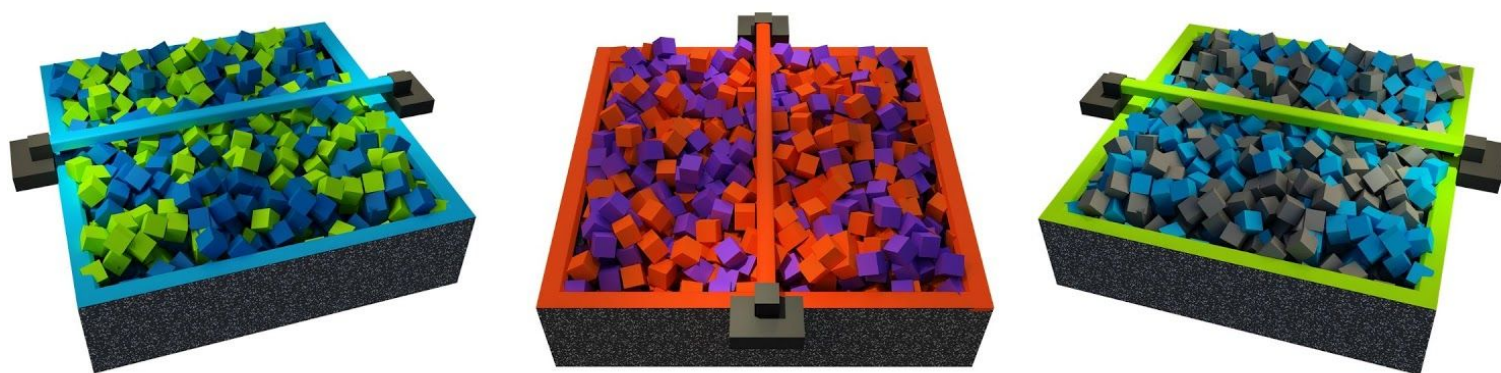




BATTLE BEAM

Owner / Operator Manual



BATTLE BEAM MANUAL

TABLE OF CONTENTS.

3	Overview
3	Structure & Use
4	Court Attendants
5	Responsibilities
6	General Rules
7	Signage & Patron Education
9	Inspection & Maintenance
13	Cleaning
15	Risk Assessment
19	Conclusion
19	Appendix A - Terminology & Pictures
23	Appendix B - Daily Inspection Chart

↑ Overview

This manual contains proper operational procedures which ensure the safest and most enjoyable experience for customers and employees. The following information is for the purpose and intent to provide owners and operators with operational procedures and inspection/maintenance recommendations that will facilitate top performance of the equipment, as well as longevity of the product. Your attraction is constructed by following the specified procedures and using quality materials, all in compliance with the industry standards. This manual covers categorical recommendations as well as details on specific components and features.

The **Battle Beam** is a balance competition challenge positioned over a foam or Air Bag pit. It is critical for owners and operators of an amusement destination to become familiar with the design, function, roles, rules, and instructions for care found within this manual. For any additional inquiries regarding specific needs not found in this manual, please contact Fun Spot® directly at [+1 \(706\) 376 8989](tel:+17063768989).

MANUFACTURER'S NOTE: According to ASTM F2970-17, Section 14.2 - all owners/operators must notify the manufacturer of all major incidents that occur at this attraction. Any patterns of repeated major incidents should also be reported.

⇒ Structure & Use

The design of a Battle Beam will generally be the same at every location, though the location may vary. Some parks will feature the Battle Beam over **foam**, while other parks may feature it over an **Air Bag**. The constant is the structure itself. The Battle Beam is permanently* secured at either end of a foam or Air Bag pit. Fun Spot® installers are trained to follow instructions to specific details in the installation process, so maintaining the use of the Battle Beam with its designed purpose is crucial for structure integrity and longevity. Misuse of the structure's features could compromise safety; therefore, **managerial training during the installation is critical** (see Inspection & Maintenance section, pg. 9).

To protect the longevity of the Battle Beam and the integrity of the foam or Air Bag pit, participants should never exceed the court's **max capacity**. Each foam or Air Bag attraction will have a different max capacity, determined by the number of attractions combined. The Battle Beam allows **two to compete at once**. Some pits will also include two or more attractions because the length and size affords space for multiple uses. The Battle Beam should never have the two-person limit exceeded, and must maintain a safe distance from other attractions featured in the same "pit".

MANUFACTURER'S NOTE: The Battle Beam is intended to be a permanent structure. Assembly and dismantling of this attraction should be done by a professional Fun Spot® installer only.

Court Attendants

Out of all of the roles in a trampoline park, the **Court Attendant** has the most interactive and dynamic role. Upon first glance, one might presume they are the "lifeguards" of the courts - but they are far more. Instead of being stationed off to the side, observing and engaging only when someone breaks a rule or requires assistance, they are part of the park's high-energy atmosphere. This role is exciting, fun, and rewarding! Court Attendants keep the courts safe and actively contribute to the fast-paced experience.

