



Date: Feb 2018

HIPPO CHOW DOWN OPERATING INSTRUCTIONS

This instruction manual should be used in conjunction with Inflatable 2000, Inc. Operations Manual. Specific rules that apply to the Hippo Chow Down are detailed in this manual. Always read the “Safety Rules” label attached to the inflatable game prior to operation. This label will specify any instructions relevant to the game ensure safe operation.

MODEL NUMBER:	<i>Hippo Chow Down SKU 182</i>
SERIAL NUMBER	
DIMENSIONS	30'x30'x6'
INFLATION FAN REQUIREMENTS	(1) 1.5 HP blower (Reverse air louver assembly)
MINIMUM ANCHOR / TETHER POINTS	(6)
MAXIMUM WEIGHT RESTRICTION	275 LB EACH RIDER / 1,100 LBS TOTAL
MINIMUM HEIGHT REQUIREMENT	44"
MAXIMUM HEIGHT REQUIREMENT	80"
MAXIMUM NUMBER OF PARTICIPANTS	4
MINIMUM NUMBER OF TRAINED OPERATORS	1
IMPACT/EGRESS MAT MATERIAL MUST MEET ASTM F2374-17 SECTION	(2) 4'x4', (1) at each entrance (Sold separately)
TOTAL WEIGHT OF HIPPO CHOW DOWN	400 LBS



HIPPO CHOW DOWN OPERATING INSTRUCTIONS

1. Attendant(s) MUST be present and operating the inflatable unit at ALL times!
2. Set up your Hippo Chow Down on an incline of no more than 15 degrees.
3. Be sure the area that you will be setting your inflatable up is free of all debris including any rocks or sharp objects. Grass or hard ground is fine for set up as long as there are no rocks, debris or sharp objects.
4. Lay out a ground tarp to protect the inflatable.
5. Footprint of inflated Hippo Chow Down is: 30'x30x6'
6. Required clearance from adjacent obstacles is five feet (5') around with an additional 15' clearance from utility lines.
7. Required area for inflated Hippo Chow Down is: 40'x40'x11'.
8. Unroll the inflatable and attach (1) 1.5 HP inflation blower (producing minimum 650 cubic feet per minute – Reverse air louver assembly) to the inflation tube. Tie off any un-used air tubes and be sure that all zipper / flaps are closed.
9. Anchor the inflatable(s) before inflating. Using (6)18" stake at 75 % depth (i.e. 13.5") and 5/8" DIAMETER. Staking should be 90 degrees (i.e. perpendicular). Hard ground anchoring 50 lb minimum of sand or water bag. See "Anchoring for soft and hard ground surfaces illustration in manual. (Stakes provided)
10. Tie off any unused blower tubes.
11. Hook bungee cord(s) onto backing plate behind where the player will stand.
12. Stick bungee cord through the holes on the back wall of Hippo Chow Down, one cord per lane. The holes have Velcro around it so the backing plate will stick to it.
13. Then attach harnesses to the bungee cord by using the Carabiners provided.



- The Carabiners provided are Positron Screwgate with 5620 lbf @ closed gate strength. Once the Carabiner is attached, just screw the top closed. Your carabiner should not ever need to be replaced but if it does, you can purchase a new one at your local sporting goods store or just call Inflatable 2000 to purchase your replacement.

14. The bungee cord is 5/8 in diameter and (1) cord per lane is used. When children are playing, you may attach an additional 18" of 5/8 bungee cord (provided).
15. The Hippo Chow Down is to be anchored by at least (6) anchor / tether points (see pg. 9).
16. The Hippo Chow Down should not be operated in wind speeds in excess of 15 MPH. Deflate immediately if wind gusts develop.
17. Do not secure the inflatable to a vehicle (or any object) that could be inadvertently moved while the Hippo Chow Down is in operation.
18. You are now ready to inflate the unit.
 - The trained operator(s) should now perform an inspection of the attraction.
 - It is strongly recommended that any parts of the inflatable showing any signs of wear or distress (worn seams, tears in the vinyl, broken zippers, frayed bungee cords, broken buckles on harnesses etc...) be given special attention to, and immediately sent back to Inflatable 2000 for repair or replacement (at owners expense).
- (1) Trained operator(s) should be present at all times. Under no circumstances should the Hippo Chow Down (or any inflatable), be left unattended! During operation of the Hippo Chow Down, the trained operator(s) can stand anywhere around the game, as there are no obstacles disrupting the view of the game. The trained operator(s) should point out and make customers aware of the posted warning sign on the front or side of the inflatable. Operator(s) should keep all spectators at least 3' away from attraction.

