



CRAZY MAZE

REQUIREMENTS:

- 2 - 3 Attendants (Entrance – Exit – Outside Back)
- 2 Dedicated 20 amp circuits within 100 ft. - CC&E will provide heavy gauge extension cords.
- 22L x 26W x 12H Indoor setup requires 23L x 28W x 14H
- Max. 8 Participants
- If indoors, ground floor entry only; Remove center bar in double doors. The inflatable can't be taken up or down stairs.
- Weight Maximum: 150 lbs. per participant
- If outdoors, the temperature must be above 45 degrees.
- Recommended Participant Ages: Elementary

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.
- Participants climb, crawl, slide, jump, dodge, squeeze and twist through the equipment. Individuals who may be particularly susceptible to injury from falls, bumps, or bouncing should not use this inflatable.

OPERATOR AWARENESS:

- Wind conditions must be less than 20 mph; if wind gusts begin, deflate immediately.
- Adult Operators are required for safe use of Inflatable Games.
- Stagger number of children entering to maintain a steady flow. Send 2nd pair when 1st pair is visible on Step Wall.
- May experience vinyl burn if touching side walls during slide.
- 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.
- 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.