Since each Court Attendant is a point-person for the facility, they need to always be in uniform and **easy to recognize** by any customer. The park's shirt is required for each shift, as well as proper shorts/pants and shoes according to the dress code laid out by the managers. Court Attendants cannot wear excessive jewelry, large earrings/bracelets/necklaces, or studded belts in case they must enter the court to help someone.

To correctly staff this attraction, a ratio should be recognized. The industry standard ratio for Attendants to Patrons, is 1:32, **and should never be exceeded** (also see ASTM F2970). One CA should be present at the Battle Beam every time it is in use.

For a more comprehensive understanding of the Court Attendant, please refer to the Fun Spot® Court Attendant Manual.

Responsibilities >>>>>>>

Court Attendant placement will vary depending on the size, shape, and features of the **Battle Beam**. For all Court Attendants that will monitor the Battle Beam activity area, there are some foundational responsibilities they should be ready to fulfill throughout their shift:

1. **Teach** each participant the **safety guidelines** as necessary. Instead of focusing on what *not* to do with correction, focus on teaching the guests **how to safely use the equipment**. This instruction can be verbal or with safety signage that is in plain view.
2. **Be mindful** of participants' of different sizes, and maintain **proper size separation** at all times. For example, a teenager should not face a smaller child that they do not know on the Battle Beam. Size separation is a crucial safety guideline for the Battle Beam area.
3. **Instruct** all guests waiting on the **platform and in the assembly area**. All the entry and exit points. Any exits to the Foam/Air Bag pit should not be blocked by spectators or those waiting to play (see ASTM F2970-20, Section 7.6 & 16.10). Spectators and guests should also not lean against any containment netting at any time.
4. **Quickly address** any guests that are **not using the equipment properly**, or not respecting another guest. Managers should get involved when there are guests with repeated violations of the safety guidelines.
5. When a Battle Beam is over capacity on busier days, CA's should take time to **direct** patrons to other obstacles. It is the CA's responsibility to make sure that the Battle Beam and its surrounding area never exceeds capacity or reaches a point of overcrowding.
6. Court Attendants should carefully **pay attention** to any participants that are exhibiting any signs of fatigue or exhaustion. CA's should constantly remind patrons about the purpose and location of the designated resting area(s) in the park.

General Rules

With the nature of this kind of recreational facility, playing at a trampoline park requires all rules to be carefully followed by every participant. Every guideline and rule for this attraction exists to ensure protection for the jumpers and the equipment. All participants must have access to the rules of play and must also observe the instructions of the operator at all times. Before entering the Battle Beam, the following rules must be observed:

Before Entry: >>>>>>>

- ☐ A properly **completed waiver** must be signed by guests 18 years of age and older, or by a parent/legal guardian for guests under the age of 18.
- ☐ Guests should weigh **no more than 300 lbs.** (136 kgs.)
- ☐ Guests should **not be wearing** large or loose jewelry, studded belts, or anything that could damage equipment or hurt another guest.
- ☐ Hard-billed **hats** are not recommended, and should be left outside the court during game play.
- ☐ Guests should be wearing appropriate **grip socks** - no shoes, bare feet, stockings, hose, or socks without approved grips.
- ☐ Guests should maintain their **jump pass** in a place that is easy for Attendants to see, and should be participating in the activity only during their purchased time.
- ☐ Pockets of participants should be **empty** at all times.
- ☐ **No gum or candy** is allowed during jump times.
- ☐ Attendants should make sure there are no guests under the influence of **harmful drugs or alcohol** (If an Attendant suspects that someone is under the influence, then they should notify a manager immediately).



Signage & Patron Education

Safety signs are always an important **educational** tool for the customers. Safety signage should always be clearly displayed at eye level, and in a contrasting appearance so they stand out. Rules signage should be placed near the entrance to Fun Spot® attractions. The following rules should be made clear, accessible, and legible:

ALWAYS:

- ☐ Listen to the instructions of the Court Attendants at all times.
- ☐ Wear appropriate **footwear** at all times.
- ☐ Keep your **pockets** empty.
- ☐ Pull back **long hair** into a ponytail, braid, or similar.
- ☐ **Only two guests** on the Battle Beam at a time.
- ☐ Play with other guests of **similar size**.
- ☐ End the game when someone **backs up past the black line** on the Beam.
- ☐ **Attempt to land in the pit** with your bottom or feet first.
- ☐ Wait until the previous guest has exited the pit before starting a new game.

