



We Manufacture Fun!

AERO TOWER



Installation Example

AeroTower with Quad Trampoline Base

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Overview

This manual contains Fun Spot®'s recommended inspection, maintenance, and operational procedures for the 4-player version of AeroTower. This attraction is constructed using quality materials and in accordance with applicable industry standards. Fun Spot® provides this information to owners and operators in order to facilitate safe use, performance, and longevity of the attraction.

It is critical for owners and operators of AeroTower to be familiar with the information contained within this manual regarding design, function, rules, and instructions for inspection and maintenance of the attraction and its components.

A Fun Spot® professional installer will manage installation and test the structure and included devices, and will provide instruction on inspection, maintenance, and operational procedures for AeroTower to the owner/operator's designated representative(s).

Safety is always a priority for Fun Spot®. Every owner/operator should read and understand this manual thoroughly (this includes anyone who may operate this attraction). For any additional inquiries, please contact Fun Spot® directly at +1(706) 376-8989 – maintenance@funspot.com

MANUFACTURER'S NOTE: According to ASTM F2970-22, Section 14.2 – all owner/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

Steel posts create a stable framework for high-quality trampoline mats (including secondary, or redundant mats) and bordering safety pads which will be positioned in front of the interactive gaming elements (Pods, Targets, Scoreboards, etc.). In addition to the center structure that contains the rotating targets, scoreboards and an Emergency Stop button are placed at that attraction, just outside the containment netting. Proper inspection, maintenance, and operation of this attraction designed as discussed in this manual and in any training provided by Fun Spot® is crucial.

Managerial training during installation is critical (see Inspection & Maintenance section). Any misuse of the attraction could compromise the structural integrity of the attraction and the safety of patrons and employees. The AeroTower has a maximum capacity, determined by the number of trampolines; universally only one patron per trampoline at any time. The recommended weight limit per trampoline is 250 lbs. (113.4 kgs.). These limits are intended to protect the attraction, including the springs, trampoline mats, and center structure, as well as to facilitate monitoring and supervision of the attraction.

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

Court Attendants

The industry standard ratio for Attendants to active participants shall not exceed 1:32
(See ASTM F2970-22, Section 16.7).

For further information about the Court Attendant's role, please refer to the Fun Spot® Court Attendant Manual.

Court Attendant Responsibilities:

Any Court Attendants who will monitor the AeroTower should be trained on the AeroTower. They should be prepared and responsible for the following:

1. Being informed about gameplay in order to properly instruct all patrons.
2. Instructing each patron on the safety guidelines. Instead of focusing on what *not* to do with corrections, focus on teaching patrons to use the attraction as designed and in accordance with the rules. This instruction can be provided by speaking to patrons and/or with clearly visible and legible safety signage at that attraction.
3. Being mindful of patron's height and weight in regard to Fun Spot® recommendations. The maximum weight limit for this attraction is 250 lbs. (113.4 kgs.). Patrons weighing over 250 lbs. (113.4 kgs.) should not be permitted to buy

a jump pass, because the maximum weight limit is 250 lbs. at each Fun Spot® attraction.

4. Monitoring patrons in the assembly area, maintaining an orderly line at all times, and ensuring that entry and exit points not be blocked by any person or object. Spectators and patrons should also not lean against the containment netting at any time. An “assembly area” is a 5ft./60” radius from any rebounding device of the Court and should not be blocked by spectators or those waiting to play (See ASTM F2970-22, Section 7.6 & 16.10).
5. Quickly addressing any attempts to climb or hang onto the center console, or jump onto another patron’s trampoline, any improper use of the equipment and any other disrespectful or dangerous behavior. Protecting equipment and patrons requires immediate responses from Court Attendants. Managers address repeated violations of any rules or employee instructions.
6. When the AeroTower is experiencing heavy usage, Court Attendants make efforts to direct patrons to other attractions. It is the Court Attendant’s responsibility to make sure the AeroTower never exceeds capacity or becomes overcrowded, including in the assembly area.
7. Court Attendants should carefully pay attention to any patrons who might be exhibiting signs of fatigue. Court Attendants must be ready and in position to press the STOP button at any time. They should remind patrons about the purpose and location of the designated resting area(s) in the park and also know the owner/operator’s injury EAP (Emergency Action Plan).
8. Court Attendants should continually observe the state of the equipment throughout their shift. They are responsible for monitoring the patrons and spectators, as well as the equipment. A Court Attendant should understand the components of the attraction and know when to notify a manager of a potential issue that could compromise safety.

