

INFECTION CONTROL

Virus infections to be punched here



You have been infected with the zombie virus. There is no escape now! You must do the following;

- 1/ Your navlight wrist tag **MUST BE** punched in the wide yellow area [see example]
- 2/ You now choose
 - a) you can pass the infection onto others or;
 - b) leave the infection with the current team.

Choose wisely.
You can only be infected once!

Unfortunately, your team now misses out on the prize pack from the delicious Thorne-Clarke Winery. **Make sure your team isn't the only one!**

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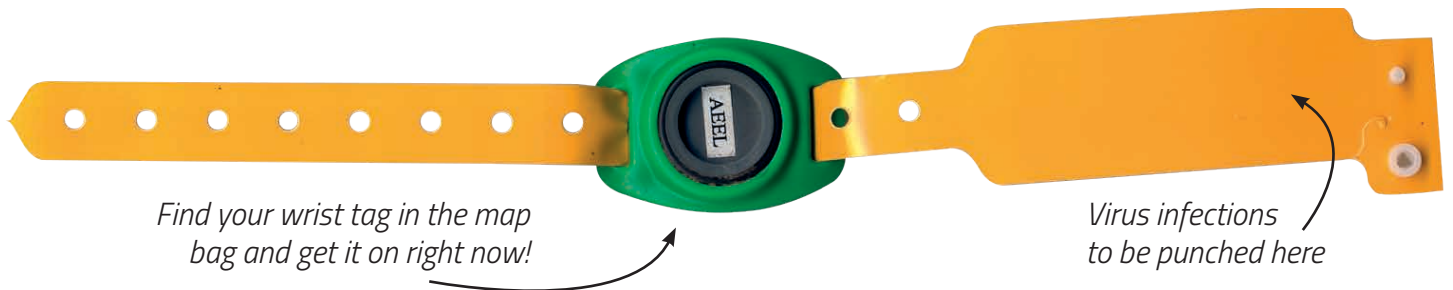
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HALLOWEEN FRIGHT NIGHT

IMPORTANT - place the one electronic yellow and green wrist tag found in your map bag, on your shortest person.



IMPORTANT /// Please be sure to read ALL the notes, whilst we are having a fun event, some of the following points are very important that you will ensure all participants are kept safe, even with the Halloween theme in play.

SAFETY

Foot hygiene required please ensure your shoes are cleaned at our shoe cleaning stations at the admin shed.

For your own safety. Every participant MUST HAVE a whistle on their person and with in hands reach.

If you are in immediate distress, blow your whistle in 'short bursts' and this is our 'safe' signal.

All participants MUST stop and come to your aid.

General 'screams' of delight will be encouraged and generally disregard and be taken as being part of the fun of the Halloween themed event.

*** Extra whistles are for sale at admin*

Be aware that snakes are now active during this warmer weather. They are usually timid but not if you step on them so please keep a look out. Please take your roller bandage!

OUTBREAK - DON'T GET INFECTED!

There has been an outbreak of the 'Solanum Virus' and there are people infected with this virus in our surrounds.

If you have been caught by the infected zombie.

The following will happen;

- 1/ All team members wrist tags WILL BE punched [see above]
- 2/ The infected team now chooses if they want to pass the infection along to others or leave it with the infected team.
- 3/ Go forth and be contagious!

If you have been fortunate to avoid the zombie virus, your team goes into the running to win a prize pack from the delicious Thorne-Clarke Winery.

RESPECT FOR THE LAND

- + Please attend the mandatory Setters briefing and Welcome to Country at 6.45pm. For your added protection, we will be having a complimentary Smoking Ceremony.
- + Respect private property and be mindful of residents.
- + Ensure that you carry out your rubbish.
- + Cross fences at solid posts or between wires. You MUST leave gates as you find them - if unsure leave it closed.

RESTRICTED AREAS

Be aware, the higher the control value, the higher the scare factor! Plan wisely.

C44 and C71 there is NO ACCESS.

C31 to C81 this a classified and heavily guarded. Area 81 has STRICTLY NO ACCESS and is very much out of bounds as marked on the map.

C54 to C41 ensure you traverse along the east fence line. Stay within this corridor of the approved land access. Wild blood thirsty animals may get you if you don't shelter close to the fence line.

C90, C34, C60 There are campsites near these three controls, please be aware and respectful of these non participants.

Creek crossings near the HH you are likely to get your wet feet in the zombie infested marsh.

Please use extreme caution crossing Mount Road and Springton Road which hold a 100km speed limit.

Cross fences at solid posts or between wires. You MUST leave gates as you find them - if unsure just leave it closed.



Knowing how to survive a zombie apocalypse is no laughing matter.

These facts will give you everything you need to stay alive.

DEVISE A PLAN

- + Go into stealth mode
- + Keep in the shadows
- + Avoid contact with others
- + Turn off your torches
- + Avoid open areas
- + Avoid wearing heavily scented perfumes
- + Keep your noise levels to a minimum
- + Screaming is a wonderful attractant

HAVE AN EMERGENCY KIT READY

There's nothing worse than being stuck in an impending apocalypse without some crucial essentials on hand.

