

## **NB Moonwalks, LLC.**

### **Owners Manual Safety Rules & Operating Instructions**

The attendant should make sure all buckles, fans, tie downs, etc, are attached properly and are in good condition before operating, and periodically during time of operation. Attendant should also remove all debris from the inflatable prior to allowing anyone to use the unit. Attendant should observe occupants at all times when they are using the unit. The attendant should also be close enough at all times to warn against improper behavior of riders. If the dunk tank is being used, the attendant should always be present. The attendant needs to be CPR certified.

### ***Safety First***

A warning sign with the following information should be attached and made part of each inflatable unit. All rules should be followed at all times for the riders safety:

- Do not use unit unless attendant is present.
- All riders must remove shoes, eyeglasses, dangling jewelry, and any other hard objects that can cause injury.
- No flips, wrestling, running, pushing, or climbing allowed.
- Do not play against the sides, near the entrance/exit, or on the slide area (if the unit has a slide)
- No food, gum, pets, or silly string allowed inside the unit.
- No hanging on the inside or outside of the unit.
- If unit begins to lose air, exit immediately through exit doors or escape hatches (if applicable)
- Do **not** use and immediately deflate the unit if winds exceed 15 miles per hour.
- The blower requires a ground fault protected circuit (GFCI).
- Only compatible age groups and size shall use the unit at the same time.
- Do not use unit if you have any of the following:
  1. Current or previous neck or back injuries
  2. Any respiratory conditions, including but not limited to asthma or bronchitis
  3. Pregnancy
  4. Chronic knee or other joint conditions
  5. Any heart or circulatory conditions
  6. Any health issues or conditions

## **Additional Safety Rules**

1. All operators must be thoroughly trained before left to attend to any units!
2. Every unit must be attended to at all times by people over the age of eighteen.
3. No people should be allowed on a partially inflated unit.

Maximum number of riders of each group that should play in a unit at one time and the unit's safety procedures are listed below:

A. **For all jumper units:** Eight children aged eight and under or four children aged nine to twelve and/or a maximum of 1,000 pounds. Players may not climb on the outside of the jumper or play too roughly inside. If the unit has hoops, players may not jump on or hang off of the basketball hoops inside/outside the unit.

B. **For all jump combo units (single or double lane, wet or dry):** Six children aged three to eight, or four children aged nine to twelve and/or a maximum weight of 900 pounds. Players that choose to use the slide must slide down feet first, in a seated position, one at a time. If the unit has hoops, players may not jump on or hang off of the basketball hoops inside/outside the unit.

C. **For all slide units (wet or dry):** One person (at least 48 inches in height) at a time and/or a maximum weight of 800 pounds. Rider must be in a seated position when sliding. Slides are particularly susceptible to blowing over in winds over 10 miles per hour. A new rider may not play until previous riders have exited the pool area of the ride.

D. **For all slip n dip units:** One person (except for double lane units) (at least 48 inches in height) at a time and/or a maximum weight of 400 pounds. For Double Lane units: one person on each side (at least 48 inches in height) at a time and a maximum weight of 700 pounds). A new rider may not play until both previous riders exited the pool area of the ride.

E. **For all interactive game units:** (Including but not limited to: *bungee run, joust, bungee joust, boxing ring, first down, race course, race track, and twister*). Two people (one on each side, at least 60 inches in height) at a time and/or a maximum weight of 600 pounds (between both people). **Participants must always wear provided safety equipment at all times while playing (i.e. helmets).** Bungee Run participants must wear provided helmets and use all connections of the harness(es). Inspect all harnesses, buckles, and bungee run cords **EVERY** time before use. Do not use if excessive wear is noticed. Have players walk forward, putting tension on the bungee cords to ensure all connections are correct. Do not allow onlookers to stand at the entry way of the ride; keep them back at least six feet.

**Joust and Boxing Ring** players must always wear helmets. Players may not strike opponents in the head or groin area. Do not allow players to jump or play on/in the Joust or Boxing Ring bed. Accessories included with the inflatable games (joust poles, boxing gloves, etc.) may not be used outside of the game they were designed for.