Operational Procedures

OPERATING THE ATTRACTION: AeroTower is a game for 1-4 players. Upon pressing the start button, the AeroTower will sound a 'laugh,' the internal LEDs on the targets will glow, and the center section containing the targets will start to oscillate (move or swing back and forth at a regular speed). The objective of AeroTower is to score points by throwing the game ball into the target directly in front of the player's trampoline. Try to throw the ball into the target as many times as possible to build up your score. Every time a point is scored, the LEDs will turn off briefly, a sound will be heard, and the scoreboard will register the point. Each game lasts 2 minutes and the player/team with the highest score wins. At the end of the game, the winning score flashes. Once the 2-minute time limit is completed, the game will return to its idle state.

IN THE EVENT OF AN EMERGENCY: Press the Emergency Stop (E-Stop) button, which will turn off the main power switch. Instruct the patrons to evacuate the area carefully, offering assistance if safe and necessary to do so. Also, injury response protocols within the park's EAP should be prepared before the AeroTower is used, and should include:

- Injury Response Script
- Directions for Staff
- Directions for patrons

Any injuries that occur at this attraction should be reported to Fun Spot®. For more information about responding to injury, please refer to the Fun Spot® Court Attendant Manual.

Safety and Rules

With the nature of this kind of recreational facility, playing at an adventure park requires all rules to be carefully followed by every patron. Every guideline and rule for this attraction exists to facilitate protection for the patrons and the equipment. All patrons must read the rules of play and must always observe the instructions of the operator.

****Please ensure you read and understand the following points before operating the equipment and make them available to Court Attendants who may operate AeroTower:*

There is a risk of serious injury if care is not taken when using the equipment. Use of this equipment requires caution. The activity is physically demanding - this is a high-impact, full-body activity which requires intense focus, awareness of your body's strengths and limitations, awareness of the environment around you, including the Court Attendants, the other patrons, and the equipment.

Before Entry:

- Patrons 18 years of age and older, or a parent/legal guardian for patrons under 18 must read and sign a waiver before using any attraction.
- Patrons must weigh no more than 250 lbs. (113.4 kgs.)
- Patrons should not be wearing large or loose jewelry, studded belts, or anything that could cause harm to them, to other patrons, or to the equipment. No hard-billed hats allowed on the court.
- Patrons must wear appropriate grip socks only – no shoes, bare feet, tights or stockings, or socks without approved grips.
- Patrons should maintain their jump/activity pass in a place that is easy for attendants to see and should participate in the activity only during their purchased time.
- Pockets should always be empty.
- No gum or candy is allowed during jump times.
- Attendants should make sure there are no patrons under the apparent influence of drugs or alcohol (If an attendant suspects that someone is under the influence, they will notify a manager immediately).

Do Not Attempt AeroTower if you:

- Are pregnant.
- Are under the influence of alcohol or drugs.
- Have any physical condition that may prevent you from following the rules or Court Attendant's instructions or may otherwise prevent you from playing safely. This may include but is not limited to recent surgery or illness, or chronic back, neck, or musculoskeletal issues.
- Do not meet the weight requirements – weigh no more than 250 lbs. (113.4 kgs.).
- Lacking motor skills and coordination to use this attraction and play the game as designed.

