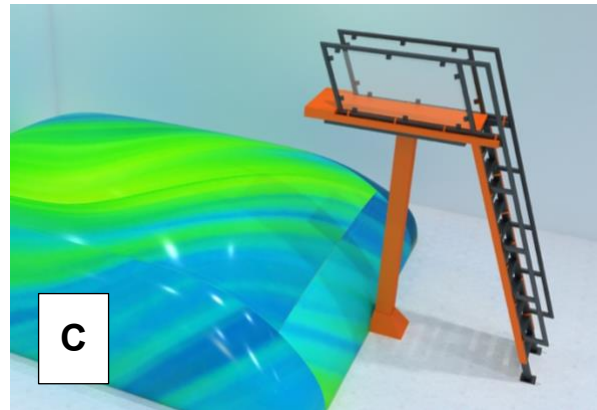
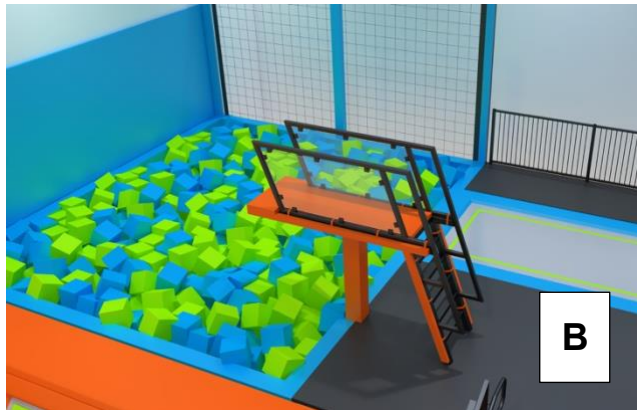
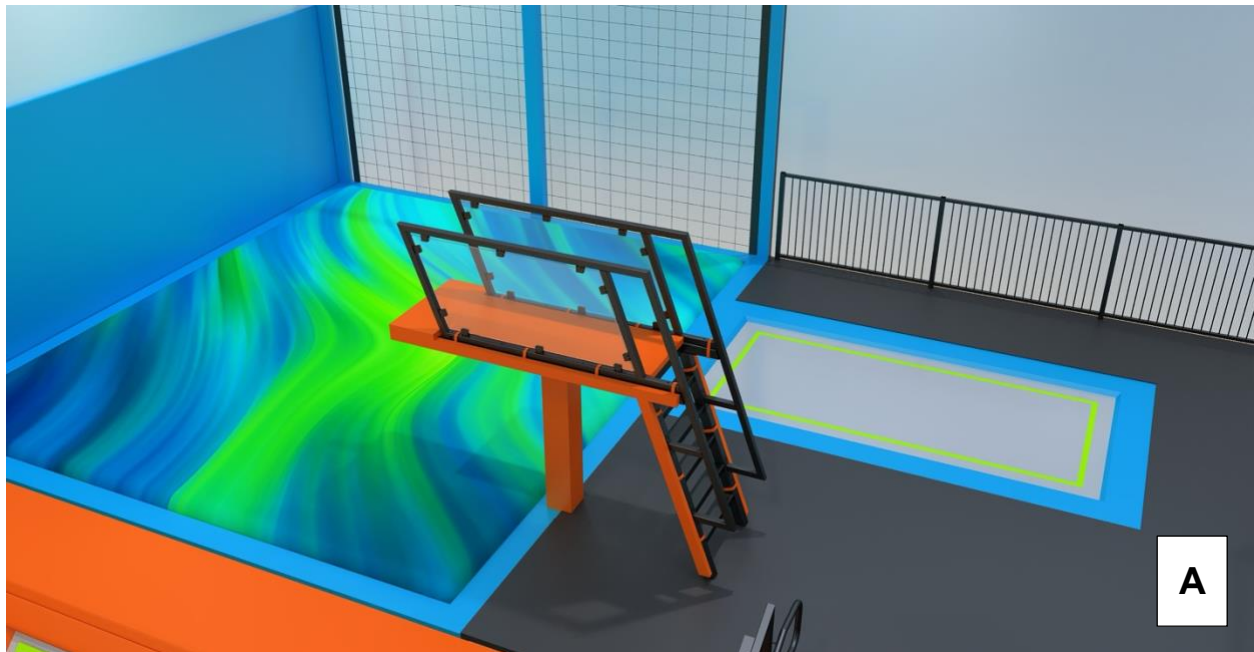




