

BIG AIR

ATTRACTION SAFETY GUIDELINES

AIR BAG ZONE

RULES OF PLAY

- One person per lane at a time. (Maximum of 3 people on the air bag at a time)
- No walking along the side trampoline to jump into the air bag.
- No head first diving into the air bag.
- No back flips/gainers.
- No climbing to the back of the Air Bag.
- No jumpers waiting on the trampolines during another jumper's turn.
- Land on butt or back.
- Weight limit: maximum 250lbs.



BATTLEBEAM®

RULES OF PLAY

- Follow all instructions of the Court Monitor.
- Pockets should be empty (No cell phones, cameras, keys, wallets, money, etc.)
- Only two people on the Battle Beam at a time.
- Pupil Stick Safe Zone From knees to shoulders.
- No head shots.
- No climbing, grabbing, or hanging on pads.
- No sticks off the beams at any time.
- No sitting, lying down, or resting on the air bag or the Battle Beam.
- No diving or head first entry onto the air bag.
- No foul language will be permitted.
- No throwing equipment.
- Do not jump or other guests on the air bag.
- No backing up or exiting on the Battle Beam (must exit onto the air bag).
- Exit the air bag immediately.
- May not cross the center line at any time.
- No texting.
- Both hands must be holding Pupil Stick at all times.
- Guests involved in overly aggressive play may be asked to leave the facility.
- Users must be in good physical condition.
- Battle Beam is not recommended for pregnant women and people with heart, back, neck and joint problems.
- Weight limit: maximum 250lbs.



THE BULLPEN™

RULES OF PLAY

- The Bull is designed for riders 48 inches or taller.
- Riders must be 250lbs. or less to ride this attraction.
- One rider at a time in the Bull Pen.
- Hold the rope with one hand only, under the white ball.
- If falling, let go of rope immediately and roll away from the bull.
- What ever you do, do not grab the bull by the horns.
- Exit the Bull Pen immediately after the ride.
- Follow the instructions of the Court Monitor.
- Pockets should be empty (No cellphones, cameras, keys, wallets, money, etc.)
- No large or loose jewelry, studded belts, keychains, etc.
- Remove eye wear before riding.
- No dresses or skirts.
- Riders must be in good physical condition.
- Mechanical bulls are not recommended for pregnant women and people with heart, back, neck, and joint problems.



DODGEball

RULES OF PLAY

- Team size will be determined by the Court Monitor.
- Start in the back of the trampoline with the balls in middle.
- Game begins when the Court Monitor blows the whistle.
- Grab a ball from the middle then return to the back before throwing the ball.
- Players may not CROSS or ENTER the neutral zone between sides.
- Once you are out, you must wait for the next game.
- You are out if:
 - Hit by an opposing player with a LIVE thrown ball.
 - No kicking or vanishing the dodgeballs.
 - You drop a ball while deflecting a LIVE thrown ball.
- An opponent catches a LIVE ball thrown by you before it touches the ground or net. (A player from your team also gets to jump back in)
- Definition of LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, official, or other item outside of the playing court/field, ceiling, netting, etc.)
- The Court Monitor's calls are final. NO EXCEPTIONS.
- Ignoring the Court Monitor's instructions will result in removal from court and possibly the facility.
- No abusive or foul language.
- No kicking or vanishing the dodgeballs.
- No head shots.
- No fighting.



HARNESSED CLIMBING

RULES OF PLAY

- Minimum 42" per climber
- They must be able to fit into a harness and use the carabiner themselves.
- One climber on the wall at a time.
- No loose jewelry.
- No foul language.
- Push off the wall to descend safely to the landing pad.
- Be aware of those underneath you and to the side of you.
- When observing stand away from the landing pad.
- Do NOT attempt to climb without a harness or being clipped in.
- Weight limit: maximum 250lbs.



MAIN COURT

RULES OF PLAY

- One person per trampoline
- No running or racing
- No climbing on railings, support columns, or main court attractions
- No flips over pads (from trampoline to trampoline)
- No sitting down or waiting on the court
- No more than 20 flips in a row
- Jumpers should never exceed max capacity
- Keep jumpers separated by size
- Jumpers should never attempt anything outside of their current skill level
- Jumpers should not be wearing large or loose jewelry, studded belts, or anything that could damage the trampoline or hurt another jumper
- Jumpers should be wearing appropriate Big Air trampoline grip socks only (no other footwear) is acceptable
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- Pockets of participants should be empty
- No gum, candy, food, or beverages are allowed on the platform system
- Monitors should make sure there are no jumpers under the influence of drugs or alcohol (If a monitor suspects that someone is under the influence, then they should call a court leader or Manager immediately)
- Recommended anyone wearing glasses to either wear goggles over their glasses or, if possible, go without glasses to prevent their glasses from being lost or broken during the activity.
- Weight limit: maximum 250lbs.