DISCLAIMER: *If a manager is in any doubt of a Patron's ability to participate safely, then the Patron should not be allowed to enter and use the attraction. The park operator's decision is final.*

REGARDING SPECTATORS: *Spectators may not lean on the AeroTower, anywhere within the court, or against the netting. Spectators must never block the entry and exit points at any time.*

Signage & Patron Education

Posted rules and safety signs are VERY IMPORTANT for customers and operators. Signage must always be clearly displayed at all times. Signage should be in legible print and designed with a contrasting or colorful appearance so it stands out. Signage should be placed at and/or near the waiting area and entrance of the attraction and at eye level for all patrons. Signage should include the following:

ALWAYS:

- Listen to and follow the instructions of the Court Attendant.
- Know the location of the E-Stop button in the event of an emergency.
- Wear appropriate footwear.
- Keep your pockets empty.

- Time your shot for when the target is in the middle of the trampoline.
- Pull back long hair into a ponytail, braid, or similar.
- Maintain clear sight of the AeroTower target and the trampoline.

DO NOT:

- Run, jump, or bounce before getting to your mat.
- Lay down or rest anywhere within the court.
- Leave your trampoline during the entire game (one person per trampoline).
- Exceed the max capacity at any time (4).
- Use any foul language or unsportsmanlike conduct.
- Block the entry and exit points around the AeroTower.
- Attempts flips or stunts.
- Jump onto another patron's trampoline.
- Chase your ball onto another trampoline.
- Hang on the AeroTower targets.

**Please refer to the designated Interactive Hardware manual for additional rules and guidelines*

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.*

Patron 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 or legal guardian, or someone with legal power of attorney. Prior to participation, all patrons and accompanying adults assume full responsibility that:

- All waivers are properly executed.
- Everyone has reviewed the rules and viewed the safety videos (if applicable).
- Everyone must have a valid jump/activity ticket before entering the activity zone.
- Patrons and accompanying adults must completely understand and agree to follow all rules and staff member's instructions.
- Everyone is in good health without any restrictions.
- Every patron must be aware of those around them.
- Activities may involve individuals of different sizes, ages, and abilities; guest participation is at their own risk.
- Patrons and accompanying adults assume full responsibility for their actions and conduct.
- Patrons and accompanying adults should also assume full responsibility for their own personal property, including, but not limited to, cameras, cell phones, shoes, handbags/purses, etc.
- Staff members reserve the right to relocate patrons, accompanying adults and spectators to a different area at any time.

How To Play AeroTower:

1. Patrons should carefully enter the AeroTower court. No pushing, shoving, or horseplay.
2. Maximum total of one person per trampoline.
3. Once all players are in place and the start button is pressed, the AeroTower will sound a 'laugh,' the internal LEDs on the targets will glow, and the center section containing the targets will start to oscillate (move or swing back and forth at a regular speed), and the 2-minute timer will start.
4. Players should aim for the target directly in front of their trampoline and as the target oscillates, players should time their shot for when the target is in the middle of the trampoline.

5. Players score 1 point every time they throw the ball into the target. Each time a point is scored, the LEDs will turn off briefly, a sound will be heard, and the scoreboard will register the point.
6. Players must remain in their designated trampoline area and not chase their balls onto other trampolines.
7. At the end of the 2-minute time limit, the player/team with the highest score wins and the winning score will flash on the scoreboard.
8. When the 2-minute time limit is completed, patrons should carefully exit the court.

Inspection & Maintenance

Complete **Daily** and **Weekly** inspections using manufacturer inspection sheets (see Appendix B). Daily and Weekly inspections must be done during non-operating hours so that the inspector(s) can clearly see and hear all components of the equipment. These inspections should be completed by a fully trained Court Attendant or Manager. Save all completed inspection sheets with time and date and name of inspector(s) and store them digitally for at least three years (or in accordance with insurer or attorney's recommendations or requirements).

For AeroTower, if there is a problem with any of the functions in operations or components, the AeroTower must be placed "out of service" until the issue is resolved.

For specific needs regarding the AeroTower attraction, please contact Fun Spot® directly at the number and email 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. Contact Fun Spot® directly for further information.

