC facilitators. You are guaranteed to lose flags throughout the game. Once ALL your flags are gone, you are out of the game & you must report to your ZPC Facilitator.

## What you're up against:

The missions of ZPC vary in difficulty, but don't expect it to be a walk in the park, because YOU WILL BE RUNNING. Why? Because there will be zombies. Their job is to chase you and "eat" you, but mainly go after your health in the form of flags. Zombies will not physically contact any "human" other than in attempt to pull a health flag. One health flag will satisfy a zombie in each encounter, meaning they will not devour you at once. HOWEVER, if you encounter a horde of zombies, each of them may take your flags until you are "dead." Be careful with taunting the undead, they have a nasty habit of persistence.

## Zombie Pandemic:

FYI: ZPC will start out with a few zombies called "Alpha Zombies." These zombies are very familiar with all the rules and regulations. As the game progresses and in the event that you lose all your flags you are out of the game and must report to your ZPC facilitator and stay at Headquarters.

## Health Flags and Attire

Your health flags will be pinned on you in the beginning. They are waterproof and will only tear with force. Each flag is uniquely coded to each participant, so it is impossible to steal/take/lend/borrow other's flags. You are recommended to wear comfortable clothing that you don't mind getting dirty or possibly permanently stained. You must wear sleeved shirts, for some flags may be on your shoulders. **NO TANK TOPS**. Flags must be visible at all times and not be hidden by clothing. You will be running so wear appropriate footwear. Your team may also have a theme, so costumes are encouraged.

**Team Requirement:** Each team must have a full roster on the day of the event. Teams may have proxies, but due notice is required and the registration info must be updated. The registration fee must be paid in full by **Oct 21**. No refunds, under any circumstances.

**Limited Team Spots:** This year team spots are limited to 15 teams. ONE WINNER. Good luck!

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## Recap of Simple Rules and Safety:

Failure to follow ALL THE RULES will result in YOUR TEAM'S FORFEIT!

1. **SAFETY FIRST.** Direct and intentional physical contact with any participant/official/zombie/human is strictly prohibited, and will cause your team's forfeiture. You are not to touch, hit, punch, tackle, roundhouse kick, slap, scratch, pinch, spit on, bite, or do anything harmful to the physical health of our zombies or other humans... no matter how frightened you may be.
2. Absolutely no weapons will be allowed on the premises. The only things you may use against the undead are your abilities to run away, make quick decisions, and teamwork.
3. If you are visibly intoxicated, you will be booted out of the premises. There shall be no drugs, alcohol, or outside food/beverages (minimize trash). You will be provided with refreshments.
4. You are allowed to bring a flashlight, pen or marker (something to write with), and a bag.  
\*You will be notified days before the event for any supplies/materials you need to bring. All other items must be checked in at the **"Gear Check Station"**
5. No pets, even if they're trained or are zombie-proof.
6. Participants must at least be 18 years of age and HUMAN.

\*\*\*Each individual on our team understands all the rules and regulations of the event and shall abide by them. We are responsible for our own health and safety. By signing this form, we understand that the University of Guam, the ZPC Coordinators, and the PALS Society will not be held liable for any loss, damage, injury, or expense of any individual in our team as a result of our participation in this event, including, but not limited to, accidents, acts of nature, civil unrest, scheduling, and any and all expenses which I may incur while participating. This waiver is effective for the period of time that I will be participating in this event. I understand that this agreement is binding upon me and upon my heirs, next of kin, executors, administrators and assigns, in the event of death.

\*Participants under the age of 18 must have this registration signed by their parent/legal guardian.

**| Please complete the information below. All team members' signatures are required. |**

Team Name:	POC Phone#:		POC Email:		
Full Name	Gender	Age	***Signature		
	M   F				
	M   F				
	M   F				
	M   F				
	M   F				
How did you hear about the ZPC?	Friend	Class	TV	Flyer	Club

# Zombie Pandemic Challenge **2016**

(Team POC's Copy)

Payment by: \_\_\_\_\_  
(Print & Sign)

\_\_\_\_\_  
Date

Received by: \_\_\_\_\_  
(Print & Sign)

\_\_\_\_\_  
Date

# Zombie Pandemic Challenge **2016**

(PALS ZPC Facilitator's Copy)

Payment by: \_\_\_\_\_  
(Print & Sign)

\_\_\_\_\_  
Date

Received by: \_\_\_\_\_  
(Print & Sign)

\_\_\_\_\_  
Date