Bootstrap your Haunted Attraction

a Haunter's Guide to saving time & money

Brian Foreman

What you will learn:

- Ways to save more time & money by focusing on the right things at the right time.
- Action steps you can do right now to start your first Haunted Attraction or improve your current one.

Save time & money in these categories.

- Idea Stage
- Business Plan
- Design Stage
- Build Process
- Decorating
- Staffing
- Marketing

But first, a little about my journey as a haunter..on saving time and money

- Back Woods Terror in 2008-2011
- Home Haunter 2011-2014
- Dead Factory 2014-present



"to save time"

to do something more **efficiently** such that less time is required. (and has a domino effect after)

"to save money"

to budget, to economize; to put money aside for the future

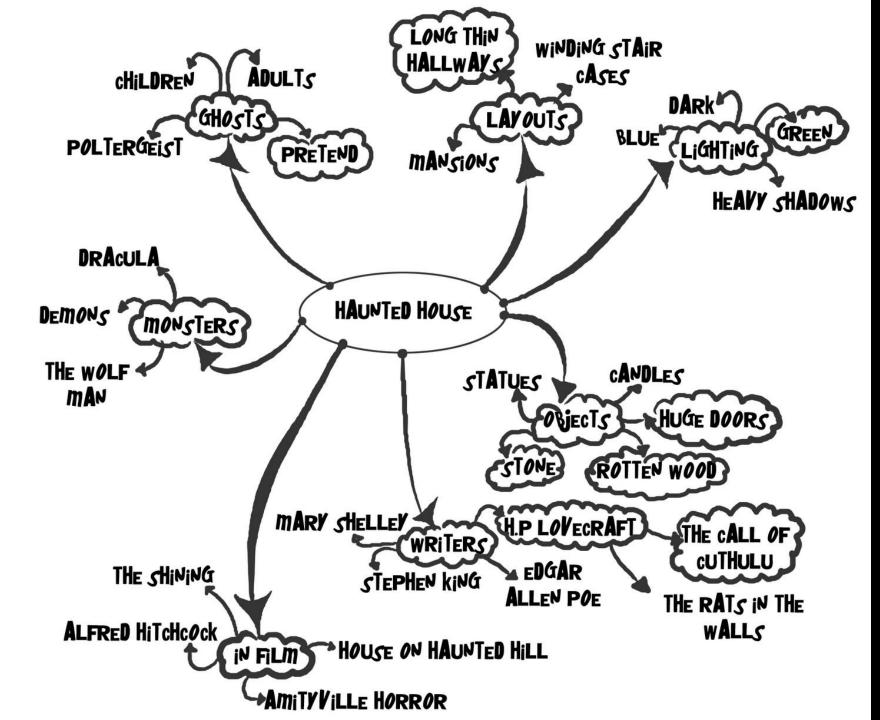
How To Find More Time & Money (overall)

- Track your daily & weekly habits
- Batch projects together
- Focus on only the things you need to get done this season. (Just in Time Learning)
- Give yourself some ADE: Automate. Delegate. Eliminate.

Idea Stage

Idea Stage: Save Time

- Keep a notebook of your ideas. Get them out of your head. Focus on your theme.
- Visualize the attraction you want. Practice *Frequency Bias* (Baader-Meinhof).
- Try Mind Mapping or Post-it Notes



Idea Stage: Save Money

- Take inventory of what you have.
- Work at another Haunted Attraction while you plan.
- If you're a Home Haunter, build your themes around your future attraction.
- Start a Haunt fund...take on a side job or other business.



Business Plan

Business Plan: Save Time

- Hire a consultant. Or team up with an experienced Haunt Owner.
- Find a business partner.
- Register your domain name, social accounts, Business entity (LLC), bank accounts.
- Start gathering your tribe now. Build crew, artists, actors, staff.





Business Plan: Save Money

- Look for budget locations.
 Outdoor trails, corn maze, malls, parking lots, stadiums, banks, paintball, amusement parks, fairs, caves, vacant buildings, mobile.
- Do your local research now. Fire marshal, inspectors, permits, insurance, your target market.
- Plan out estimates for everything.
 Materials, labor, marketing, etc





