



DUAL PASS RUSH

REQUIREMENTS:

- 1 Attendant
- 1 Dedicated 20 amp circuits within 100' - CC&E will provide heavy gauge extension cord.
- 8L x 8W x 9H
- If indoors, ground floor entry only.
- Recommended play: Completed passes add yards to complete a touchdown.
- Game may be used as a redemption game: 1 chip for consolation, 2 chips for winner.
- Recommended Participant Ages: All ages

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.
- Absolutely no pushing or moving equipment is allowed.
- Player may not ever approach equipment or step inside the inflated base.
- Operator should remove all debris from the area prior to allowing participants to play the game.
- Operator should watch for signs of deflation such as sagging, excessive wrinkling or distortion.
- Operator should keep all spectators away from 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 inflatable game deflates, Operator 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.
- Silly string, foam or like products are not permitted in any event where inflatable games are being used.
- Duct tape may not be used to secure electrical cords or to post rules on games; consult us for alternatives.

Creative Carnivals & Events, LLC is not responsible for loss or injury.