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# HIGH JUMP

When installed over a Stunt Airbag, High Jump may have previously been referred to as Stunt Jump.



## Installation Examples

**A. High Jump Over Airbag**

**B. High Jump Over Foam Pit**

**C. High Jump Over Stunt Airbag**

# HIGH JUMP

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## About This Manual

Safety is always a top priority for Fun Spot®. This manual provides owners and operators with information and recommendations to facilitate operation of the equipment as intended, and also to assure performance and longevity of the equipment.

For more information and resources on general inspection and maintenance recommendations, or for any additional inquiries regarding specific needs not found in this manual, please contact Fun Spot® directly at **+1 (706) 376-8989**

**FUN SPOT** ●

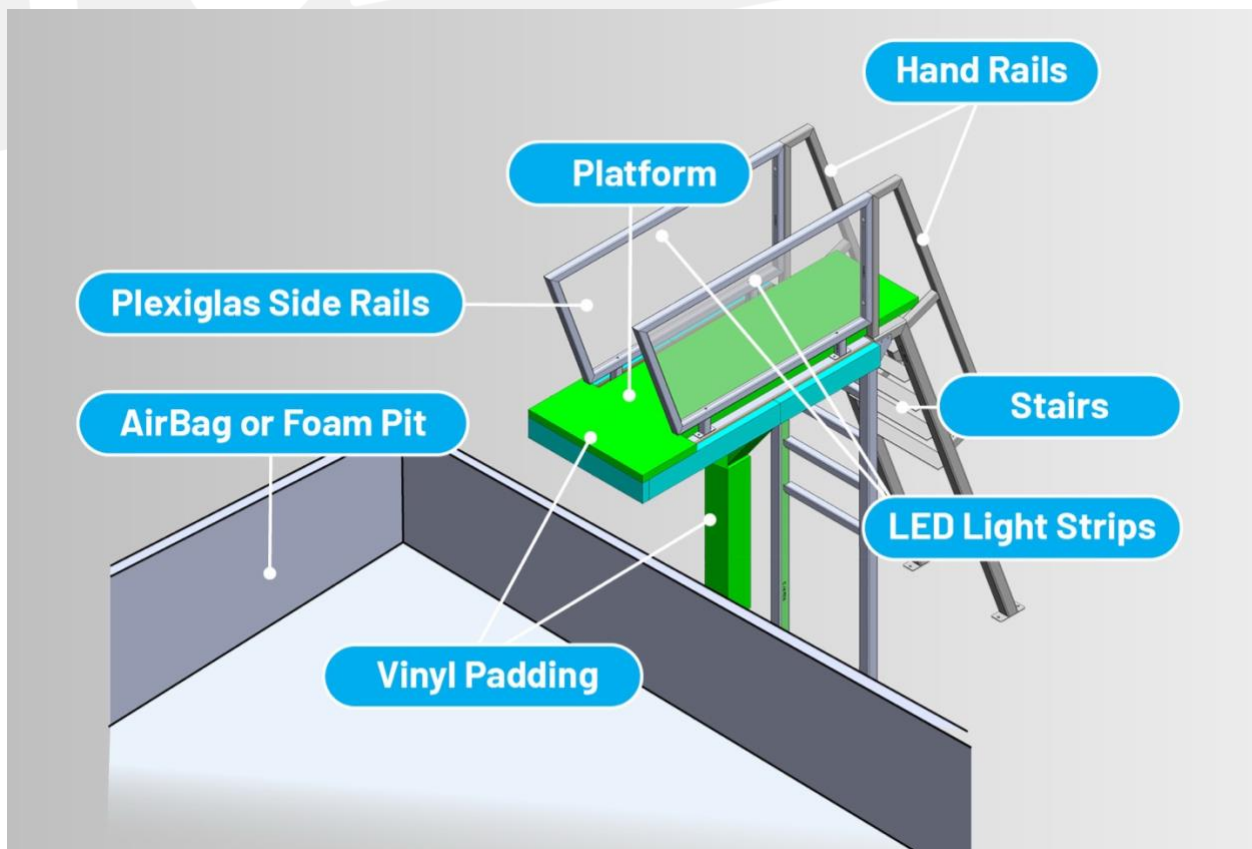
# High Jump

## Overview

High Jump (previously referred to as “Stunt Jump” when used over a stunt airbag) is intended to be a permanent structure. Assembly, modification, or dismantling should only be done under the direct supervision of a Fun Spot® installer.

High Jump consists of an elevated, padded stationary jumping platform with safety rails supported by a sturdy metal base. Base metal posts and handrails within 60 in (5 ft) of the AirBag or Foam Pit should be wrapped in vinyl pads. A stair structure provides access to the platform.

This manual covers use of High Jump for entry into a standard airbag, a foam pit or a stunt airbag.



## Owner/Operator Responsibility

- American Society for Testing and Materials (ASTM) F24-2970. Owner/operators should be familiar with and comply with all applicable state and local laws, and ASTM F2970, particularly regarding owner/operator standards. ASTM F2970-20, Section 14.2, requires that all owners/operators notify Fun Spot® of all major incidents, accidents, injuries and any patterns or trends related to this attraction within seven days of occurrence.
- Display Participant warning signage. Refer to this manual, as well as ASTM F24-2970, as applicable, for warning language to be included on easy-to-read signs posted at eye level at the entrance and throughout the Park.
