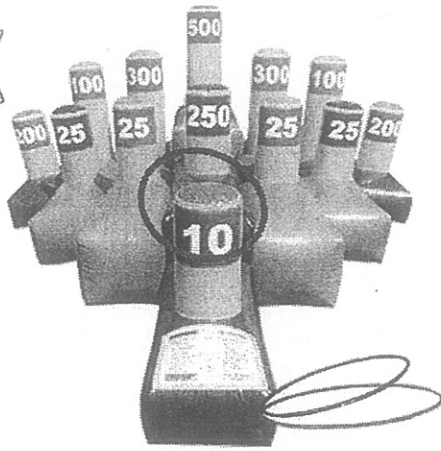


New  
Hula Hoop  
Toss Game



1612 N Broad Street  
Lansdale, Pa 19446  
(215) 362 - 7568

44 W Ridge Pike  
Limerick, Pa 19468  
(610) 489 - 2334



**OWNER'S MANUAL  
OPERATING INSTRUCTIONS  
& SAFETY RULES**

**Hula Hoop Toss & Mini Hula Hoop Toss**

Serial #: \_\_\_\_\_

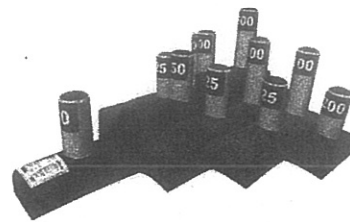
Date of Manufacture: \_\_\_\_\_

13'2" L x 11'6" W x 6'9" H - 62 lbs - Hula Hoop Toss  
7'8" L x 8'8" W x 5'1" H - 33 lbs - Mini Hula Hoop Toss

**Deflated Dimensions: 20" L x 20" W x 26" H**

**OPERATING INSTRUCTIONS**

Select the area in which the inflatable will be inflated. The following ground locations are good for setting up the jumper: medium dense coarse sands, sandy gravels, very stiff silts, and clays. Select an area which is at least 6' larger than the inflatable's base so you will have a 3' clearance on all sides. Before setting up the inflatable, check and make sure to have at least a 15' clearance from overhead telephone wires, or any 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 inflatable 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 place the jump on it. Untie straps and unroll.



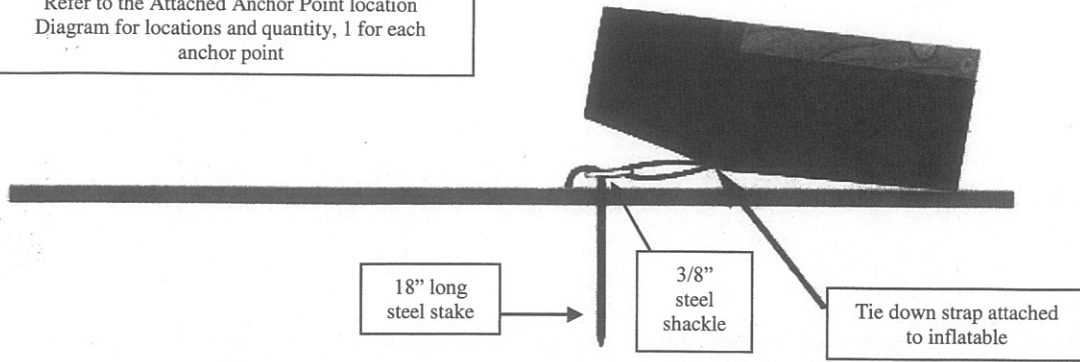
Connect tube air tube to the blower. If there is more than one air tube, choose the one closest to the power source and twist the other tube/s several times, fold it over, and secure it with a strap. Check all tubes for snugness to make certain that no air is escaping and re-tie and re-connect, if necessary. Also, check the air intake on the side of the motor/blower for blockage. Make sure to always use a 1 hp blower with a minimum of 700 and a maximum of 900 CFM. Always plug motor/blower into a 115V outlet 20 amp circuits (usually found in kitchens and laundry rooms).

Connect each tie down strap of the ride to the ground stake and drive each stake into the ground at a minimum depth of 16". Stakes are to be driven perpendicularly into firm ground, such as grassed areas, or directly into asphalt. Loose soil is unacceptable. This should be done with all tie-down straps at all locations as provided by manufacturer on the particular ride. If your unit has high-level tie-down straps, they should be anchored 3-5 feet from ride. Remember to install the ground stakes at such distance from the jumper that the jumper straps connected to the shackle and anchor would be taut.

