



HIGH VOLTAGE WRECKING BALL

REQUIREMENTS:

- 1 – 2 Attendants (Entrance)
- 1 Dedicated 20 amp circuit within 100', CC&E will provide heavy gauge extension cord.
- 25W X 29L X 16H Indoor space required: 27W x 31L x 18H
- If indoors, remove center bar in double door for entrance on ground level only. The inflatable can't be taken up or down stairs.
- 4 Participants
- Recommended play: 2 contests
- Recommended Participant Ages: 8 through Adult
- Weight Maximum: 200 lbs. per participant or 800 lbs. total
- Equipment: 4 Boxing Helmets. Customer is responsible for providing disinfectant spray.

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.
- **ABSOLUTELY NO USING WRECKING BALL AS A SWING!**
- Helmets must be worn by players inside the inflatable.
- No bouncing on unit like a moonwalk or off the side walls.
- No dog piling, wrestling, flips or karate kicks.
- Do not: bounce off side walls or entrance way.
- Once player falls from platform, player waits by platform until a winner is determined, then all players exit at once.
- Be aware of players in and around your immediate area.
- 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 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 the rear of the game or near the inflation blower and power supply.
- Use good judgment on matching ages and physical stature.
- 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 us for alternatives.
- **IMPORTANT - NEVER RUN, LEAP SKIP, TUMBLE OR BOUNCE OFF ANY INFLATABLE ONTO THE FLOOR OR GROUND. DOING SO CAN CAUSE SEVERE INJURY!**

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.