THE GAUNTLET

RULES OF PLAY

- Participants must weigh no more than 250 lbs. (113.4 kg)
- All participants must wear appropriate footwear at all times. Closed-toe athletic shoes are recommended.
- All participants have two attempts to complete an obstacle. After two attempts, the participant must progress to the next obstacle on the course.
- No pushing or aggressive behavior towards another participant is allowed at any time.
- Pockets must be empty at all times.
- No candy, gum, or food of any kind is allowed on or near the course.
- No disrespectful conduct or language is allowed at any time.
- No phones or cameras allowed on the court
- Participants with long hair must keep it pulled back in a ponytail, braid, or similar.
- Do not attempt any obstacle that is outside of your current skill and ability.
- Do not attempt either course if you are pregnant, have a heart condition, back condition, or are wearing a cast on any part of your body.
- Remain courteous to other participants and court monitors.
- Observe the instruction of any court monitor.
- Every participant attempts the obstacles at their own risk.
- Weight limit: maximum 250lbs.



EXTREME PARKOUR

RULES OF PLAY

- Participants must weigh no more than 250 lbs. (113.4 kg)
- All participants must wear appropriate Big Air grip socks at all times
- All participants have the option to run against the timer or for fun.
- No pushing or aggressive behavior towards another participant is allowed at any time.
- Pockets must be empty at all times.
- No candy, gum, food, or beverage of any kind is allowed on or near the course.
- No disrespectful conduct or language is allowed at any time.
- No phones or cameras allowed on the court
- Participants with long hair must keep it pulled back in a ponytail, braid, or similar.
- Do not attempt any obstacle that is outside of your current skill and ability.
- Do not attempt either course if you are pregnant, have a heart condition, back condition, or are wearing a cast on any part of your body.
- Remain courteous to other participants and court monitors.
- Observe the instruction of any court monitor.
- Every participant attempts the obstacles at their own risk.



HEAD 2 HEAD

RULES OF PLAY

- Pockets should be empty (No cellphones, cameras, keys, wallets, money, etc.)
- No running.
- No sitting, lying down or resting on the trampoline.
- No foul language will be permitted.
- No candy, gum, food, or beverage of any kind.
- Do not attempt game if you are pregnant, have a heart condition, back condition, or are wearing a cast on any part of your body.
- No kicking or hitting.
- Exit the trampoline area immediately after the game is over if there is a line.
- Guests involved in overly aggressive play may be asked to leave the court or facility.
- Weight limit: maximum 250lbs.



THE ORBIT

RULES OF PLAY

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| <p>DO</p> <ul style="list-style-type: none"> • Have a maximum of 4 Jumpers at a time • Jump the sweeper arms • No flips • No climbing on walls • HAVE FUN! <p>WHO SHOULD NOT PLAY:</p> <p>People should not use this ride if the player:</p> <ul style="list-style-type: none"> • Is shorter than and/or heavier than 250lbs • Is Pregnant • Is under the influence of alcohol or drugs | <p>DO NOT</p> <ul style="list-style-type: none"> • Swing on any of the sweeper arms • Ride the Sweeper Arms • Grab/Hold any parts of the sweeper arms <p>MIN. HEIGHT: 48 inches
WEIGHT LIMIT: 250 lbs</p> <ul style="list-style-type: none"> • Suffers from any of the following: Epilepsy, Muscular Complaints, Neck or Spinal (Back) problems, or any other Physical Ailment that will inhibit the participant to ride safely |
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FLIGHT ADVENTURE

RULES OF PLAY

- Pockets should be empty.
- No running.
- One at a time on the Flight Adventure.
- No touching or grabbing the TV.
- No foul language.
- Be respectful of others waiting to jump.
- Weight limit: maximum 250lbs.

AT NO TIME WILL BELONGINGS LOST ON THE TRAMPOLINES OR IN THE FOAM PIT BE RETRIEVED.

Big Air is not responsible for lost, stolen, or broken items.



WARPED WALLS

RULES OF PLAY

- No pushing or horse play of any kind on the Warped Wall.
- Do not attempt any skill or activity outside of your own personal limitations, abilities, or skill level.
- Only one person should attempt, or be on the Warped Wall at a time.
- Climb only on the Warped Wall side of the structure.
- Do not attempt the Warped Wall without a Team Member present, and always follow their instructions.
- Weight limit: maximum 250lbs.



BIG AIR

ATTRACTION SAFETY GUIDELINES

ZIP LINE

RULES OF PLAY

- Pockets should be empty.
- One person at a time on the Zipline.
- Guests must wait for previous guest to exit the air bag before going.
- Guests must hang from the Zipline with their hands.
- No tricks off of the Zipline.
- Guests should land on their rear or their back.
- Exit the air bag immediately.
- Weight limit 250 lbs.



BIG slam

RULES OF PLAY

- Follow the instructions of the court monitor at all times.
- Only one (1) person on each trampoline at a time.
- No hanging on the rim.
- Exit the trampoline surface immediately.
- Must be in good physical condition.
- Big slam is not recommended for pregnant women and people with heart, back, neck and joint problems.
- Weight limit: maximum 250lbs.