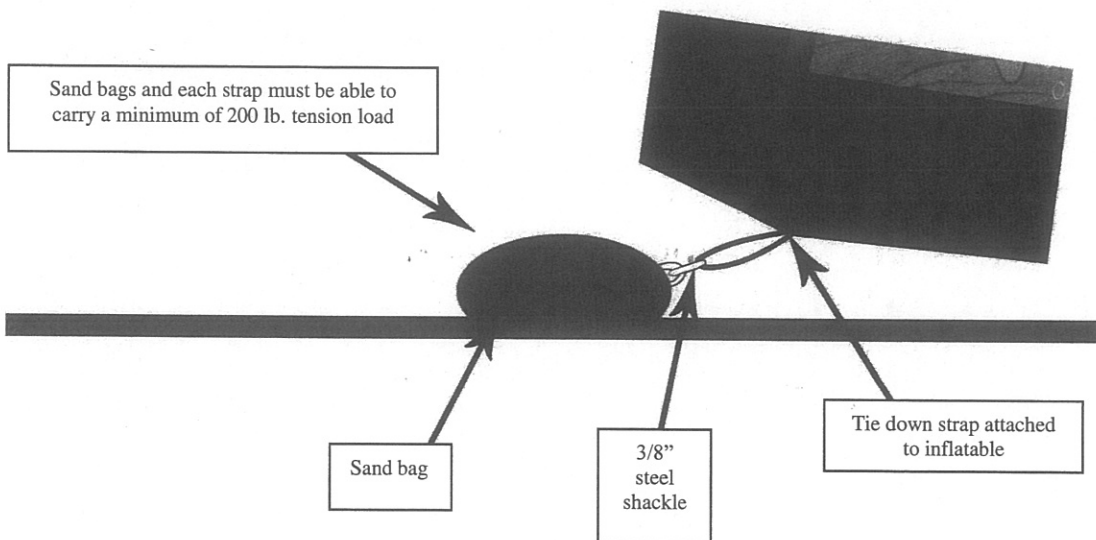
5/8" diameter x 18" long steel stakes to be driven perpendicularly into firm ground, such as grassed areas, or directly into asphalt.

**LOOSE SOIL IS UNACCEPTABLE.**

Refer to the Attached Anchor Point location Diagram for locations and quantity, 1 for each anchor point



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 can carry a minimum of 200 lbs tension load per anchor point. Connect the tie down straps to the sand bag pouches. Remember to install sand bags at such distance from the ride that the ride straps connected to the shackle would be taut.



## OPERATION OF THE RIDE

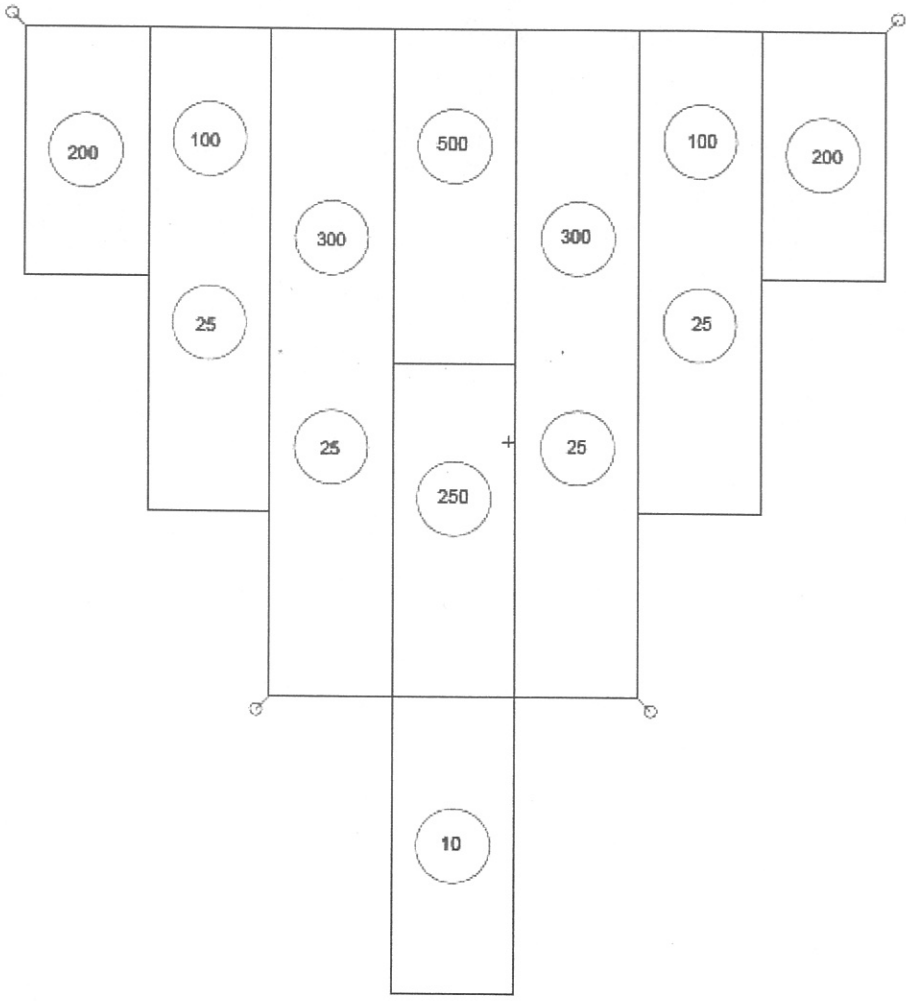
1. Players use a hula hoop to try and hit the targets.