DO NOT:

- ☐ Lay down or rest anywhere within the pit.
- ☐ Exceed the max capacity at any time.
- ☐ Use any foul language or **unsportsmanlike conduct**.
- ☐ Swing the jousting pads at another guest.
- ☐ Hit another guest's head with the jousting pads.
- ☐ Flip, dive, or jump "penciled" (rigid, straight line with feet-first) off of the Beam.
- ☐ Block entry and exit points of the Beam, or pit, on the platform. Keep a large space open for guests to enter and exit.

FOAM/AIR BAG PIT RULES:

- ☐ Guests should land on the foam/Air Bag with their bottom or back.
- ☐ Jumpers should never attempt anything outside of their current skill level.

- ❑ Any guest who falls off the Beam should make an immediate and direct exit to the nearest platform.

WARNING! Impact, flipping, climbing, and other activities can result in serious or fatal head injury, paralysis, bone fracture, and/or serious injury. Be responsible and **participate at your own risk**. Non-compliance may result in the loss of your paid activity time.

- ❑ Do not attempt any obstacle, skill or activity outside your own limitations, abilities, or skill level. Use involves inherent risk. Participate with extreme caution at your own risk.
- ❑ Do not participate if you have any health limitations, had recent surgeries, are under the influence of drugs or alcohol, or if you are pregnant.
- ❑ Failure to follow the rules and safety guidelines may result in loss of jump pass, serious injury or death.

GUEST RESPONSIBILITY

Everyone that enters a court or activity zone must have completed a valid liability waiver. Those under the age of 18 must have the form completed and signed by a parent, legal guardian, or someone with legal power of attorney. Prior to participation, all guests and accompanying adults assume full responsibility to ensure that:

- ❑ All waivers are properly executed.
- ❑ Everyone has reviewed the rules and viewed the safety video (if applicable).
- ❑ Everyone must have a valid jump/activity ticket before entering any activity zone.
- ❑ Guests and accompanying adults must completely understand and agree to follow all rules and staff member instructions.
- ❑ Everyone is in good health without any restrictions.
- ❑ Every guest and participant must be aware of those around them.
- ❑ Activities may involve individuals of different sizes, ages, and abilities; guest participation is at their own risk.
- ❑ Guests and accompanying adults assume full responsibility for their

actions and conduct.

- ❑ Guests and accompanying adults should also assume full responsibility of their own personal property, including, but not limited to, cameras, cell phones, shoes, handbags/purses, etc.
- ❑ Staff members reserve the right to relocate guests, accompanying adults and spectators to a different area at any time.

✖ Inspection & Maintenance

A **Daily** and **Weekly** inspection time should be observed in conjunction with the manufacturer inspection sheets (see Appendix B on pg. 22). The Daily and Weekly inspections must be done during non-business hours so that the inspector can also hear the components that are being assessed. These inspections should be completed by a CA or manager. Completed inspection sheets should be saved with a time-stamp* and stored digitally for up to three years (or according to an attorney's recommendations). Please review the Key Terminology section for reference of the components. For specific needs regarding the Battle Beam attraction, please contact Fun Spot® at the number listed in the Overview section.

***MANUFACTURER'S NOTE:** A digital daily inspection log (verified by timestamps) must be submitted for some warranties to be valid.

Daily Visual and Tactile Inspection

- ❑ Inspect all of the **padding** - verify it is properly secured, without tears or rips, and that it properly covers the openings or hard surfaces on the Battle Beam and the perimeter around the pit. Any loose padding should be immediately secured with the recommended bungee ties and hog-nose rings. There should be no gaps between consecutive pads or between pads and the platform. The padding on the top of the Beam should also feature the **black boundary lines** on either side. The black boundary lines should not be fraying or becoming detached from the padding.

- ❑ For **Battle Beams with Bosu Balls**: Inspect the Bosu Balls for proper

inflation level (see the Bosu Ball manual) and to ensure the feature is fixed to the Beam.

- ❑ Inspect all nearby **containment netting**, cables, and turnbuckles. There should be no holes in the netting, and the cables and turnbuckles should be tightly secured to anchor points above the pit.

- ❑ Examine the **Battle Beam Pit** area:

- ❑ **If a Foam Pit:** The foam cubes should be mounded evenly across the pit with a height of **at least 6" higher** than the neighboring platform. There should be no low levels or gaps in the foam cubes, especially around the Beam and around the platform. The cubes should be inspected for defilement or deterioration. Cubes that are stained, breaking apart, missing pieces or maintaining an unpleasant smell should be discarded and replaced.
- ❑ **If an Air Bag Pit:** Examine the Air Bag for defilement, tears, rips, or holes. Before the Bag is inflated, the walls of the pit should be inspected for exposed metal or sharp/jagged edges. The Air Bag should be inflated to the **recommended PSI** by the manufacturer (see Air Bag manual). Once the Air Bag is fully inflated, the Bag's catch response should **first be tested from platform-height**, then Beam-height.

- ❑ Examine all nearby **Graphics Panels**. All panels should remain undamaged and **secure** to keep guests from crawling underneath or behind courts or play areas during business hours.