HIGH 9 REACTION WALL

RULES OF PLAY

- Do not wear loose clothing or jewelry (including studs and watches). Clothing should not have any hard or sharp points (such as buckles, studs, toggles or alike).
- Do not wear shoes with leather soles, high heels, sandals, boots or bare feet.
- No food, drink or chewing gum during participation.
- No phones or cameras in the activity area.
- Do not leave clothing or personal belongings around the activity areas.
- Do not participate under the influence of alcohol and/or drugs.
- Do not attempt any move beyond your own skill level.
- Never attempt flips or other extreme moves unless you know you are capable and have had the appropriate training.
- No double flips, triple flips, diving or gamers.
- Do not distract others while they are using the equipment.
- Do not attempt to catch anyone who may fall.
- Do not sit, lie, stand or rest under the activity equipment and/or surrounding padding/mats.
- Never lean on, jump on, climb, grab, or lift any safety pads or safety nets.
- Weight limit: maximum 250lbs.



lil NINJA

RULES OF PLAY

- Guests must be 48" or under.
- All children must be monitored by a parent or legal guardian.
- Please show respect to other guests and listen to the Court Monitor.
- No climbing on the containment netting.
- Use both hands when climbing on the structure.
- No fighting, shoving, running or racing.
- Slides may be used for bottoms only - no head first or reverse sliding is allowed.
- Guests should never attempt anything outside of their current skill level.
- Only one guest per hanging attraction.
- Weight limit: maximum 250lbs.



lil AIR

RULES OF PLAY

- This attraction is only for ages 6 and under.
- All children must be monitored by a parent or legal guardian.
- Please show respect to other guests and listen to the Court Monitor.
- No standing or jumping on padding.
- No flipping.
- No fighting, shoving, running or racing.
- One guest per trampoline.
- No double bouncing.
- Pockets should be empty while jumping.
- At no time will belongings that are lost on the trampolines be retrieved.
- Big Air is not responsible for lost, stolen or broken items.
- Weight limit: maximum 250lbs.



VALO JUMP

RULES OF PLAY

- Pockets should be empty
- No running
- One at a time on the Valo Jump
- No touching or grabbing the TV
- No foul language
- Be respectful of others waiting to jump
- No flipping.
- No fighting, shoving, running or racing.
- One guest per trampoline.
- No double bouncing.
- Pockets should be empty while jumping.
- Weight limit: maximum 250lbs.
- Big Air is not responsible for lost, stolen or broken items.



AIR TRACK COURT

RULES OF PLAY

- No hanging on the rim.
- No flips or tricks.
- Up to 12 on the court.
- No leaning against the net.
- No foul language.
- Be respectful of others waiting to play.
- No fighting, shoving, running or racing.
- Be respectful of each game.
- Pockets should be empty while playing.
- Weight limit: maximum 250lbs.
- Big Air is not responsible for lost, stolen or broken items.



HIGH ROPES COURSE

RULES OF PLAY

- Pockets should be empty.
- No running or jumping while harnessed.
- Keep fingers, loose hair, or clothing items out of the overhead cable and pulley system.
- Keep the sling line between your shoulders.
- No foul language, fighting, or shoving.
- Be respectful of others waiting to participate.
- Follow instructions of the ropes monitor.
- Big Air is not responsible for lost, stolen, or broken items.



FIDGET LADDER

RULES OF PLAY

- Pockets should be empty.
- One person at a time on the Fidget Ladder.
- Guests must wait for previous guest to exit the air bag before going.
- Guests must climb the ladder with their hands and feet.
- No tricks off of the Fidget Ladder.
- Guests should land on their rear or their back.
- Exit the air bag immediately.
- Weight limit 250 lbs.



VALO ARENA

RULES OF PLAY

- Maximum (6) players at a time.
- Minimum recommended age is 6.
- Always play within your abilities.
- Do not play if you have back, neck, or heart problems, broken bones, are pregnant, or have any other physical or medical conditions.
- Do not touch the screens within the enclosure.
- Use game control monitors on outside of attraction appropriately. Ask a court monitor for help if you don't know what to do.
- Do not lean or push on enclosure walls.
- Be aware of other players when participating in the game.



TRAPEZE

RULES OF PLAY

- Only one (1) person at a time may use the trapeze.
- Confirm that previous guest has left the foam pit or the air bag before using the trapeze.
- You must let go of the trapeze on the first swing!
- Do not face backward on the swing, face away from the platform.
- Only use the trapeze for its intended purpose. Do not walk into the foam pit or the air bag.



ROPES COURSE

RULES OF PLAY

- Pockets should be empty.
- No running, jumping or swinging.
- Keep fingers out of the track.
- Keep the sling line between your shoulders.
- No foul language.
- Be respectful of others waiting to jump.
- No fighting, shoving, running or racing.
- One guest per trampoline.
- Big Air is not responsible for any lost, stolen or broken items.



THIS LIST MAY NOT BE INCLUSIVE OF ALL ATTRACTIONS AT BIG AIR. PLEASE CONTACT YOUR LOCAL PARK FOR MORE INFORMATION.