



NINJA RUN

REQUIREMENTS:

- 2 Attendants (Entrance-Exit)
- 2 Dedicated 20 amp circuit within 100'; CC&E will provide heavy gauge extension cord.
- 36L x 15W x 13H Indoor space requires: 38L x 17W x 15H
- If indoors, remove center bar in double door for entrance on ground level. The inflatable can't be taken up or down stairs.
- If outdoors, the temperature must be above 45 degrees.
- 1 Participant
- Recommended Participant Ages: Thru Middle School
- Weight Maximum: 200 lbs. per participant.
- Game Play: Participant jumps from obstacle to obstacle without landing on the inflated base.

PLEASE...

- Remove: shoes; all items from pockets; food, gum or retainers from mouth; eye glasses; hair clips, watches, 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.
- Use good judgment on matching ages and physical size.
- This is not a bounce. No flips or horseplay.
- 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.

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.
- Keep an eye on the bungee connections on the back wall of the run. Occasionally players have been known to disconnect or loosen the connections. This is extremely dangerous. If anyone is caught doing this, terminate play immediately.
- 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.