- ❑ Survey any **additional features** like the stairs and jousting pads (see Visual Aid and Key Terminology on pg. 19).

- ❑ **Regular Battle Beam box/block steps:** Inspect for stability and connection to the platform and Beam. The stairs should be immovable, with protective edging secured around the edges and corners (or an undefiled padded exterior for new models).
- ❑ **Elevated Battle Beam stairs:** Examine stairs for anti-slip material and sharp or jagged edges on the railing or plexiglass. LED lighting strips (if applicable) should be properly attached

opposite of the plexiglass edges, and any electric outlet(s) should be covered.

- ❑ **Jousting Pads:** The vinyl covering should be without rips, holes, or defilement. The handles should be attached with no fraying of stitching or material. The inside padding should be even throughout and the seams should not be torn or loose.

- ❑ Remove any **trash**, obstructions, debris, or similar that was missed in the previous closing shift's cleaning.

Inspection During A Shift <<<<<<<

There are certain areas within every park that will require special attention. The Court Attendants will not only be monitoring the guests during their shift, but will also **be mindful of the equipment as it is being used**. Pads, netting, assembly areas, entry/exit points, as well as the wear on equipment throughout the day should be a constant priority of Court Attendants throughout their shift. In the event a component must be immediately replaced, netting or some sort of barrier should be established to close off the Battle Beam Pit area for servicing.* This is to protect the employee(s), as well as the guests. In most cases where proper inspection and maintenance has been observed, any components can be replaced during non-business hours and will not require immediate care.

*** MANUFACTURER'S NOTE:** If a portion of an activity area needs to be serviced during hours of operation, it should only be for an emergency scenario and should be closed off throughout the entire time of repair. If a repair is made, at least one Court Attendant should be standing on the perimeter of the repair area to keep jumpers away. Repairs during business hours can be dangerous if not done properly!

Post-Shift Inspection >>>>>>>

Post-shift inspections are generally very similar to pre-shift inspections in items of priority, however it should also include cleaning and sanitizing the used areas. Excessively dirty or functionally compromised areas should be made aware immediately to management. Post-shift inspections are often at the end of very busy times, **therefore extra care must go into the observations** Court Attendants make as they clean and review the pit and Battle Beam.

The Battle Beam is generally part of a larger “pit” with a series of attractions, such as a Bouldering Wall or Log Roll. For this reason, it is important to also review and become familiar with the Fun Spot® Foam Pit Manual or Air Bag Pit Manual for more general maintenance and inspection requirements.

Weekly Extended Inspection & Cleaning

- ❑ Inspect (and clean) **under the pit and platform** for debris, broken springs, overstretched springs, or loose bungee ties.
- ❑ **For Foam Pit:**
 - ❑ Verify there is **no liquid** under the pit.
 - ❑ Verify the pit trampoline mat is **at least 6" above the ground** while it is full of foam cubes. (See ASTM F2970-20, Section 7.8.7 and FIG. 3)
 - ❑ Clean the entire Pit of all foam cubes, sanitize them all (see Cleaning section on pg. 15), let them air dry, and then fill the Pit back up. After a cleaning, the height of the foam cubes should be 12" (30.5 cm.) above the height of the neighboring ground or platform.
- ❑ **For Air Bag Pit:**
 - ❑ Verify there is no liquid near blowers or under the pit.
 - ❑ Verify the blower(s) are functioning properly and the Air Bag is holding the **inflation point recommended by the manufacturer**.
 - ❑ Check the attachments of the Air Bag skirt to ensure the wall of the pit is covered and no wood or metal is exposed.
- ❑ Inspect **the padding** around the Battle Beam. All padding should be secured to the beam with no holes, tears, or defilement. The padding located on the top of the Beam should feature two distinct **black boundary lines**, not fraying or peeling from the padding.
- ❑ Inspect **the Beam and stairs**. The Beam should be fixed and secure in position over the pit and the platform, and the stairs should be immovable. Protective edging on regular Battle Beam box stairs

should not be peeling or missing. Stairs on an **Elevated Battle Beam** should have anti-slip material and the framing of the railing and stairs should be inspected for wear, sharp edges, or defilement.

- ❑ On **Elevated Battle Beams** featuring **Bosu Balls**: Inspect the Bosu Balls for proper inflation level (see the Bosu Ball manual) and to ensure the features are fixed to the Beam.
- ❑ Examine the **flooring and platform** around the Battle Beam pit area. Ensure there are no tripping hazards on the carpet-bonded foam, gaps in the platform, or unstable points around the court.
- ❑ Examine the **structural frame of the pit** for:
 - ❑ Structural integrity issues (no “swaying” or instability). Check all connection points, **especially anchors into the concrete**. Ensure there is no loose concrete or cracking.
 - ❑ Look for evidence of **rusted metal, rotting, or corrosion** anywhere on the steel structure.
 - ❑ Inspect all of the hardware that is securing the steel structure. If any bolts need to be replaced, only replace them with the **same strength and length as was originally installed**. If broken bolts are found, notify management before re-opening the attraction.
 - ❑ Exposed/sharp edges.