# Anchor Point Locations

Hula Hoop Toss and Mini Hula Hoop Toss  
Anchor Points  
4 lower level



## TOP VIEW



## SAFETY FIRST

Below Warning Sign is attached and made part of each inflatable. All rules should be followed for rider's safety.

**DO NOT operate this GAME without the Supervision of a Responsible, Adult Attendant present at all times**

- ▲ **EVACUATE** this Game in an orderly manner if;
  - The blower stops and the Ride deflates
  - Winds Exceed 15mph, it rains or lightning's
- ▲ **DO NOT** allow people to Use the Game if they consumed alcohol or illicit drugs

\*Refer to attached User's Manual for additional Safe Operation Instructions

**bouncebuy**  
www.Bouncebuy.com

### Inflatable Game

▲ This Ride requires electric Blowers  
Heed Blower "DANGER" sign!

▲ WARNING, this Ride must be Anchored!  
See Owner's Manual

**CAUTION**

**PLAYER'S RULES**

- **NO** rough play, wrestling, tackling, bumping or kicking
- **PLAY AWAY** from the others
- **DO NOT** climb up or get on the game
- **KEEP AWAY** from the electric Blower(s) and Cord(s)
- **STEP AWAY** immediately if the Ride begins to lose air or if advised by the attendant
- **NO** food, drinks, gum, pets or silly string is allowed

**FAILURE to follow these RULES could result in someone getting HURT!**

## ADDITIONAL SAFETY RULES

1. No player should be allowed on a partially inflated unit.
2. All Inflatables should be securely anchored and fully inflated before any players are allowed to play.
3. Under no circumstances is climbing on the exterior of the inflatable allowed.
4. Responsible adult supervision is required at all times while the inflatable is in use. Minimum required operator/attendant: one (1)
5. Do not install inflatables near a pool.
6. Caution should be exercised when lifting and handling the equipment.
7. All extension cords and straps should be placed in such a manner that no one can trip on them. Also, no electrical cords should run through puddles or near a pool.
8. Never remove the ground pin from the cord.
9. Refer to the Wind Force scale on Page 8, to assess the wind speed.
10. Always use safety mats (Gym Mats) around the inflatable if it is installed/used on hard surface such as concrete etc....
11. Additional players must be at least 10 feet away while waiting for turn.

In addition to this "**OWNER'S MANUAL**" each inflatable comes with "**OPERATOR USER/ATTENDANT MANUAL & SAFETY RULES**" which must be inserted in the special pocket permanently attached to each inflatable and should always stay with the inflatable, for the operator, user or the attendant's reference for safe operation.

## EMERGENCY EVACUATION PROCEDURE

The Attendant, before operating the ride, must familiarize himself with the ride's 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 the riders to calmly and orderly leave the ride via the entrance/exit.

All rides that have permanent roofs feature Escape Hatches on the roof. The Attendant may choose to have the riders exit the ride through these easily accessible escape hatches. All rides, such as The Challenge, that do not have roofs offer the Attendant the alternative of allowing the riders to exit the ride through the wide openings around the unit.

