



HIPPITY HOP HORSE DERBY

REQUIREMENTS:

- 2 Attendants (Start - Finish)
- 30L x 18W x 10H
- 1 Dedicated 20 amp circuit within 100' - CC&E will provide heavy gauge extension cords.
- Grass or Indoor placement
- If indoors, remove center bar in double door for entrance on ground level.
- 3 Participants
- Recommended Participant Ages: All ages
- Extra Items: 3 Hippity Hop Horses

On Attendant's "Go", 3 Hippity Hop horses race down their lane. The first to cross the finish line wins. Have your next 3 racers take their horses back to the starting gate.

PLEASE...

- Remove: All items from pockets; food, gum or retainers from mouth; eye glasses; watches, earrings and necklaces. Place items in safe location or with parents.
- Not responsible for lost or stolen articles.
- Do not enter Inflatable Game unless Operator is present.
- Do not sit on side walls.
- No running with your horse – Players must bounce.
- Do not: bounce off side walls or entrance way.
- 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 20 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.
- Always limit participants to the number specified above. Use good judgment on mix and matching age groups and physical size.
- Never start new players until prior player has exited equipment.
- Silly string 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.
- Creative Carnivals & Events, LLC. Not Responsible For Loss or Injury.