MANUFACTURER'S NOTE: Our assistance app, SUMBA, is recommended for all inspections. If SUMBA is not used, Operators and Management/Supervisors should also review the Daily and Weekly Inspection Sheets, the Maintenance Visual Aide and the Maintenance Manual for additional information about timing, processes, and visual cues for servicing a Battle Beam.

For maintenance-related questions, contact maintenance@funspot.com.

The intervals of maintenance for your park should be adjusted based on its use. The previously listed inspections and maintenance efforts are minimum recommendations.

Cleaning

Cleanliness is a large part of safety when it comes to adventure parks. A **Daily Cleaning** should consist of wiping and sanitizing the padding and any features on the obstacles that involve human contact. It is best to utilize a small amount of non-caustic cleaner^o that disinfects and sanitizes with a flat-head mop for hard to reach places, and a non-abrasive rag for features within reach. At the end of every work-day, Court Attendants should work together to make sure every part of the attraction is sanitized and disinfected. Platforms around this attraction should be vacuumed and kept clear of trash and debris. In addition to a **Daily Cleaning**, a more thorough **Weekly Cleaning** list should be observed as well:

- ❑ Areas around the court, behind fences, and underneath the nearby courts should not be eyesores. **Any visible areas** to guests should always be kept clean and tidy.
- ❑ A bi-weekly **sweeping** (under and around the play area) should be planned, but it must be done when the court is closed or when the park is not open to the public. *Do not* attempt to sweep under or around an attraction that has customers participating in activities!
- ❑ Thoroughly **wipe** down all features/components with a non-caustic cleaner^o. **All surfaces that come in contact with bodies and grip socks must be given a thorough cleaning throughout the day** - in addition to the Daily cleaning that should take place at the end of each day of use. Additional sanitizing/disinfecting should take place after the cleaning utilizing a diluted IA (70%) solution.
- ❑ Clean pads and column wraps more thoroughly with the use of an industry-standard **steam** mop. Do not hold the steam over the vinyl for more than a second. If the steam is on, keep the mop moving. If a section of padding needs to be scrubbed after the steam is used, turn the steam function off to safely focus on smaller portions at a time.
- ❑ Sanitize and **disinfect** the foam cubes with a manufacturer-approved spray (i.e. Lysol Disinfectant Spray). Discard any foam cubes that are

missing at least 1/4th of the cube. Discard cubes that have stains or unpleasant smells. If any cubes are discarded during a Weekly Cleaning, replacement cubes should be immediately added.

°For a current suggested list on specific cleaning products recommended by the manufacturer, contact Fun Spot® directly.

Risk Assessment

For Owners & Operators:

Before the Battle Beam attraction is open for use within your park, please review this Risk Assessment section to verify the proper procedures and policies are in place. All staff that will monitor this play area should be aware of the listed risks and the procedures with solutions for each feasible scenario. It is the manufacturer's recommendations that all EAPs and policies regarding risk management be logged and made available to all operating staff. It is also vitally important to review these procedures often as a part of a regular training protocol.

RISK #1 Impact injury as result of fall, user error, or equipment failure.

Solution A - The steel structure shall be fitted with foam padding. The padding is to be compliant with ASTM guidance for Gmax impacts and with a calculated HIC value under BS EN 1177:2008 or in excess of 1.5m. Gaps in padding must be minimized using angled padding joints where possible to ensure overlap at joints. In addition a briefing must be supplied explaining the inherent danger of landing on the padding. The Operator must ensure the briefing to all Participants is provided and that the Court Attendants are suitably trained and diligent in their duties. The Participants shall be briefed prior to entering any activity area. The briefing must explain the potential hazards and risks of undertaking the activity and the correct method for using the equipment. The Court Attendants must observe all Participants and recognize inappropriate behaviour and intervene, with appropriate action when necessary.

Solution B - The structural frame is manufactured as a robust steel structure with numerous uprights and bracing secured to the floor with anchors and a network of cross braces which spread the loads across the entire structure providing a structure capable of withstanding the repetitive dynamic loads plus an additional margin for safety. The Operator implements a procedure including regular inspections of the equipment to identify any damage or failure and a policy regarding prohibition from use should any weaknesses such as broken welds or missing hardware be identified. A robust procedure for the management of over-occupancy and over-crowding scenarios must be implemented and effectively managed.

Solution C - An Emergency Extraction Mat can be available upon request of the Owner/Operator to assist easier exits for injured guests. EAPs should be finalized by the Owner/Operator with local paramedics or first responders.

