



RED KINGDOM RISING COURSE

REQUIREMENTS:

- 2 Attendants (Entrance – Exit)
- 1 Dedicated 20 amp circuit within 100' - CC&E will provide heavy gauge extension cords.
- Unit size: 45L x 10W x 15H Indoor space required: 47L x 11W x 17H
- If indoors, remove center bar in double door for entrance on ground level only. Course can't be taken up or down stairs.
- If outdoors, the temperature needs to be above 45 degrees.
- Recommended play time: 1 minute
- Max. 2 participants
- Maximum weight: 200 lbs
- Recommended Participant Ages: 8-Adult (5 and younger must be accompanied by an adult)
- The course can't be transported further than 100 feet on a dolly.

PLEASE...

- Remove: shoes; all items from pockets; food, gum or retainers from mouth; eye glasses; watches, hair clips, 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.
- Do not enter obstacle course unless an Operator is present.
- No dog piling, wrestling, flips or karate kicks.
- Do not: bounce off side walls or entrance way.
- Henna is not allowed on inflatables.
- No sitting or standing at top of slide, must continue immediately down slide feet first only.
- 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 course.
- 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 course safely and remain calm, as there is no danger.
- Operator should keep all spectators outside the inflatable 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.
- Always limit participants to the number specified above. Use good judgment on mix and matching age groups and physical size.
- If the unit becomes wet, dry the wet area before continuing to utilizing the course.
- **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.
- 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.
- Do not allow anyone to enter the slide until it is properly re-inflated and the power supply is stabilized.

Creative Carnivals & Events, LLC. Not Responsible For Loss or Injury.