- Waiver. Prior to participation, Participants 18 years of age and older must properly complete and sign a waiver. For Participants under the age of 18, a parent/legal guardian must properly complete and sign the minor Participant's waiver. Fun Spot's General Terms and Conditions require that Fun Spot and ABEO be included in the Park's standard waiver.
- Guests and Participants' Responsibility. Participate at your own risk. All guests, including minors and accompanying adults, assume full responsibility to ensure that they have read and understand the rules, have viewed any safety video, and agreed to follow rules and comply with staff member directions. All guests, including minors and accompanying adults, assume full responsibility for their actions and conduct, and that of minors in their care.
- Fun Spot® has incorporated findings and recommendations based on risk assessment throughout this manual.
- Please contact Fun Spot directly at **+1(706)376-8989** for further information specific to High Jump not found in this manual or if you have any other questions.

## High Jump Operation

- Improper operation of High Jump could compromise structural integrity and safety and could result in maintenance issues and equipment failures, as well as injury or death.
- High Jump should be monitored by a court attendant and can be accessed by individual patrons directly with no required attendant action.

## How High Jump Works:

- There can be only one Patron on the stairs or platform at a time.
- The maximum weight limit is 250 lbs. (113 kg) minimum height requirement of 48" tall (122 cm)
- The purpose is for a single Patron to climb the stairs to the platform and jump feet first from the elevated platform into the airbag or foam pit below, landing in a reclined seated position.

## **Attendant Instructions**

### **Attendants – Do these things before allowing patrons to use High Jump:**

- Confirm the height requirement of 48" (112 cm) by a measuring stick or similar. Participants who do not meet the minimum height or who exceed the maximum weight should not be permitted to use High Jump.
- Instruct patrons that High Jump is to be used by only one person at a time.
- Instruct patrons to jump feet first toward the center of the airbag/foam pit, and land in a reclined seated position.

