



SO, YOU WANT TO WORK AT FIDDLESTICKS FARMS?

(A little bit about what the experience is really like)

Most of you, we hope, are excited to be able to work at Fiddlesticks Farms. The good news is that working at Fiddlesticks Farms could possibly be the most unique, unusual, fun and funniest job anyone could ever have. Each corn cop gets to become part the MAZE experience. We hope the people who work at Fiddlesticks Farms will come back again and again because of the enjoyment they get from working and entertaining others.

Before accepting the job, however, recognize the often-overlooked factors. Although a lot of fun, working at Fiddlesticks Farms is a lot of hard work. You may be placed alone on a dark path of the maze or required to wear a hot latex mask or costume. You will take very few breaks during the time you are here. You will often be required to do all of this on a Friday or Saturday night, instead of going out to the football games or on dates, etc. You may also experience verbally abusive patrons whose only goal is to disrupt your job as well as the entire attraction. These are all things to be aware of and prepared for.

AT THE BEGINNING OF EACH OPERATING NIGHT...

Everyone working at Fiddlesticks Farms will be required to arrive at least five minutes prior to your scheduled shift. You should wear your Fiddlesticks Farms t-shirt or (if you're a spook during Halloween) the costume provided for you.

Immediately upon arrival, report to your supervisor for assignments and specific instructions.

Everyone will be expected to stay the entire shift. The closer it gets to Halloween, the longer your shifts may become.

After you get your assignment and instructions, go to the areas you have been assigned. If you are a corn cop you might have items to check out (i.e., walkie-talkie, flashlight, and/or garbage bag). If you are a spook, you will checkout your costume and any accessories that may be required.

You will be asked to be in your area by the start of your shift time.

AT THE END OF THE OPERATING NIGHT...

Closing time will vary slightly due to nightly attendance. After the last group, you will take your garbage bag and pick-up all the trash in your area. After your assigned area is clean, you will then go and check-in your items/costumes. Then you are free to leave for the night.

MAZE ACCESSORIES

You will be required to check-in and out all flashlights, walkie-talkies, and costumes. Anything checked out to you will be your responsibility until it is checked back in. NEVER leave items you have checked out unattended or on the ground. Damage beyond reasonable wear and tear will be charged to you.

Please remember that some of the costumes and masks used in Fiddlesticks Farms are very expensive (example: a typical costume may cost \$200 or more and may take months to receive the order).

HAVE A LITTLE FUN

Remember that it's the people who make the place. Customers will remember you and how they were treated as much as anything. Since our goal is to entertain people, don't be afraid to have fun and joke with the customers. The key, however, is to make sure that you are still enforcing rules and acting professionally.

PROTECTING THE CORN

A large amount of time, energy and money have gone into Fiddlesticks Farms. While assigned to your area, protect and watch over Fiddlesticks Farms as patrons go through it. Customers cutting through the corn and/or throwing corn **SHOULD NOT BE TOLERATED!** Be aware of customers who vandalize. Report any of these activities immediately and tactfully ask the customers to stop the behavior. Though it's important to be firm, it's also important to avoid being rude.

BREAKS

Anyone who goes on break should first be replaced. If you must go to the restroom and leave your assigned area, you should find someone to cover your assigned area **BEFORE** you leave. Please bring your own meal or you can order from the Fiddlesticks Farms Concession stand. Please remember that any food you order is written down and deducted from your paycheck.

KNOW FIDDLESTICKS FARMS RULES

1. Stay on the pathways.
2. No picking or throwing corn.
3. No running through maze.
4. No smoking.
5. No pets (except for animals assisting the handicap)
6. No drugs or alcohol.
7. No tampering with the netting.
8. No littering.
9. No inappropriate language.

When you catch someone breaking these rules, it will be your job to determine if they deserve a warning or should be immediately escorted out of the maze. Talk to your supervisor about these situations in advance so that you're prepared to make the best judgment call.

CALL-INS

If you cannot make it for a night, you should find your own replacement and/or call the person in charge of scheduling at least 8 hours in advance.

Office- 432-687-6293

Matt Cell- 806-543-9096

Jess Cell- 806-773-0084

SEXUAL HARRASSMENT

Sexual harassment will not be tolerated in any way, shape, or form. NEVER touch or grab patrons or others in this facility. Be aware of what you say and do. NEVER use suggestive or lewd remarks. Always act appropriately and professionally.

FIRE/MEDICAL EMERGENCY

In a fire emergency, your only concern is to get yourself and customers out of Fiddlesticks Farms. Leave all personal belongings behind. In a medical emergency, your only concern is to secure the appropriate help.

UNRULY CUSTOMERS

From time to time, you will encounter customers who will try to verbally abuse or vandalize Fiddlesticks Farms. Upon encountering these people, IMMEDIATELY stop the vandalizing and, if necessary, contact security on your walkie-talkie.

SECURITY

Corn cops who are familiar with the layout and operation of Fiddlesticks Farms may be assigned to a security position. It is your job to patrol Fiddlesticks Farms and assist patrons through Fiddlesticks Farms. Corn cops should remain in their designated area at all times unless there is an emergency. Corn cops are asked to respond to all emergency calls.

On busy haunt nights, a police officer will be on duty.

Each person has a hand held walkie-talkie. With this system, any employee can always get in touch with security and management immediately.

Use the walkie-talkies in your area to report emergencies (such as unruly customers, fire or medical emergencies), as well as non-emergency problems (such as customer complaints, requests for breaks and water, nonfunctioning equipment, etc.).

Unnecessary, unprofessional talking is HIGHLY discouraged. Communication should be limited to vital information only.

SPOOKING

The single most important factor in the success or failure of a haunted attraction (maze) is not detailed sets, elaborate costumes, or even dazzling special effects. THE MOST IMPORTANT FACTOR IS THE ACTOR. Each actor has the ability to transform their area into the best or the worst part of Fiddlesticks Farms (ultimately the most remembered part of Fiddlesticks Farms).

So what make a good actor? To be a good actor in a haunted attraction (maze), one does not necessarily need skill or formal training. However, there are a few guidelines to follow to guarantee success:

1. Timing: With some practice, you will be able to startle, scare, entertain, or downright terrify most of the patrons traveling through your area. Constant awareness of timing will guarantee optimal patron flow without traffic jams or bottlenecks.
2. Stay in Character: Anytime you are in your area, you should be in character. Never break character to talk to friends or people you know. Never remove your costume or mask in front of a patron. The only exception to this rule is when encountering unruly customers.
3. Don't be Meek and Mild: Give the character you're portraying life and enthusiasm and most patrons will find you entertaining and frightening.

Half-hearted boos only receive ridicule and complaints, while enthusiasm is rewarded with screams, laughter, and compliments

4. Stay in Your Assigned Area: Never leave your assigned area unattended! Remember you are responsible for everything in your area. If you must leave, notify a member of management first (via walkie-talkie), and then leave only after your replacement has arrived.
5. Credibility: A deranged-looking maniac sitting in on the side path of Fiddlesticks Farms is easily seen as a threat. A deranged-looking maniac in your face is seen as a nuisance. Breaking personal space also increases the actors' chances of being hit by an irate or frightened patron. Remember to not touch.

I have read and understand all of the information enclosed within this document and agree to adhere to all of the policies and procedure within.

Name

Date