Solution D - Daily inspections will be maintained by the Operator to address any equipment needs before hours of operation. If the Operator is unable to fix a safety component or feature of the Battle Beam during non-business hours, the attraction should be closed until the component is fixed.

RISK #2 A Participant is injured through interaction or entanglement with the equipment, including items such as jewelry and hair.

Solution A - All guests are instructed (through safety signage, video instructions, verbal instructions, or a combination) before entering a court to remove all jewelry and to braid or tie back long hair.

Solution B - The Operator will ensure to train Court Attendants to address potential entanglement issues before they happen.

RISK #3 Friction or abrasion injury as a result of impact.

Solution A - Participants shall wear grip socks to assist in keeping their footing when climbing stairs or when standing on the Beam.

Solution B - The Operator will ensure Participants are encouraged to always play within their skill level, and only face guests of similar size.

Solution C - The Foam Pit shall have a consistent foam height that exceeds the height of the neighboring platform, with industry-standard foam cubes. The Foam Pit will be “fluffed” throughout the day to maintain an appropriate foam cube height during business hours.

Solution D - The Air Bag shall be inflated to the manufacturer’s recommendations and tested before business hours of operation.

Solution E - Court Attendants will be trained to stop the game when a player is backed up past the black boundary line.

RISK #4 Injury caused by mental overload/underload of the Court Attendant leading to human error.

Solution A - The design of the park shall ensure a suitable number of viewing points for Court Attendants and should endeavour to avoid blind-spots. A policy of staff-rotation and effective staff management can and will reduce the effects of over and under loading on staff. Supervisors should maintain a rotation to avoid mental fatigue and keep the monitors mentally sharp and fresh.

RISK #5 Injury caused by fatigue of guests.

Solution A - If a patron suddenly feels faint or exhausted, Safety Padding is provided over all hard impact surfaces within the play area, and the platform is covered with carpet-bonded foam.

Solution B - Court Attendants are trained to observe signs of exhaustion or hindered physical activity due to fatigue. A designated resting area should be provided by Operators so that participants may safely rest outside of the structure.

RISK #6 A participant is injured through impact/contact with another player or guest.

Solution A - The distance between entry points of the pit is fixed to mitigate the risk of contact between two participants, especially in the event the pit is shared with another attraction (such as a Log Roll). A fixed max capacity is established and the Court Attendants are trained to never exceed that number.

Solution B - Spectators shall be instructed on safe observing areas, and Court Attendants will keep assembly areas and exits from the Foam Pit clear at all times.

Solution C - The jousting pads are made up of industry-standard impact attenuation material and Court Attendants are trained to immediately address any guests not using the equipment appropriately.

Solution D - The Operator will ensure Participants are encouraged to always play within their skill level, and only face guests of similar size.

Solution E - Court Attendants will be trained to stop the game when a player backs up past the black boundary line or too close to the entry stairs.

Conclusion

The Battle Beam is an extremely popular attraction for Foam and Air Bag Pits in an adventure park, and requires proper training before patron use. For more information about Fun Spot® and our safety and operations training program, contact Fun Spot® at:

+1 (706) 376 8989 and FUNSPOT.com.

For more maintenance related questions, please refer to the Maintenance Manual, the Maintenance Visual Aide, and the following Appendix.

Additional questions may also be conveniently submitted to:

maintenance@funspot.com

Appendix A - Terminology & Pictures

ATTENTION OWNERS/OPERATORS:

Management, Operators, and Court Attendant employees should familiarize themselves with the **following terminology and standards**. For additional information on any equipment and maintaining proper function, please refer to the Fun Spot® Visual Aide and resource library.

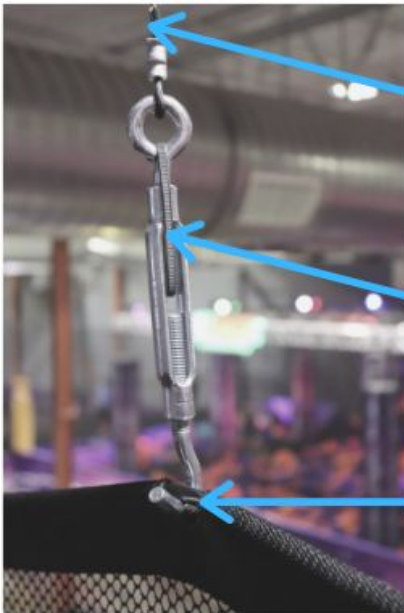
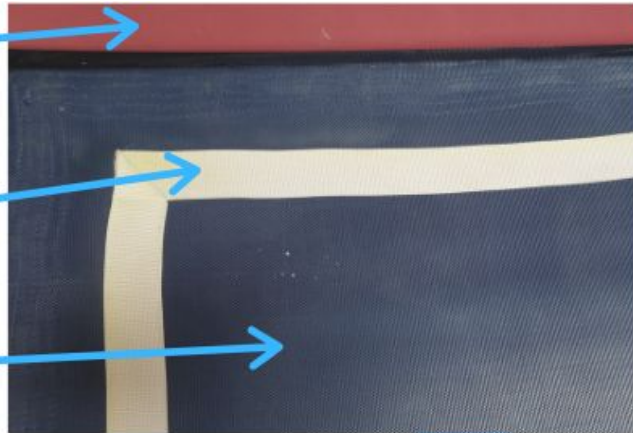




Safety Pad
Should be undefiled, secured with bungee ties, equal thickness of padding throughout, with no tears or holes.

