



RAPID FIRE BUNGEE

REQUIREMENTS:

- 2 Attendants (Both Entrances)
- 1 Dedicated 20 amp circuit within 100 ft., CC&E will provide a heavy gauge extension cord.
- 32L x 11W x 10H
- If indoors, ground floor entry only. Remove bar from double doors. The inflatable can't be taken up or down stairs.
- Recommended play: 4 Contestants
- Recommended Participant Ages: Middle School through Adult
- Weight Maximum: 250 lbs.

OBJECT:

- A timed competition for 4 players (teams of two). You and your teammate try to get rid of all your balls while in a bungee tug-of-war with your opponents by passing them through the holes.
- At the conclusion of the time, the team with the least amount of balls in their section wins.
- Typically play is "best-of-three" fashion unless many people are waiting you may want to run just two rounds per pair of players.

PLEASE...

- Remove: shoes; all items from pockets; food, gum or retainers from mouth; eye glasses; watches, hair clips, earrings and necklaces.
- CC&E is Not responsible for lost or stolen articles.
- This is not a bounce. No flips or horseplay. Base to be used as safety mat only.
- Do not enter Inflatable Game unless Operator is present.
- No leaning or sitting on the inside or outside of the walls. Players walk down to end of bungee lanes. Assistants follow them down and select the correct bungee cord for each player. Check the connections between the harness and the bungee cord.
- Make sure players put the harnesses on the correct way around (with the bungee connection on their back, facing outwards – it is a common error for players to place the harness on inside-out, with the bungee connection facing inwards). Tighten all straps on the harness.
- Players may dive forward and land on their stomachs. No flipping is allowed.
- Always limit participants to the number specified above. Use good judgment on mix and matching age groups and physical size.
- 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
- **IMPORTANT - NEVER RUN, LEAP, SKIP TUMBLE OR BOUNCE OFF ANY INFLATABLE ON TO 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 or like products are not to be used on any inflatable rides or games on to secure extension cords.

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 inflatable 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.

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.