General Daily Visual and Tactile Inspection:

- Ensure that all Safety/Warning/Instructional signage is clearly visible and unblemished.

- Inspect all the trampoline mats and webbing for tears, holes, and sagging. For maintenance requirements of trampolines, springs, frame, netting, or padding, please refer to the *Maintenance Visual Aide and Maintenance Manual*.
- Inspect all the padding – verify it is properly secured in the correct place, without tears or rips, and that it properly covers the openings or hard surfaces it is designed to protect. Any loose padding should be immediately secured. There should be no gap between consecutive pads or between pads and the platform. Nearby columns should also have secure padding.
- Lightly **bounce** around the perimeter of each trampoline (on the webbing) to detect any resistance changes in the trampoline. Any areas of noticeable resistance changes could imply an over-stretched spring and should be handled during the next Weekly Inspection. Mat webbing should be free of fraying and should be fully attached.
- Inspect all containment netting, cables, turnbuckles, and fasteners. There should be no holes in the netting, and the cables and turnbuckles should be tightly secured to anchor points above the attraction. Ensure all fasteners are tight.
- Examine all nearby graphic panels. All panels should remain undamaged and secure to keep patrons from crawling underneath or behind the court during operating hours.
- Survey any additional features and fixtures. Ensure there is no exposed electrical, exposed sharp edges, or defilement.

Inspection of AeroTower:

- Ensure that the game is working correctly.
- Staff should read and understand the third-party manuals as well as understand all components.
- Inspect the product daily for any signs of damage or loose/trapped/pinched cables/components. Repair or tighten as applicable.
- Ensure all electrical components are away from contact with water.
- Turn the game on, check the LEDs and sound are working as expected.

- Ensure all LEDs and electrical connections are secured.
- Start the game, check all targets to ensure they react as expected, light up, register points, and verify the motor is rotating properly.
- Check that the volume is at a suitable level.
- Verify text appears on the hub display as expected.
- Only use accessories recommended by the manufacturer with the products. Accessories not recommended could cause serious damage.
- We recommend turning the products off when they are not in use (close of business), this will help extend the life of the product.
- Access inside the center section via the access panel and verify there is no liquid under the center section of the AeroTower.

General Inspection and Maintenance During Operating Hours:

Certain areas in every park require special attention. Court Attendants on duty will be monitoring patrons, as well as the equipment, including mats, pads, netting, assembly areas, and entry/exit points. If an Attendant sees a hole, tear, fraying, or a “run” in a trampoline, they should notify a manager immediately. If a trampoline or spring must be replaced during operating hours, use ropes, cones, netting or some other barrier and possibly signage to close the attraction for servicing. At least one Court Attendant should be standing on the perimeter of the repair area to keep patrons out of the area during servicing. Closing the area will help protect the employee(s) performing the maintenance, as well as patrons. In most cases, the trampoline or springs can be replaced during non-operating hours. The manager or employee responsible for maintenance should decide if and when to close an attraction or area for servicing and should document the issue, including time and date of report, steps taken to inspect and service the equipment, and employees involved.

MANUFACTURER’S NOTE: *Repairs during operating hours can be extremely dangerous if not done properly and should be done only in emergency situations. When there is a maintenance issue during operation hours, closing the attraction and setting up barriers is the safest option.*

Cleaning

Cleanliness is a large part of safety when it comes to adventure parks. 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 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 workday, 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:

- Any visible areas to patrons should always be kept clean and tidy.
- A bi-weekly sweeping (under and around the court) 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 is in use at any time.
- Thoroughly wipe down all features/components with a non-caustic cleaner. All surfaces that come in contact with bodies must be given a thorough cleaning at least once a week – in addition to daily cleaning that should take place at the end of each day of use.
- 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.
- Easy to reach areas should be wiped down daily, while harder to reach areas that don't encounter bodies during operating hours should be cleaned weekly and monthly.
- Always remove any trash, obstructions, debris, or similar that was missed in the previous closing shift's cleaning.
- For third-party products, we suggest non-solvent glass cleaning spray, avoid spraying product directly. Use non-abrasive microfiber cloth and extremely light

pressure when wiping the product. Too much pressure will scratch the graphic panels.