Webbing
Should be secured with proper stitching with no tears, holes, or fraying of material.

Trampoline Mat
Should be unblemished, secured with intact springs, with no tears or holes.



Cable
Should be attached securely to a stable anchor point and turnbuckle with no fraying of metal strands.

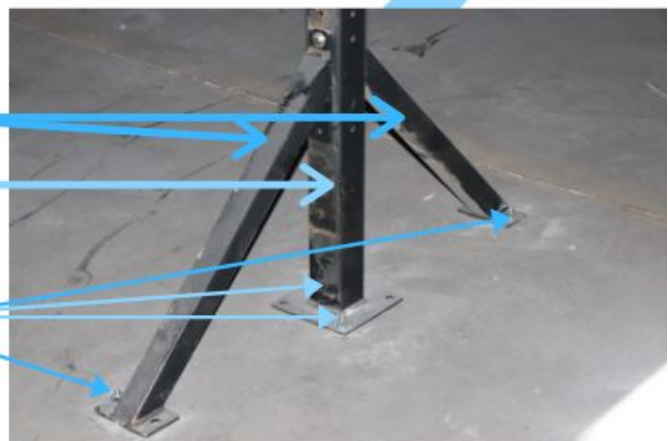
Turnbuckle
Should be attached securely to a cable and netting grommet with no blemishes.

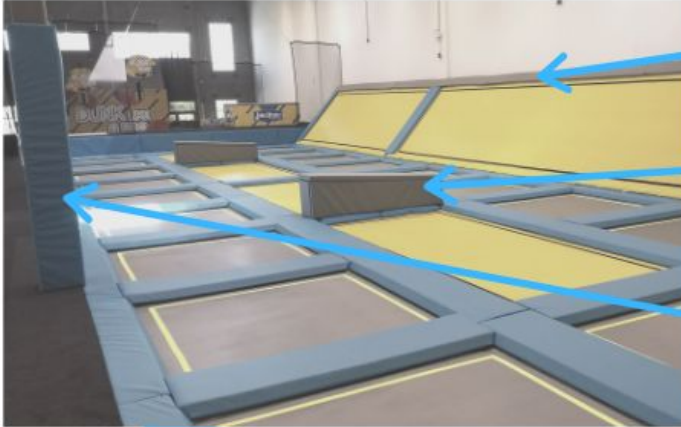
Netting Grommet
Should be attached securely to a turnbuckle with no tears or fraying of material.

Base Post Angled Braces

Frame Base Post

Hardware should have a minimum of two (2) bolts in opposing diagonal corners on each Base Post, with at least one (1) bolt in each Angled Brace on the opposing sides.
For example, in the picture:
The bolt on the nearest Angled Brace is on the left side, while the bolt on the opposing Angled Brace is on the right side.





Perimeter Pads

Should be securely tied, leaving no gaps between courts and netting, walls, or platforms.

Parkour Obstacles

Padding should be undefiled with equally distributed foam. The box should be immovable with tightly attached padding.

Padded Walls or Pillars

Any hard surface within 60" (152.4 cm) of a trampoline entry point should be completely covered with protective impact attenuation material.

Netting

Should be attached securely as a stable containment source for jumpers, with no gaps between courts, platforms, and walls.

Padded Railings

Like padded walls or pillars, any railing within 60" of an entry or exit point of a trampoline should be padded with secure and intact impact attenuation material.

Graphics Panels/Skirt

Should be unblemished and secured, enclosing all areas underneath and behind play areas and courts.



Springs

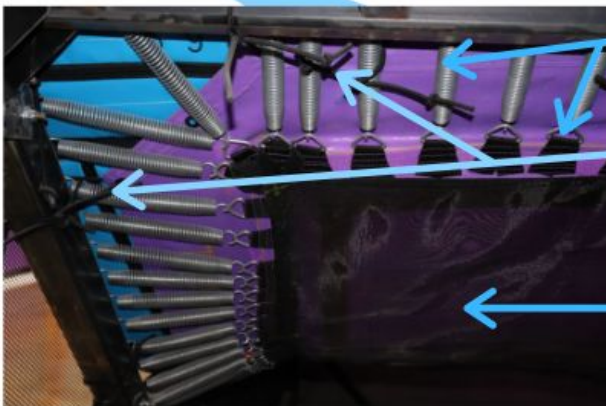
Should be not overstretched (see Visual Aide for more information), secure on steel frame, and hooked on to trampoline mat and redundant mat.

