



DEFENDER DOME

REQUIREMENTS:

- 1 Attendant (Entrance)
- 2 Dedicated 20 amp circuits within 100 ft. - CC&E will provide heavy gauge extension cords.
- 34L x 34W x 18H Indoor setup requires: 36L x 36W x 20H
- Max. 4 Participants
- If indoors, remove center bar in double door only on ground level. The inflatable can't be taken up or down stairs.
- Extra Equipment: Small Recess Balls/Helmets
- Weight Maximum: 200 lbs.
- Recommended Participant Ages: All ages
- Recommended play: Defend your goal against the three other players in this fast moving game. Four players face off against each other on an angled surface with a goal of their own to defend against any of the other players from any direction attempting to score on your goal. Player is out when a ball goes into their goal.

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.
- CC&E is Not responsible for lost or stolen articles.
- 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 should not engage in a Game if they have any of the following conditions: Current or previous injury to the back or neck; Chronic knee or other joint conditions; Any respiratory conditions, including but not limited to asthma or bronchitis; Any heart related or circulatory conditions or Pregnancy.

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.
- 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.