**Contact the manufacturer for a current suggested list of specific cleaning products.*

Weekly Extended Inspection & Cleaning:

- Inspect (and clean) under the court for debris, broken springs, overstretched springs, and loose bungee ties.
- Verify any redundant mats are secure and in place.
- Inspect every trampoline mat closely for urgent runs, tears, or holes.
- Inspect any railing or posts near the attraction. Verify the railing is unblemished, no sharp edges, and no unstable points. All railing within 60 in. (152.4 cm) of any rebound devices or obstacles should be guarded with safety padding (See ASTM F2970-22, Section 7.7.1).
- Examine the flooring and platform around the attraction. Ensure there are no tripping hazards on the flooring (carpet-bonded foam, vinyl padding, rubber, etc.), gaps in the platform, or unstable points around the court.
- Examine the structural frame 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 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.

- Every month check that fixings are tight and the internal components such as the motor, cables, etc. are clear of dust buildup.

Notes for Owners & Operators

After employees have been properly trained, it is the owner and management team's responsibility to evaluate every AeroTower operator during a typical work shift. To verify that training is consistent among all employees operating the AeroTower, please refer to these check points for employee evaluation and make them available to employees who may operate AeroTower:

- Operator only allows one person per trampoline.
- Operator advises patrons to yell "Stop" when they are in distress or when they need immediate assistance.
- Operator keeps the entry and exist point(s) clear at all times.
- Operator maintains professionalism when interacting with patrons.
- Operator keeps the area clear of trash, debris, and similar.
- Operator always upholds all general rules of the park as well as all the rules specific to AeroTower in a professional manner.

Risk Assessment for Owners & Operators

Before the AeroTower is open for use within your park, please review the Risk Assessment section to verify the proper procedures and policies are in place. All staff that operate this attraction should be aware of the listed risks and the procedures with solutions for each feasible scenario. It is the manufacturer's recommendation 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 with a

calculated Head Injury Criteria (HIC) value under BS EN 117:2008 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 patrons is provided and that the Court Attendants are suitably trained and diligent in their duties. The patrons 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 patrons and recognize inappropriate behavior and intervene, with appropriate action when necessary.

- *Solution B* – The trampoline bed shall be produced using industry standard trampoline surface material and springs to attenuate the impact. The trampoline 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 from one person per trampoline bouncing continuously plus an additional margin for safety. The Operator implements a procedure including regular inspections of the trampolines 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* – A redundant barrier system (secondary containment mat) is positioned below every trampoline bed. In the event of a catastrophic failure of the trampoline bed, the redundancy system will “catch” falling patrons. The Operator implements a procedure including regular inspections of the trampoline beds to identify any damage or failure and a policy regarding prohibition from use should any rips or damage be found in the bed or redundancy system.

- *Solution D* – In accordance with ASTM F2970, all areas surrounding the trampolines shall be padded with a minimum of 60” (1.5m) from the edge of the trampoline court. In the absence of this padding, containment netting to project the patron back into the trampolining area, shall be in place.

RISK #2: *A patron is injured through interaction or entanglement with the springs of the trampoline, including items such as jewelry and hair.*

- *Solution A* – The bed of the trampoline is a single piece of fabric that extends over the trampoline springs. Framework padding is then placed on top of this area, further protecting patrons from contact with the springs. No-jump signs (where necessary) and webbings borders are to be installed on the trampoline beds to signify the jumping area and the prohibited area where jumping should be avoided.
- *Solution B* – The Operator shall ensure patrons be properly briefed to ensure they do not jump close to the springs and that they should not wear jewelry while jumping and that loose long hair should be tied back or braided.

