

Reach sanctuary and survive the zombie chase in this ultimate game of tag!
Participants will start with two survivor flags. Succeed in running past zombies and obstacles without losing your flags, and you've survived the course.

Fee: \$15/person
Early Waves: Ages 9 & up 6-7:30 pm
Late Wave: Ages 15 & up from 7:30-9 pm

Register today! Visit pgparksdirect.com and enter Ticket Code UMCC-SPEC-GA-20251018 in the search box.

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Upper Marlboro Community Center 5400 Marlboro Race Track Road, Upper Marlboro 20772 301-627-2828; UpperMarlborCC@pgparks.com



- The Department of Parks and Recreation encourages and supports the participation of individuals with disabilities. Register a minimum of two weeks prior to the program start date to request and receive a disability modification.
- Customers who are deaf, hard of hearing, or have a speech disability, call Maryland Relay 7-1-1.
- Language interpretation is available at all facility front desks. Please ask for assistance.

## **ZOMBIE CHASE VOLUNTEERS**

Are you interested in being a zombie? We are looking for volunteers for our zombie chase. What kind of zombie do you want to be? You can be a "chaser," and try to take the runners' flags, or a "stumbler," where you will intimidate runners by crawling and stumbling. Zombies will have assigned "feasting zones". Be sure to work in packs, as a lone zombie is much less effective. Gather some friends and form your zombie army feasting frenzy! Zombies must be at least 13 years of age.

## **ZOMBIE FAQ'S**

- Rain or Shine event
- 5 time slots to run
- The shift time is 7 hours (3:30-9:30 pm)
- Zombies will be given instructions and rules before their shift.
   If any zombie is deemed aggressive at any point, that zombie will be removed immediately and will no longer be allowed to participate.
- You must be 13 years old to participate as a zombie.
- Makeup is provided, but the wardrobe will not be. Please come in your best zombie costume. This costume will get dirty and muddy, so dress accordingly.
- Zombies may also register as runners.
   Allow one hour between your zombie shift and your runner wave time.



