

AVENUE OF SCREAMS AND THE CURSE OF DR. CARNAGE

Roller Kingdom's Haunted House 2009

ARTICLE I Volunteer Information

Full Name: _____

Date of Birth: ___/___/___ Age: _____ Male / Female (circle one)

Height: _____ Weight: _____ Hair Color: _____ Eye Color: _____

How did you hear about Avenue of Screams and The Curse of Dr. Carnage?

- Online Search
- A friend
- Roller Kingdom
- MySpace

Do you have a MySpace account? What is the address: _____

Do you have your own transportation? Yes / No

Address: _____ City/State: _____

Phone Number: _____ Cell Number: _____

Email Address: _____

Emergency Contact Name and Number: _____

What are you interested in doing?

- Acting
- Makeup Artist
- Wardrobe
- Crowd Control
- Setup Construction
- Teardown Construction

Which of these types best describes you:

- Shy/Quiet
- Comfortable
- Bold/Outgoing

Tell us about any of the following talents you may have (check all that apply):

- Dancer
- Singer
- Magician
- Contortionist
- Theatre/Troupe Actor
- 6'5" or taller
- 4'10" or shorter
- Theatre Experience
- Acrobat/Gymnast

Why are you interested in The Avenue of Screams and The Curse of Dr. Carnage:

Describe any previous Haunted House Experience:

Describe any previous Theatre Experience:

ARTICLE II

The Avenue of Screams and The Curse of Dr. Carnage, in Reno, NV will be providing the “Ultimate Scare” and entertainment experience during the month of October 2009. Working for a Haunted Attraction can be a very fun and rewarding experience. As part of the planning process for the Avenue of Screams 2009 Haunted House, it is important that we address the relationship and the need for quality actors. To that end, this document shall be a contract between the actor and management of this Attraction, that states the terms and conditions of the relationship, as follows:

1. _____, has indicated a desire to be an actor in the Avenue of Screams 2009 Reno Haunted House “The Curse of Dr. Carnage” and has completed the application (Article II).
2. Listen to the instruction of the Haunt supervisor and the Volunteer coordinator who will be introduced to you upon arrival.
3. It is understood that the intended days and hours of operation of the Attraction during October 2009 are shown in Article IV.
4. The hours of operation will automatically extend until the last customer has gone through and departed the Attraction.
5. The actors are expected to be prompt, ready in costume, make-up, and be in their location (“Places”), 15 minutes prior to opening so that the Attraction may open on time.
6. The actor has indicated his/her schedule of committed nights to work by the marking of an “X” on the days of the Attraction on Article IV. This is done so that we can be certain that we have enough actors on each day of the event.
7. No smoking in or near the event! Smoking areas will be established for those that are on break and before and after the event each night. Smoking near the event will create a fire hazard.
8. No drugs or alcohol are allowed on the premises at any time. If you show up to work under the influence of any substance, or bring any such substance with you, you will be sent home immediately, and additional disciplinary action may be taken, up to and including termination.
9. Do not bring food or beverages into the Attraction. Bottled water is acceptable, provided it has a screw cup and can be completely and safely concealed.
10. Please do not use profanity or otherwise derogatory language. This goes for profanity against the customer as well as another employee.
11. Never instigate nor stay in a fight or altercation. If anyone attacks you, whether a customer or another actor, back away and call for security. Never retaliate! Security and management will deal with the offending individuals if they attempt to harm a person, prop or scenery.
12. Do not enter the attraction until “Places” has been called. This will keep you and the Attraction safe from any unforeseen harm or accidents. This will also assist management in ensuring that all actors are accounted for and ready, as well as, that all positions are covered appropriately to ensure the best performance possible each night.
13. DO NOT attempt to step across roped off areas, railings, or hide in areas that are not part of your instruction.
14. Do not abuse the props, scenery, other actors or customers. Any transgression against this rule will be followed with immediate disciplinary action, up to and including termination.
15. Restrict your movements ONLY to where you are instructed to be (acting or otherwise). Stay in your scene unless you have been relieved for a break by a “Breaker”. If there is an immediate need for a break (ie. Restroom) make certain to notify a supervisor as soon as possible and accommodations will be made.
16. Take note of your nearest emergency exits. BE AWARE of what is going on around you. In the event of an emergency, please calmly advise patrons and show them the nearest exit and move to the outside.

IMMEDIATELY notify supervision of anything you consider out of the ordinary. The Emergency codes are listed in Article III and will help everyone in case of an emergency.