### **Attendants – How to Operate High Jump:**

- Watch and listen to patrons for any distress, fatigue, injury, confusion, physical inability to play, or need for a break.
- Never allow more than one Participant on the High Jump at a time – this includes stairs and platform areas.
- If the High Jump or AirBag/Foam Pit is not operating or not open for use, always post a "Closed" or similar sign across the access stairs.

### **Attendants – In an Emergency, Injury, or other Incident:**

- Instruct other Participants to leave the area carefully.
- Always notify a manager or supervisor.
- Refer to your Park's policies and procedures regarding emergencies, injury, or other incidents.



## High Jump Rules

Fun Spot recommends that you include the following, or similar language, on posted High Jump Rules placed at eye-level in multiple locations near the High Jump:

### Requirements To Use High Jump:

- Understand you are using High Jump at your own risk.
- Be at least 48" tall (122 cm.) and weigh no more than 250 lbs. (113 kgs.)
- Wear appropriate grip socks - no shoes, bare feet, stockings/hose, or tights.
- Have empty pockets – no phones, keys, etc. and remove large jewelry, belts, hats, glasses, etc.
- Pull back long hair to maintain clear view and avoid entanglement.
- Not have any food, gum, candy, or drinks while using High Jump.

## Rules During High Jump Play

### DO:

- Always follow all park rules and Team Member instructions
- Wait until previous Participant is out of the AirBag or Foam Pit before climbing stairs
- Always be in control of your body
- Always jump feet first toward center of AirBag or Foam Pit
- Always land in a reclined seated position
- Always exit the AirBag or Foam Pit area quickly

### DO NOT:

- NO FLIPS OR STUNTS FROM THE HIGH JUMP PLATFORM
- NO CLIMBING OR HANGING ON THE OUTSIDE OR UNDERSIDE OF THE HIGH JUMP STRUCTURE
- NEVER DIVE HEADFIRST
- NEVER LAND ON YOUR HEAD OR NECK
- Do not attempt maneuvers beyond your skill level
- Never climb access stairs if a Participant is on the platform
- Never Jump from platform if a Participant is in the AirBag or Foam Pit
- Do not lay down or rest anywhere on High Jump or the AirBag or Foam Pit
- No unsportsmanlike conduct
- Do not push, tackle or engage in horseplay of any kind
- Do not participate if you have prior medical conditions that could result in injury

## Inspection and Maintenance

These recommendations for daily inspections are the minimum based on average usage. You should conduct more frequent inspections during times of high usage.

Inspections should be done during non-business hours for the safety of employees and guests and to allow the inspector to fully see all areas and parts of High Jump.

Completed inspection sheets should be legibly signed (or should identify inspector), be date/time-stamped, and be stored in hard-copy or digitally in accordance with ASTM guidance, park policies, and applicable laws relating to document retention.

If there are any identified or suspected issues or questions regarding the functioning of High Jump or with any component part, High Jump should be placed “out of service” with access restricted until the issue is resolved. **WHEN IN DOUBT, CLOSE IT DOWN.**

