

SAFETY

PLEASE FOLLOW THE FOLLOWING IMPORTANT SAFETY RULES to protect your children and eliminate damage to the jumping Castles.

As a supervisor or parent you need to follow the rules below:

- Always operate under the supervision of an adult.
- Castle sizes 4.5m x 4.5m – Suitable for children 3 to 14 years of age with a maximum of 12 children at a time.
- Castle sizes 6m x 6m – Suitable for children 3 to 14 years of age with a maximum of 15 children at a time.
- Extra caution and supervision is required for children ages 3 and under.
- Never allow older kids to bounce with children 3 and under unless they are properly supervised by an adult.
- Individuals with head, neck, back or other muscular-skeletal injuries or disabilities, pregnant women, small infants and others who may be susceptible to injury from falls, bumps or bouncing are not permitted in the unit at any time.
- No food or drinks permitted at any time.
- No flips or extreme horseplay permitted.
- No silly string or streamers permitted.
- DO NOT bounce or step near the entrance
- Remove shoes, belts, glasses and jewellery, especially rings and studs.
- No sharp objects allowed inside inflatables.
- No pets near the Castle at anytime.
- Stay of netting at all times and don't lean on it purposely.
- Keep toddlers away from putting netting in mouth.
- No persons over 100KG's allowed inside inflatables.
- Separate groups of children according to size and/or age.
- No one is allowed in inflatables while it is being inflated or deflated.
- NO children to touch or play with motor.
- In case of rain and/or lightning, have children exit Inflatables and turn off motor.
- In case of accidental power outage to unit, have children exit inflatable immediately and then check for power disconnection.
- Damage to the castle will incur a fee for repair by the hiree.
- Persons who do not follow the safety rules should be excused from play immediately.

A safety sheet will be provided on the day and will need to be signed by the adult or supervisor in charge.