17. No Running!! Running may cause you or the customer to trip, slip or fall and may cause serious harm. If you see someone running, please instruct them (in character) to slow down. (“Slow down! Only Food Runs!”)
18. Be aware of your surroundings at all times! Know where all props, scenery, patrons and fellow actors are. This will help everyone in case of an emergency.
19. Beware of doors and doorways (and other movable objects) and YOUR position. Remember, you may control its movement but there may be someone on the other side who will push back.
20. Be aware of patrons and report any misconduct of patrons to a Haunt supervisor.
21. IMMEDIATELY notify Haunt supervisors of ANY injury (to yourself or others). A report needs to be taken no matter how insignificant the injury may seem.
22. DO NOT follow or chase patrons. This is strictly forbidden by our insurance policy. In addition, this may be considered harassment and you may become personally liable.
23. DO NOT attempt to stop patron flow by stepping in front of a group (all scares are set up to keep the flow of patrons on a continuous path throughout the house). This not only slows traffic in the house causing a back up of patrons, but also can cause a patron to react in a rash manor and may be considered harassment and you may become personally liable.
24. “Scare Forward”. When you are in your scene, time and position your scares to target the side or rear of the group of customers. This will help avoid “bottle necking” of the customers, keep the flow going and you will achieve higher quality scares.
25. Stay in character! Nothing will compromise the show and the entertainment for both customer and actor more than when an actor breaks character. Speak clearly and with purpose, but in character. The only exception to this rule is in the case of an emergency.
26. NEVER touch, bump, or come in Contact with any guest/patron of Haunt. STAY AN ARMS LEGNTH AWAY FROM PATRONS, unless otherwise instructed. If you are within reaching distance of the customer, you are too close. In this range your safety and the safety of those around you will be compromised. Disciplinary action will be immediately taken if this simple rule is not followed.
27. We realize that cell phones have become a part of daily life for most people, but we do not allow the use of cell phones during the run of the house. If a phone call must be made, please do so before the house opens or after you have been relieved from duty. No open usage is permitted in the scenes!
28. We have a ZERO TOLERANCE POLICY in effect for any violation for the rules listed above (or rules verbally conveyed during your introduction). You will be escorted form the property for any violation of our rules.
29. Above all: Use common sense and HAVE FUN! If something doesn’t seem right it probably isn’t.

In Conclusion

It is the Avenue of Screams and The Curse of Dr. Carnage’s mission to create the most frightening and safe haunted attraction. We want to be the best – Being the best begins with you; the volunteer.

I have read and understand the information presented above and will comply with all rules and guidelines in the interest of safety for my co-workers, customers and myself.

Printed Name: _____

Signature: _____

Date: _____

ARTICLE III

Emergency Codes

What follows is a list of Emergency Codes and the situations that warrant their use. If a situation arises that calls for the use of one of the codes the actor in the scene where the situation occurred will call out the appropriate Emergency Code. Management will take corrective action as necessary.

“CODE RED” – Stop! Used in the event of a fire or an Actor/Customer is down (seriously injured and unable to reach an exit without assistance). Operation of the house will cease immediately; all customers will be escorted to the nearest emergency exits until safe operation of the Attraction can resume.

“CODE YELLOW” – Caution! Used when props or scenery break or malfunction to the point that it compromises the quality of the customer’s enjoyment or causes an obstruction. Also used for the inevitable body fluids that can be deposited within the Attraction.

GREEN LIGHT – The show is safe to resume from this point on. Everybody is in their proper places and ready to scare!

ARTICLE IV Scheduling

Understanding that the quality of our show depends upon the consistent performance of our actors, we will give first priority to those who have the greatest availability. You will generally need to be available between 6pm and 11pm (weekdays) and 12 am (weekends), keeping that in mind please mark the days of the week that you are available between those hours. A couple of key positions may require an earlier start time due to greater makeup needs. Do not take this lightly if you mark a day, we would expect you to be available no matter what.

Indicate the days you are willing and able to work by marking with a large "X":

OCTOBER						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1	2	3
4	5	6	7	8 Media Scare 7:00 pm - 9:00 pm Costume Call: 6pm	9 Opening Night 7:00 pm - 11:00 pm Costume Call: 6pm	10 Open 7:00 pm - 11:00 pm Costume Call: 6pm
11	12	13	14	15 Open 7:00 pm - 11:00 pm Costume Call: 6pm	16 Open 7:00 pm - 12:00 am Costume Call: 6pm	17 Open 7:00 pm - 12:00 am Costume Call: 6pm
18 Open 7:00 pm - 11:00 pm Costume Call: 6pm	19	20	21	22 Open 7:00 pm - 11:00 pm Costume Call: 6pm	23 Open 7:00 pm - 12:00 am Costume Call: 6pm	24 Open 7:00 pm - 12:00 am Costume Call: 6pm
25 Open 7:00 pm - 11:00 pm Costume Call: 6pm	26	27	28 Open 7:00 pm - 12:00 am Costume Call: 6pm	29 Open 7:00 pm - 12:00 am Costume Call: 6pm	30 Open 6:00 pm - 12:00 am Costume Call: 5pm	31 Open 6:00 pm - 12:00 am Costume Call: 5pm

Please email or fax all pages of this form to:

info@hauntedhousereno.com or 775-329-5277

Avenue of Screams 2009 / www.HauntedHouseReno.com / 775-329-3472