The following are vital:

- + Water
- + Food (non-perishable)
- + First Aid Kit (though it wouldn't really help if you get infected by the zombie)
- + Hygiene (soap, towels, hand sanitizer)
- + Utility supplies including spare batteries, knife, can opener, torches, and matches
- + Phone

Ensure that you've identified that the safe assembling area is the Hash House and the easiest route to get back there and make a list of emergency contacts.

But the number one rule? Know every exit out of planned route and the quickest way to get there. Oh, and do not lose your map.

KNOW THE FIRST AID BASICS

Sure, CPR isn't going to help a friend who's been infected—or one who's been otherwise maimed. But it never hurts to remember your first aid basics. You've always got to be able to patch a wound (so long as that wound isn't a zombie bite) or perform CPR (just make sure you're not performing CPR on someone who's already been infected).

SURVIVE A ZOMBIE APOCALYPSE: BUDDY UP

There's nothing worse than taking on a zombie invasion all by your lonesome, so make sure that you have a brave crew. It's usually best to have one or two other people with you, but do avoid large groups (you'll just attract too much attention).

When choosing the best person to buddy up with, obviously make sure it's someone strong, smart, resourceful, and courageous.

At the same time, slow and not-so-bright buddies will make for perfect zombie bait—and give you a better chance to escape unharmed.

Good luck rogainers!

IN THE EVENT OF ZOMBIE ATTACK

3 STEPS TO SURVIVING INFESTATION

1. Avoidance 2. Termination 3. Disposal

1. AVOIDANCE

All zombie infestations render the location uninhabitable. The citizen's first duty is to vacate the area and proceed immediately to an authorized Rescue Station. Only authorized Z.E.R.O. personnel will manage relocation – but, the key to an effective evacuation is COMPLETE AVOIDANCE OF HAZARDOUS CONDITIONS while en route.



EVACUATE



RELOCATE

Gather family and essential small valuables only. DO NOT attempt to secure or defend property or possessions.

Proceed immediately to the Rescue Station assigned to your area. In the absence of Z.E.R.O. Relocation Management personnel, monitor local radio broadcasts for directions.

DO NOT ENGAGE!

Is it critical to remember that any zombies encountered during relocation are NOT family or friends but REANIMATED CORPSES INFECTED WITH A DEADLY CONTAGION. Under NO circumstances should you engage one in any kind of interaction. Contagion is transmitted via a bite, and ANY interaction with a zombie results in repeated attempts to bite.



IN THE EVENT OF A BITE...

Apply pressure to the wound with padding found in the supplied BITE KIT until proper medical supervision can be accessed.

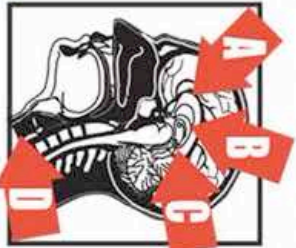
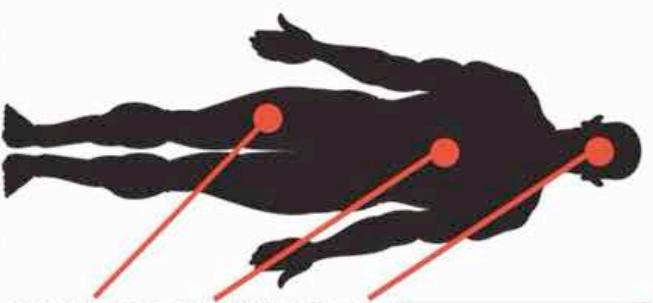


IF THE WOUNDED INDIVIDUAL EXPIRES after being bitten, VACATE THE PREMISES IMMEDIATELY or execute guidelines found in next section.



2. TERMINATION

Engage this step only if in an unsecured location, and ONLY if you have positively identified a zombie by using the Zombie Classification Cards (supplied). Otherwise, any terminations should be referred to and executed by a duly authorized member of Z.E.R.O. or your local licensed Zombie Exterminator.



CEREBRAL NEUTRALIZATION

The ONLY known method for effectively terminating a zombie, either by cranial penetration or blunt force trauma (A, B, C) or decapitation (D).

CENTER MASS

For stopping or slowing down target ONLY when distance does not permit a head shot. NOT an effective termination method.

LOWER EXTREMITIES

For stopping or slowing down target ONLY when distance does not permit a head shot. NOT an effective termination method.

3. DISPOSAL



"TAPE & TAG"

After terminating the zombie(s), mark the perimeter to enable Z.E.R.O. Disposal Unit personnel to locate the remains and ship to a Mobile Acid Disintegration (M.A.D.) unit for disintegration. This can be completed in two simple "Tape & Tag" steps:

1. Mark area surrounding the remains with an appropriate length of CAUTION, ZOMBIE OUTBREAK ZONE tape (supplied).
2. Attach a FORM 2BD tag (supplied) to the toe of the corpse.

DO NOT INCINERATE!

Incineration releases airborne toxins which spread infection to the uninfected deceased or, in areas of heavy humidity or precipitation, the recently interred deceased. This exponentially increases infestation levels.