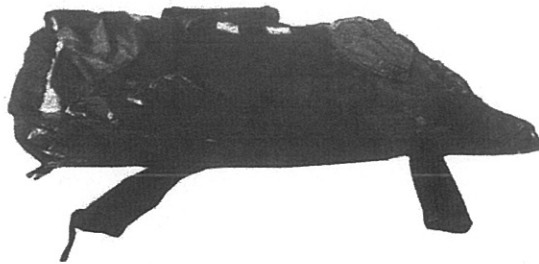
If the Attendant determines the weather conditions warrant closing down the ride or in the event of a power failure, the following procedure shall be observed:

1. Stop riders from entering the device, including parents.
2. Riders in the bouncer shall be told to leave through the entrance in an orderly manner, as rushing may intimidate smaller and more timid riders.
3. Riders on the lower section of the climb shall be advised to climb back down and exit through the obstacles portion.
4. Riders on the upper part of the climb and the slide itself shall be instructed to proceed to the slide and exit the normal way. Apply the normal slide rules of one person on the slide at a time.
5. Deflation time is approximately 45 seconds and riders may safely slide down and exit. Evacuation time is 30-45 seconds.

## DEFLATION PROCEDURES

Before deflating any unit, make sure you remove any debris that may have been left behind. Check to make sure no objects have fallen into the seams of the unit, i.e. pens, pencils, etc....

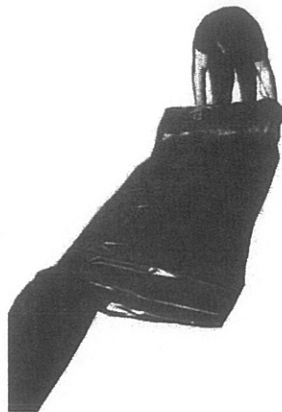
1. Make sure there are no children inside or around the unit before you turn the switch off and unplug the blower.
2. Disconnect the air tube from the blower and untie the second air tube. Let both air tubes lie parallel to each other so the air can escape freely.
3. As the unit deflates, arrange the columns to fall on top of the base making sure the deflated unit is evenly spread out.



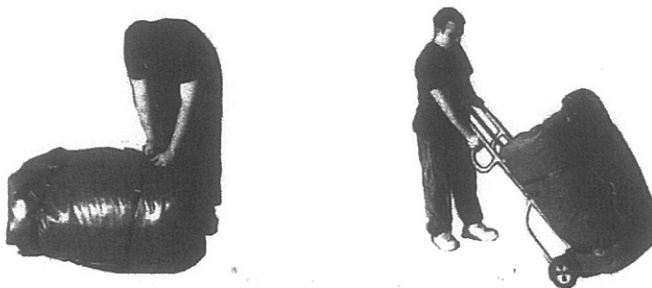
4. Standing in front of the unit (entrance), fold the left side and the right side so they meet in the middle and then fold one side over the other.



5. Roll the unit towards the air tubes and then tuck the air tubes into the roll.



6. Secure the roll with each strap tied into a slip knot and dolly the unit into a dry area for storage.



## **BLOWER INSTRUCTIONS**

1. **Applications:**

The primary application for the blower is the pressurization of inflatable interactive games and other types of inflatables requiring sustained high air pressure.

2. **Operation:**

Place the blower in the desired area pointing towards the inflatable. Place the blower on a stable surface. Attach the inflation tube around the exhaust opening by means of a strap. Cinch the strap tightly, being sure that it has gripped the blower behind the raised portion of the exhaust, to assure the inflation tube is correctly and solidly attached. Plug the cord into a grounded outlet or extension cord that has been grounded through a GFCI. Turn on the singly speed switch.

3. **Safety Information:**

- 3.1. Do not use in standing water. Even though the blower may be described as weather resistant, do not run blower when there is a chance of getting motor and wiring wet or damp.
- 3.2. If blower gets wet, and water is inside blower, tip the blower to drain water out of the drain holes. Once water is drained, allow blower to dry thoroughly before resuming operation.
- 3.3. Keep children away from blower while plugged in and / or in operation.
- 3.4. Ensure that the power source is sufficient for the power requirements of the blower.
- 3.5. Do not look into the discharge outlet of the blower. Foreign objects may become dangerous projectiles.
- 3.6. This blower is to be operated only with the proper safety guards in place to prevent persons and objects from contacting the revolving blower wheel. Any other use voids the warranty and creates unsafe conditions.