HAUNTED HOUSE 2014

WHAT YOU NEED TO KNOW...

Where: Heritage Park Community Center

2900 S. Brea Canyon Road Diamond Bar, Ca 91765

Set up: (Wear "Grubby" Clothes") -

Saturday 10/25 8am-12pm Monday 10/27 3pm-8pm Tuesday 10/28 3pm-8pm *NO VOLUNTEERING ON RAINY DAYS.



Event: (must sign up in advance to volunteer event nights)

Thursday 10/30 4pm-9:30pm Friday 10/31 4pm-9:30pm

How Do I Dress?

- Set- up days: Wear old clothes you wouldn't mind throwing away. Closed toed shoes are required (i.e. tennis shoes), we are going to be moving heavy objects and working with messy materials.
- Haunted House Nights: Please wear your assigned costume or all black. We will have a few costumes, but only for those assigned to them. If there is writing on your clothes it will be covered by duct tape. Wear old clothes you do not mind getting dirty.

What Do I Do When I Arrive At The Park?

- Set-up days: Sign-in at the front desk and give a staff member your Waiver. When you signout, a staff member will initial your log sheet and return it to you.
- Haunted House Nights: Sign-in at front desk and receive your assigned job. Go to make-up/props room (staff will direct you). At the end of the night you will receive log sheet with your worked hours.

Important Extras:

WAIVER FORMS are required before any volunteering, please come with your parent's signature or you will be sent home.

CELL PHONES: are not allowed in the Haunted House, if you need to use one please step outside.

- You must wear closed toed shoes. Please no "flip-flops" or else will be sent home to change.
- Bring either money for dinner or a sack dinner.
- Rring water bottles with caps. There will be no open containers allowed in the rooms.
- If not assigned to a job, ask staff if there is anything you can do to help.
- DO NOT TOUCH ANY OF THE PARTICIPANTS GOING THROUGH THE HAUNTED HOUSE.
- NO FOUL LANGUAGE.
- All volunteers are subject for removal of volunteering at any time, by City Staff.

Additional Info: Andee Tarazon at 909.839.706 or atarazon@diamondbarca.gov