# ZOMBIE 5K AND KIDS 1-MILE FUN RUN

### QUTWIT-QUTMANEUYER-QUTRUN

Race Date: Sunday, October 21, 2018

Location: Begins and ends at the Sandy Beach, main shelter.

Race Contact: Jessica Chester, jessica.chester@juneauschools.org

Race Description: Participants are invited to run from Zombies in this 5K/1-mile run looping around on Treadwell Trail. Zombies will be strategically placed along the route. Runners will be wearing flags; if the zombies capture both of your flags, you're zombified! If you have at least one flag left at the finish line, you survive! Each runners will receive a Zombie Run wristband. This is a fundraiser for the Tlingit Culture Language and Literacy Program at Harborview.

Registration: 1:15 p.m.	Kids' 1-mile fun run: 2:00 p.m.	5K: 2:30 p.m.
Cost: Pre-registration: \$10 for ki Make checks payable to: Harbo	•	\$25 adults
LAST NAME:	FIRST NAME:	
Date of Birth:	YES, I would like to r	un competitively.
MAILING ADDRESS:		
CITY:	ST'ATE:ZIP:	
PHONE:		
that running a road or trail race is a potentially he I agree to abide by any decision of a race official re running in this race, including, but not limited to and precipitation, traffic, and the conditions of the facts and in consideration of your accepting my ent. Harborview Elementary, the Triathlon Club and	Phone Number (	I properly trained to complete the event. it. I assume all risks associated with s of weather, including heat or cold g read this waiver and knowing these l will hold harmless the race organizer, s, directors and volunteers working for
Signature of entrant	Date	
Signature of parent or guardian if un	nder 18Date	e
BIB NUMBER	(For race officials only)	

## Zombie Run Rules

#### **RUNNERS:**

- 1. No physical contact between runners and zombies. Runners are not to push, hit, or kick zombies away.
- 2. Runners will be given two flags to wear during the race. They must have at least 6 inches of flag hanging out of their waistband and visible at all times.
- 3. Runners who lose both flags on the course do not turn into zombies and are not to take flags from other runners. They should continue the course and admit their zombie defeat at the end!
- 4. Absolutely NO weapons of any kind (including toys) allowed on the racecourse.
- 5. No dogs or strollers allowed on the course.
- 6. After you cross the finish line, proceed to the registration table and turn in your remaining flags to claim your reward.
- 7. HAVE FUN!!!

#### **ZOMBIES**

- 1. No physical contact between runners and zombies. Zombies may not grab, pull, hold, etc. any part of a runner's body. Zombies may only grab flags.
- 2. Zombies must follow the direction of their group leader, at all times, and remain in their zombie zone until their leader instructs them that it is time to return to the shelter.
- 3. Zombies in the forest will be "stumbler" zombies. Beach zombies will be "chaser" zombies. Zombies on the 1 mile course are "tame" zombies.
- 4. Zombies must not grab more than one flag from a runner at a time.
- 5. Anyone running without flags is invisible to the zombies. We'll just have to let them survive until next year.
- 6. As you come in from the course, proceed to the flag table to turn in any flags you've captured.

#### 7. HAVE FUN!!!

I have read and will adhere to the Zombie Run Rules	
Participant Signature:	