



TWO MAN CHALLENGE JOUST

REQUIREMENTS:

- 1 – 2 Attendants (Entrance)
- 1 Dedicated 20 amp circuit within 100' - CC&E will provide heavy gauge extension cord.
- 23L x 23W x 4H
- 2 Participants, each required to wear a helmet. CC&E provides the helmets and the customer is responsible for providing disinfectant spray.
- If indoors, ground floor entry only.
- Recommended play time is 3 - 5 minutes.
- Weight Maximum: 225 lbs. per participant.
- Recommended Participant Ages: 8 through Adult

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.
- 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.
- Competitors climb onto podium, facing each other. Each is given a challenge pole.
- Players are not permitted to cross over to other podium. If player begins to fall, opponent must retreat and discontinue play immediately. No intentional head shots.
- Stick may not touch the mat for balance.
- Typical play is "best-of-three" fashion.
- 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.
- 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.