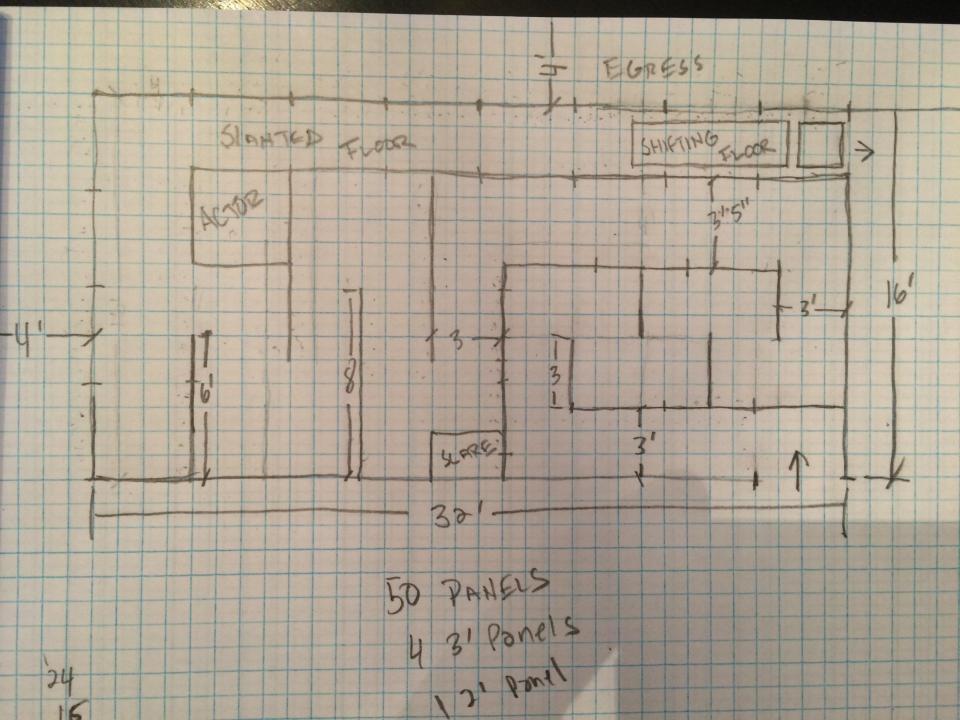
Design Stage

Design Stage: Save Time

- Design for large props, moveable walls, ADA (36"), multiple scares, places for actors, exits, egresses.
- Visit other Haunts and get inspiration and ideas.
- Hire a Haunted Attraction Designer for professional blueprints.

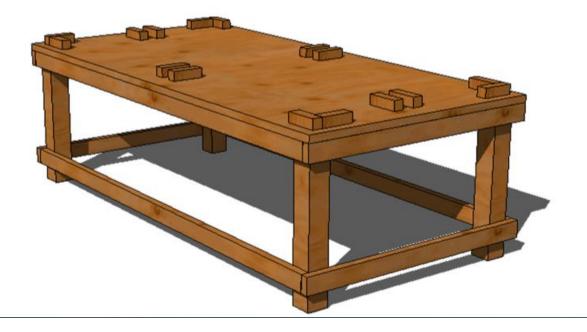
Design Stage: Save Money

- Use graph paper or low-cost design apps for rough drafts.
- An "average" attraction is 2,000-3,000 sq ft. (\$1 per minute rule?)
- Use every square inch of your property.



Build Process









Build Process: Save Money

- Look for free/cheap materials at construction sites, curbs, pallets, dumpsters, friends, social media, lumber yards (reject pile).
- Estimate price per panel. OSB? Plywood? Business charge account
- Find a buddy with build skills. 🙂
- Build offsite. Assemble in August.

Decorating

Decorating: Save Time

- Use simple yet effective scares.
 Loud noises, air, scents, sound, drop panels, boo holes, actors.
- Detail only areas necessary. Decorate under show lights.
- Use garden sprayer/bottles for painting.
- Use Pintrest, YouTube, etc for ideas



Decorating: Save Money

- Stick to your theme. Don't buy beyond it. Auctions, flea markets, garage sales, thrift stores.
- Buy oops paint. Distress dark over light paints. The water technique.
- Reuse everything. Or trade it for something else.
- Skip the animatronics for now.





Staffing

Staffing: Save Time

- Train & hire early. Experiment with your methods.
- Create a schedule or system for tracking your crew
- Reach out to your personal network for trusted helpers.
- Find a way to work with local colleges and high schools for actors.

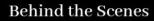


MERIT BADGES FOR HAUNTERS





Scariest

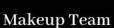


Crowd Favorite





Monster Mouth









Media Mo-Ghoul Creepiest















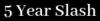














Staffing: Save Money

- Get creative with the way you pay. End of season, per night, seniority.
- Non-profits can use volunteers.
- Keeping your actors is cheaper than hiring new ones.
- Lead your crew. If you're not the leadership type, find a person.
- Include them in certain decisions.
- Makeup vs masks?



Marketing

Marketing: Save Time

- Start your brand early. Your customers must Know-Like-Trust you
- Focus on your story & target market.
 Stay within it.
- Schedule your social posts.
- Use Ticket Giveaways/contests
- Budget for marketing.
- Put someone else in charge.



DATE NIGHT Giveaway for Two

Dead Factory: 2 Free tickets

Dug Out Bar & Grill: Dinner for 2

Marketing: Save Money

- Check your local Chamber/City Hall for "Tourism Grant"
- Set up Google Business & Facebook
- Team up with a Sponsor
- Track your ads and flyers
- Use your phone for "pro-like" photos & videos.
- Survey your customers

HAVE YOU SEEN THE DOCTOR YET?





Start a Haunted Attraction without spending tons of money

Creative strategies to build an efficient haunted house business

Brian Foreman

Thanks for sticking around to the end!

Email me anytime brian@scaryvisions.com

Get more Master Classes or to join our monthly mentor program at HauntersToolbox.com



Helping you start & grow a Haunted Attraction