RULES OF PLAY

NO GLASSES (eyewear) * NO SHOES * NO SHARP OBJECTS * NO HATS * NO FOOD, CHEWING GUM OR DRINKS * NO FLIPS * NO JUMPING * NO CLIMBING ON SIDE WALLS * NO FIGHTING OR ROUGH PLAY * NO FLIPS * NO BROKEN / SPRAINED BONES

You should not participate in this game if you should have any of the following conditions: Current or previous injury to the back or neck, any respiratory conditions including, but not limited to, asthma or bronchitis, chronic knee or any other joint conditions or pregnancy.

PARTICIPANTS SHOULD BE INSTRUCTED TO EXIT THE ATTRACTION IMMEDIATELY IN A CALM AND CONTROLLED MANNER SHOULD THE UNIT BEGIN TO DEFLATE.

If the attraction begins to deflate due to a power loss or otherwise, the total deflation time on the Hippo Chow Down is approx 5 minutes.

Should such an event occur, the trained operator(s) should advise the participants on an orderly exit and not allow any new participants to enter the attraction until the attraction re-inflates properly.

You are now ready to play the game!

With a trained operator at the unit, they will instruct riders to step into the inflatable.

- Each player must put on the waist harness which is attached to the bungee cord behind them and buckle the harness closed. The buckle is a 2" side release buckle. Clip the buckle and tighten the strap snug to your waist.



- When all (4) players are harnessed in, the attendant blows their whistle or gives the "Go" signal for the players to start the game.
- Each player races to the center ball area in an attempt to grab as many balls as they can and bring them back to their individual net, drop them in and race back to the center ball area for more balls.



- The game is over when the center ball area is empty and the winner is determined by the player with the most balls in their ball net.

INFLATABLE GAME ROLLING PROCEDURE

Step 1: Before breaking down any game, you should remove all accessories that may be applicable to game. Also be sure to use a quality broom and sweep the surface of the game free of any debris. Check to make sure that no sharp objects have fallen into the seams of the game, i.e pens, pencils, etc... Items such as these can cause minor / major damage to the game during the rolling process.'

Step 2: Unplug the blower. As the game begins to deflate, go around and open all of the deflation flaps that may be located on sides or back of game. Allow the game to deflate to its natural state. Walls may have a tendency to fall outward. Depending on the inflatable, it could take from 5-15 minutes to deflate completely.

Step 3: Folding the game... You will need a second person to help fold the game. At this point, you will want to fold the game in thirds. Each helper will grab a corner and at the count of 3, you will both fold the game over. You may not get a perfect fold, so walk the game (shoes off) and try to line up so that both ends match. Repeat the same procedure for the other side. To help the air out of the inflatable, be sure that the blower tubes are facing out and walk the inflatable towards to blower tube to walk the air out if possible. Depending on the game, the game should be approx 3'-4' wide X whatever length applies.

Step 4: Rolling your inflatable... As noted above, you want to roll the inflatable so that the inflation tubes are extended out making it easy to walk the air out of the inflatable so the inflatable becomes pretty flat making for an easy roll. Roll your inflatable from the front to the back of game. 2 people should roll the game tight much like a sleeping bag. If you have a third persons help, have the third person walk inside of the roll, again helping the air escape and smash down any bumps of vinyl to ease in the rolling process. Be sure that your roll is straight on both sides and tight. As you come towards the end of the roll. Take the game strap and place it as far under the rolled inflatable as you can reach so that when the game is completely rolled, one helper can grab the end, another can grab the other end. Game straps may have an "Alligator" mouth or a D-ring to bring through to tie the game strap to the inflatable.