## High Jump Daily Inspection Worksheet — Complete a new sheet each day

Inspect the High Jump Structure	Pass	Watch	Fail	NOTES
Inspect anti-slip material on steps for missing or partially lifted areas				
Inspect for any jagged or sharp edges on stairs, handrails, and plexiglas side rails. If sharp edges are found, close attraction and contact Fun Spot to order padding or other repair materials				
Inspect LED lighting strips on the Plexiglas side rails. They should be fully adhered to the Plexiglas				
Inspect power outlets. Any unused outlets should be covered				
Inspect all the hardware that secures the steel structure. If any bolts need to be replaced, replace them ONLY with the same strength and length of those originally installed. If broken bolts are found, close the attraction until new bolts are installed				
Verify structural integrity by confirming there is no “swaying” or instability				
Check all connection points, especially anchors into the concrete				
Ensure there is no loose concrete or cracking in the area				
Look for evidence of rusting, rotting, or corrosion anywhere on the structure				
<b>Inspect the Padding</b>				
Inspect all padding to confirm that it is properly secured.				
Inspect padding for wear, tears, gaps around metal parts, and potential trip hazards like buckled foam				
Loose padding should be immediately secured with manufacturer-recommended bungee ties or velco				
Torn, ripped, or otherwise damaged padding, or padding that cannot be secured, should be replaced as soon as possible				
<b>Inspect Adjacent Areas</b>				
Inspect attraction signage. Instructions for use and warnings should be legible and visible from the High Jump entrance				
Inspect the adjacent AirBag and Foam Pit according to the checklist found in their respective <a href="#">product manuals</a>				

**WATCH** status should be marked for service requirement that is not urgent. All Court Attendants should be notified and monitor the watch issue throughout their shifts. This should be repeated daily until the component receives a service that returns it to a PASS status.

**FAIL** status requires immediate service, and the attraction must remain closed until the component is fixed and returns to a PASS status. WATCH and FAIL status items should have pictures attached to each daily inspection until returns to PASS status

## High Jump Cleaning Worksheet — Complete a new sheet each day

### Important Cleaning Note:

Never access, clean, sweep or vacuum underneath while the attraction is open for use as it is extremely dangerous to employees and Participants. It is safest to clean these areas while the park is closed to the public. Always notify employees and/or place a sign or other signifier indicating someone is underneath High Jump.

At the end of every workday:	Completed by	Date	NOTES
Sanitize and disinfect every part of the attraction that can come into contact with bodies, including but not limited to: padding, hand rails, side rails, and stairs			
To clean pads, use a small amount of non-caustic cleaner that disinfects and sanitizes. Use a non-abrasive rag or flat-head mop			
If any area of High Jump requires cleaning, sanitizing and disinfecting during operating hours, close High Jump before cleaning as directed above. Always follow the directions for the cleaner used, and wait for the area to thoroughly dry before re-opening High Jump for use			
Stairs and area around attraction should be vacuumed and kept clean of trash and debris			
Follow cleaning instructions for AirBag/Foam Pit found in their respective <a href="#">product manuals</a>			
At least once per week	Completed by	Date	
Inspect area around the attraction. It should always be kept clean and tidy			
All surfaces that can come into contact with bodies must be thoroughly cleaned with a non-caustic cleaner that disinfects and sanitizes at least once per week, in addition to the daily cleaning			
Clean pads and column wraps thoroughly with an industry approved steam mop. Additionally, if the steam is on, keep the mop moving. Do not hold the steam over the trampoline mat or vinyl-covered padding for more than 1 second			
If an area needs to be scrubbed after the steam is used, turn off the steam function and spot clean			

## Inspection Report

### Additional Notes:

**Date & Time** \_\_\_\_/\_\_\_\_/\_\_\_\_|| **Inspector:**\_\_\_\_\_

By signing, you verify you have completed the inspections according to manufacturer recommendations and to the best of your ability.

Upon completion, combine with the correlating Weekly Inspection Sheet and reconcile all services on the Monthly Maintenance Log. It is also recommended to include pictures of all replacements with any maintenance records.

When starting a new week, review the previous Weekly and Daily Inspection Logs to ensure the highlighted 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 governing regulatory body, insurer, and/or attorney advises.

All inspections throughout the month should include obstructions, condition of impact attenuation materials and covers, placement and securement of impact attenuation materials, 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.

MANUAL	Fun Spot Owner/Operator Manual
PRODUCT	<b>High Jump</b>
EFFECTIVE DATE	June 15, 2025
REVIEW DATE	June 15, 2025
REVIEWED BY	<i>Mark Harris</i>

**FUN SPOT**

ASTM F2970-20 Sec. 6.7 *Patron Weight*<sup>1</sup>