



**SLAM DUNK**

#### **REQUIREMENTS:**

- 1 Attendant
- 1 Dedicated 20 amp circuit within 100 ft., CC&E will provide heavy gauge extension cord.
- If inside, remove center bar in double door only on ground level.
- 27L x 15W x 12H Indoor setup requirements: 29L x 17W x 14H
- 1 Participant
- Recommended play time: 2-3 Jumps per participant
- Recommended Participant Ages: Middle School through Adult
- Extra Equipment: 3 basketballs. Customer will be charged for missing balls.
- Weight Maximum: 225 lbs.

#### **PLEASE...**

- Remove: shoes; all items from pockets; food, gum or retainers from mouth; eye glasses; watches, earrings and necklaces.
- Place items in your shoes after removing your shoes. Parents should hold shoes.
- Not responsible for lost or stolen articles.
- Absolutely NO FLIPPING on unit.
- 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 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.
- 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.
- If power goes out: 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.