F. **For all obstacle course units:** Two people (one on each side, at least 60 inches in height) at a time and/or a maximum weight of 600 pounds (between both people). All obstacle units only accommodate two riders at a time. Do not allow them to run over any player who may be caught or stuck in any part of the course. Do not jump, flip, or bounce off any of the slides of the unit. Riders must be in a seated position when going down the slide (if unit has a slide). Ensure that the landing area has a minimum of 3 inches of dense foam or a protective mat when used on any hard surfaces.

G. **For sumo suits:** One person per suit (at least 60 inches in height) at a time **and** a maximum weight of 300 pounds per suit. Players must have ten feet of clearance in all directions at all times. Players must use provided helmets but should not use them outside of the game, without the suits and mat/ring. Game requires to attendants, over the age of eighteen at all times. Players must use the provided 15' x 15' foam mat or inflated sumo ring.

H. **For velcro wall:** One person per suit (at least 48 inches in height) at a time **and/or** a maximum weight of 250 pounds per suited person. Players must use provided helmets. No flips or inverted jumping allowed.

I. **For all units that can be used with water:** The blower/motor and any attached cords must be kept dry at all times. Use GFCI outlets only. Ground can become slick when wet so riders must walk, not run, when entering/exiting the unit. Riders must slide feet first (except on the Slip N Dip Units). Next rider may not enter the unit until first rider has exited the pool area.

1. Under no circumstance is climbing allowed on the exterior of the inflatable unit.
2. Adult supervision is required at all times when the unit is inflated.
3. Caution should be used when lifting and handling the unit. (A small jump unit weighs about 200 pounds).
4. All extension cords and straps should be placed in such a manner that not one person could trip on them. No electrical cords should run through puddles, near a pool, or be used when wet outside. Check to make sure the plug end is secured.
5. Do not install units near any body of water including a pool.
6. Never remove the ground pin from the cord. Use an approved adapter.
7. All units should be securely anchored, fully inflated, and properly tested before any riders are allowed to use them.
8. The tarp should be used on all slides at all times.
9. NEVER use the units outdoors if it is raining, snowing, hailing, if there is lightning, winds over 15 miles per hour, the temperature is below 40°F or above 95°F, or if there are any other inclinations of poor weather conditions.
10. Remember, these games do require a certain amount of physical exertion, and you must judge for yourself your ability to participate.

We recommend having a sign made that can be placed in front of the units that is large enough to be read from a minimum distance of 72 inches. If any rider has any questions or is unsure of their ability to participate, we urge them to ask the game attendant for assistance.

### ***Operating Instructions***

Select the area in which the inflatable will be inflated. The following ground locations are good for setting up the unit: medium dense coarse sand, sandy gravel, very stiff silts, cement, blacktop, and dirt. Select an area which is at least six feet larger than the inflatables base so you will have three foot clearance on all sides. Before setting up the inflatable, check and make sure to have at least an additional fifteen foot clearance from trees, telephone wires, other utility wires, etc. Also check the area for any ground obstructions, such as protruding sprinklers, underground pipes, etc. Make certain that you pick a level area to set the unit on, and not one that's hilly or slanted. Place the unit in the middle of the selected area. Always use the tarp. Set the tarp down first, and then place the unit on it. Untie the straps and unroll the unit.

Connect the tube (choose the one that is closest to the source of electricity) to the blower. If there is more than one air tube, twist the vent of the other tube(s) several times, fold it over, and secure it with two straps. Check all tubes for snugness to make certain that no air is escaping, and re-tie & re-connect if necessary. Be sure to monitor the tube(s) during operation to ensure that they remain straight. Pinched or crimped tubes will result in the unit possibly deflating. Make sure to always use a 1.0 or 1.5 horse power blower with a minimum of 700 and a maximum of 900 CFM.