Step 5: With both persons helping, stand game on end. Place the storage bag over one end of the game and work down as far as you can to cover the entire inflatable. Rotate the game 180 degrees and pull the bag up over the top of the game. Tie the bag closed. Lay the game onto a four wheel dolly and roll it backwards to the storage area.

Game Roll Diagram



Step 1: Lay the game out flat. Seam all edges.



Step 2: Fold the game in 3rd's by folding one side in.



Step 3: Fold in the other side.



Step 4: Roll the game into a roll by starting at the front and working back towards the inflation tube.



Step 5: Use a game strap to secure the roll.



Step 6: Place the game into a Game Bag or Game Wrap.



End Result

WARNING: Inflatable Games are very heavy. Do not attempt to roll or move these games by yourself. When lifting any type of heavy weight, be sure to lift with your legs and not your back. If in doubt about your ability to move something, GET HELP.



Repairs

- ✳ To repair small tears up to 12" use "Single Patch Method" as follows.
- ✳ Cut an oval or round vinyl patch approximately 4" larger than the cut.
- ✳ Clean the area around the tear.
- ✳ Apply HH-66 vinyl glue on the patch and on the surface of the inflatable.
- ✳ Allow the manufactures recommended drying time before applying the patch to the inflatable as indicated on the label on the container.
- ✳ Place the patch covering the cut area and apply pressure for 1 minute. Refer to the glue manufactures label for the recommended time for glue to dry once the patch is applied.
- ✳ If the "Single Patch Method" is not a viable option use Tear Aid for a temporary repair until you can apply the "Single Patch Method" or send the unit to a repair facility.

If there are any signs of wear on your inflatable such as seam wear to your vinyl, frayed bungee cords, zipper damage, please send your slide in for immediate repair (at owners cost).

- Frayed bungee cords mean any part of the cord that does not look smooth and seamless and that may look like the cord is falling apart. If this happens, stop use immediately and call Inflatable 2000 only, to replace the cords at your cost. A good idea may be to have a set or two extra on hand so as to not stop your event.
- Broken buckles for the harness could mean that one of the teeth have broken or any part of the clip has cracked, causing the buckle to not close properly. If this happens replace the clip immediately by calling Inflatable 2000 for replacements at your cost.

Your inflatable is made of a PVC coated vinyl, is Flame Resistant and meets or exceeds National Fire Protection Association (NFPA) test method 1 and test method 2. The Flame Resistant material used will not be removed by washing. Your inflatable can be washed (while inflated) with water and a mild cleaner/ degreaser. Allow unit to dry completely before packing up so mildew / mold doesn't occur. Harsh cleaners or bleach should not be used. Your inflatable is Flame Retardant and Phthalates free. If you have any questions or further assistance, you may call INFLATABLE 2000 @ (888) 463-5848. Manufactured by Inflatable 2000, Inc. 207 N. Aspan unit 6, Azusa, CA 91702

Date: _____

PRE-OPERATION INSPECTION

Location: _____

Team Leader: _____

NA – Not applicable

OK – Satisfactory

US – Unsatisfactory

Area clear of debris?		
Outlet tubes and zippers in tact?		
Any rips, tears or holes on any piece?		
Seams torn or split?		
Carabiners, D-rings sound?		
Bungee cords torn or frayed?		
Buckles strong with clips in tact and not broken?		
Anchor points in tact?		
Ride structure & moving parts sound?		
Nuts and bolts secure?		
Walls & floor sound?		
Proper inflation of game and pedestals?		
Headgear sound?		
Rope torn or frayed?		
Harness torn or stretched?		
GFCI?		

Comments:

List all rides on site with names of all staff:

Disclaimer: This checklist is intended as a suggested guideline for inspecting. It is recommended that inspections include but are not limited to the items listed on this form.

