



CIRCUS PLAYLAND

REQUIREMENTS:

- 1 - 2 Attendants (Entrance – Exit)
- 1 Dedicated 20 amp circuit within 100' of the direct outlet - CC&E will provide a heavy gauge extension cord.
- If indoors, ground floor entry only; remove bar from double doors. The inflatable can't be taken up or down stairs.
- 16L x 19W x 10H Indoor setup would require: 18L x 21W x 12H
- Inside play time: 8 participants in playland at a time
- Recommended Participant Ages: 8 and younger
- Maximum weight per Participant: 150 lbs. Min Height: 30"; Max Height: 60"

PLEASE...

- Remove: shoes; all items from pockets; food, gum or retainers from mouth; eye glasses; watches, hair clips, earrings and necklaces.
- Place items in your shoes after removing your shoes. Parents should hold shoes.
- No dog piling, wrestling, flips or karate kicks.
- Do not: bounce off side walls or entrance way.
- Do not enter Inflatable Game unless Operator is present.
- Operator can terminate play for not following rules.
- Individuals who may be particularly susceptible to injury from falls, bumps, or bouncing should not use this inflatable. You should consult a physician before using this product.

OPERATOR AWARENESS:

- Wind conditions must be less than 15 mph; if wind gusts begin, deflate immediately.
- Adult Operators are required for safe use of Inflatable Games.
- Operator should point out and make participants aware of the posted warning labels and safety rules.
- Operator should remove all debris from the area prior to allowing participants on the Inflatable Game.
- Operator should watch for signs of deflation such as sagging, excessive wrinkling or distortion. If these are observed, they should ask participants to exit the Game safely and remain calm, as there is no danger.
- Operator should keep all spectators outside the Game and maintain at least a 3 foot perimeter around it.
- Operator must not allow access to the rear of the game or near the inflation blower and power supply.
- If the unit becomes wet, dry the wet area before continuing to utilize the arena. Do not install inflatables near a pool.
- Always limit participants to the number specified above. Use good judgment on mix and matching age groups and physical size.
- **IMPORTANT - NEVER RUN, LEAP, SKIP, TUMBLE OR BOUNCE OFF ANY INFLATABLE ONTO FLOOR OR GROUND. DOING SO CAN CAUSE SEVERE INJURY!**
- Silly string, foam or like products are not permitted in any event where Inflatable Games are being used. Henna is not allowed on inflatables.
- Duct tape may not be used to secure electrical cords or to post rules on games; consult CC&E for alternatives.

EMERGENCY EXITING:

- If power goes out: DO NOT PANIC; have participants sit down immediately; calmly direct and assist participants to the exit; the designed slow deflation allows plenty of time to exit the unit; DO NOT open the air vents, this will cause rapid deflation.
- Attendant should: a) check that blower is plugged in; b) check to make sure blow tube is attached to blower; c) check to see if zipper is fully zipped.

Creative Carnivals & Events, LLC. Not Responsible For Loss or Injury.