Bungee Ties

Should be connected through safety pad grommets and securely tied with hog nose rings from beneath the court around steel frame, and not wound or stuck in any spring coils.

Redundant/Secondary Mat

Should remain underneath each trampoline mat and securely attached by in-tact springs.



Appendix B - Daily Inspection Chart

ATTRACTION COMPONENTS	PASS	WATCH	FAIL	NOTES
Are all graphics panels/walls properly secured and undamaged?				
Are all safety and warning signs clearly displayed by the court/attraction?				
Are all railings or columns within 5 ft. (60") of any rebound device or entrance/exit properly padded?				
Are there any rips, tears or holes in the containment netting?				
Are all points of the containment netting properly secured with unblemished cables and turnbuckles?				
Are there any unstable points or potential tripping hazards on any nearby stairs or platform?				
Stairs/Steps: Inspect for stability and connection to the platform and Beam. The stairs should be immovable, with protective edging secured around the edges and corners. Elevated stairs should have anti-slip material.				
Jousting Pads: The vinyl covering should be without rips, holes, or defilement. The handles should be attached with no fraying of stitching or material. The inside padding should be even throughout and the seams should not be torn or loose.				
WITH FOAM PIT				
Are there any foam cubes that are defiled, stained, or breaking apart?				
Are all perimeter pads properly secured around the pit?				
Are the foam cubes evenly mounded at least 12" higher than the surrounding platform?				
Is there any trash, dust, or debris in the Foam Pit?				
WITH AIR BAG				
Is the Air Bag stained or defiled?				
Are all perimeter pads properly secured around the pit?				
Does the Air Bag completely and evenly inflate?				
Is there any trash, dust, or debris on or around the Air Bag Pit?				

components lines were serviced.
Save all Inspection logs for your records, either digital or hardcopy, for at least 3 years or for the amount of time that your attorney/legal counsel advises.
For information regarding signs and timing of maintenance needs, review all of your individual attraction/feature manuals as well as the Maintenance Manual and the corresponding visual aids. Additional inspection and maintenance resources can be found on our operator's inspection and training app, SUMBA.
All inspections throughout the month should include obstructions, condition of impact attenuation materials and covers, placement and securement of impact attenuation materials, condition of trampoline beds and suspension system, condition of frame, condition of redundant bed or barrier netting underneath or behind trampoline beds, condition of containment system and netting, condition of communications devices, condition and placement of signage, condition of foam pit and impact attenuation block material, condition of nets/goals/hoops and similar, condition of balls or other devices, condition of emergency response gear and first aid kits, condition of assembly area, and condition of adjacent platforms, entrances, exits, stairways, lifts, and ramps.

THANK YOU FOR BEING A VALUABLE FUN SPOT CUSTOMER!

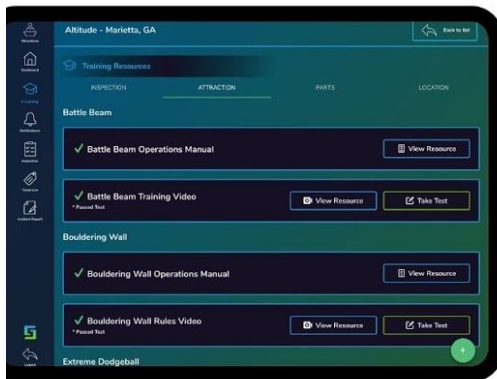
FS IS EXCITED TO PRESENT **S** U M B A

THE ADVENTURE PARK INDUSTRY'S NEW BEST FRIEND.



INSPECTIONS AND MAINTENANCE **MADE EASY**.
GUIDED STEPS, TIME STAMPS, MANAGER TOOLS, QR
CODES, PICTURE PROOF, REMINDERS & MORE -
EXPONENTIALLY INCREASING DEFENSIBILITY WITH A
SLEEK AND SIMPLE USER INTERFACE.

INCLUDING: OUR NEW
COURT MONITOR VIDEO TRAINING PROGRAM
WITH CORRESPONDING TESTS & STAFF LOGS
TO ENSURE THAT EVERY STAFF MEMBER IS
CORRECTLY TRAINED.
EVERY TIME.



INDIVIDUAL USER LOGINS, MAINTENANCE PORTAL, MAINTENANCE
RESOURCE VIDEO LIBRARY, OWNER AND OPERATOR STAT TOOLS -
AND MORE!

WE BUILD **SAFER** PARKS. ASK US HOW!



© 2020 Fun Spot Manufacturing, LLC. /// 1321 E. Franklin St. Hartwell, GA 30643
www.FUNSPOT.com /// No further reproductions or distributions are authorized.