You should carry a fifty foot 12 gauge exterior UL-approved extension cord to accommodate longer distances to the electricity source. Always plug the motor/blower into an 115v outlet (20 amp circuits are usually found in kitchens and laundry rooms), locate the power switch and turn the blower/motor on and inflate the unit.

After the unit is inflated, check with the customer if the placement of the unit is satisfactory. If so, connect the 3/8" steel shackle (found on the tie down straps of the unit, to the 330A Chance Anchor), and drive the anchor into the ground at a minimum depth of 28" & at a 45° angle on all tie down straps, at all locations as provided by manufacturer on the particular ride. Remember to install the soil anchors at such distance from the unit that the unit straps connected to the shackle and the anchor would be taut.

If the unit is on cement or any hard surface, to protect the base of the unit from abrasion, make sure that you have put the tarp down and placed the unit on it before inflating it. Use sand bag pouches that carry a minimum of 200 pound tension load. Place two sandbag pouches, each with enough sand, (180 pounds for square or rectangular types, 220 pounds for round types) at each of the tie down straps and at all locations as provided by manufacture on the particular ride. Connect the 3/8" steel shackle to the sand bag pouches. Remember to install the sand bags at such distance from the unit that the unit straps to the shackle would be taut.

### ***Emergency Evacuation Procedure***

The attendant, before operating the unit, must familiarize himself/herself with the units entrance/exit as well as escape hatches\*. In the unforeseeable event that power is interrupted and the ride begins to lose air, the attendant should guide all of the riders to exit the unit in a calm and orderly fashion via the entrance/exit or escape hatches. All rides that have convertible roofs offer the attendant the alternative of allowing the riders to exit through the wide openings around the roof. (\*if applicable)

## **Repairs and Maintenance**

To repair holes and tears up to 12 inches, use the "Single Patch Method" utilizing the provided patch kit as follows:

1. Cut an oval or round shaped vinyl patch approximately 2 inches larger than the cut.
2. Clean the torn area.
3. Apply glue on the patch and around the torn area.
4. Place the patch so it covers the damaged area and press with the palm of your hand for one minute.
5. Let it dry for 15 minutes. When the glue dries, the unit will be ready to be inflated. Be sure to test the unit after every repair! For larger tears, use the "Double Patch Method" as follows:

A. Put a patch inside the torn area by applying glue and pressing to the inside surface of the torn area.

B. After this is done and the glue is dried, apply another patch to the outside surface of the torn area in the above mentioned steps.

It is good practice to clean the inflatable after each use. It is easier to clean the units in an inflated position by using a liquid dishwashing detergent and rags for general clean up. To remove chewing gum, grease, and other adhesives, you may use "Goof off" and for mildew use "X-14". To reach high spots, untie the vent tube so the unit gets soft, and carefully pull the unit down at the sides.

**WARNING:** To clean any printed areas of units, never use any solvents or other types of cleaners except plain, mild, soap, and water.

***Make sure the unit is completely dry before storing.***

"Armor All" can be used for protection. All inflatables should be cleaned and dried thoroughly every time they are exposed to any liquids (rain, snow, hail, water, beverages, etc.) to avoid mildew and unpleasant odors. If liquids have accumulated inside the mattress and other inaccessible areas, the unit should be inflated outdoors and tilted at a 45 degree angle for as long as needed to drain all the liquid out. (Usually at least 4 hours in decent weather). NEVER let someone enter it while the unit is still draining.

## **Additional Precautions**

If there is any consumption of alcohol or controlled substances at the time of use of any of the units, then use of the unit is **NOT PERMITTED**.

**This manual is not all inclusive and attendants should use best practices when operating units. Any unforeseeable incidences are the responsibility of the operator.**

If you have any questions or need a PDF of this manual, please contact us.

**Mailing Address:**

NB Moonwalks, LLC.  
1308 Common St. Suite 205  
New Braunfels, TX 78130

**Email Address:**

[nbmoonwalks@yahoo.com](mailto:nbmoonwalks@yahoo.com)