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

- *Solution A* – Patrons shall wear grip socks to assist in them keeping their footing when landing on all beds including angled beds.
- *Solution B* – The Operator will ensure patrons are encouraged to always jump within their skill level, reducing the likelihood of abrasion injuries.

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 endeavor to avoid blind spots. A policy of staff rotation and effective staff management can and will reduce the effects of over and underloading 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 patrons.*

- *Solution A* – A containment net is also used to keep patrons inside the playing area. Game play should be limited to 1-2 minutes per round to reduce patron fatigue.
- *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 patrons may safely rest outside of the structure.

RISK #6: A patron is injured through impact/contact with another player or object.

- *Solution A* – The distance between trampolines in the court is fixed to mitigate the risk of contact between two patrons. Game play should be limited to 1-2 minutes per round to reduce patron fatigue. The Operator shall always ensure effective management of the attraction and ensure patrons are in the correct position during the game.
- *Solution B* – A max capacity of the AeroTower should be upheld by Operator and Court Attendants each day. Overcrowding should be addressed immediately by the on-duty Court Attendant, and a scripted redirection of user traffic should be implemented by the Operator.
- *Solution C* – The Operator shall maintain the attraction according to the manual supplied. Padding will be replaced before it deteriorates substantially. Effective operation of the attraction can reduce wear and tear on padding.

Conclusion

The AeroTower requires proper training before 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 Visual Aide and Maintenance Manual and the following Appendix, or contact

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 Aid and resource library-

Figure 1

1. **Trampoline Mat** – Should be unblemished, secured with intact springs, with no tears or holes.
2. **Safety Pad** – Should be undefiled, secured with bungee ties and/or Velcro, no gaps, adequate thickness of padding throughout, with no tears or holes.
3. **Webbing** – Should be secured with proper stitching with no tears, holes, or fraying of material.

FIG. 1

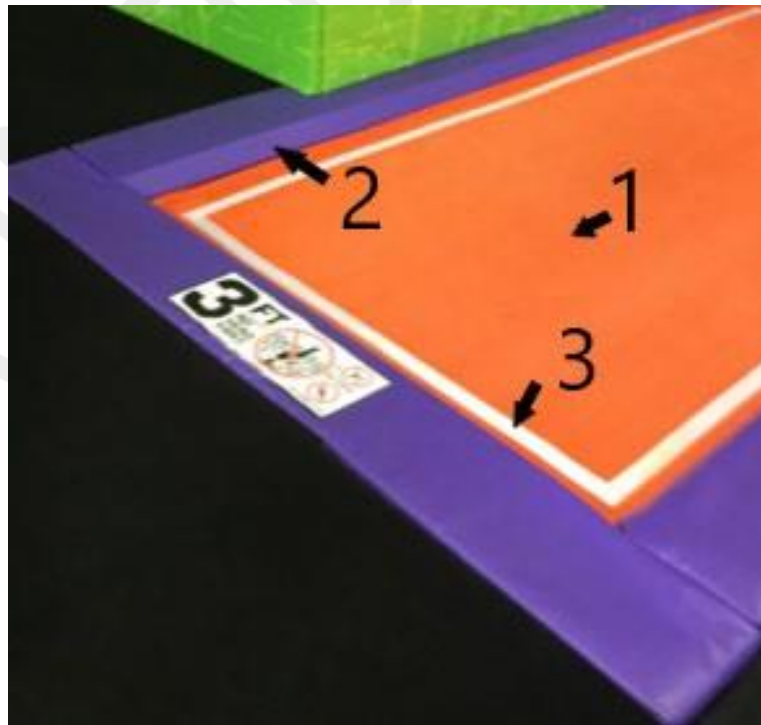


Figure 2

1. **Cable** – Should be attached securely to a stable anchor point and turnbuckle with no fraying.
2. **Turnbuckle** – Should be attached securely to a cable and/or netting grommet with no blemishes.
3. **Netting Grommet** – Should be attached securely to a turnbuckle with no tears or fraying of material.

FIG. 2

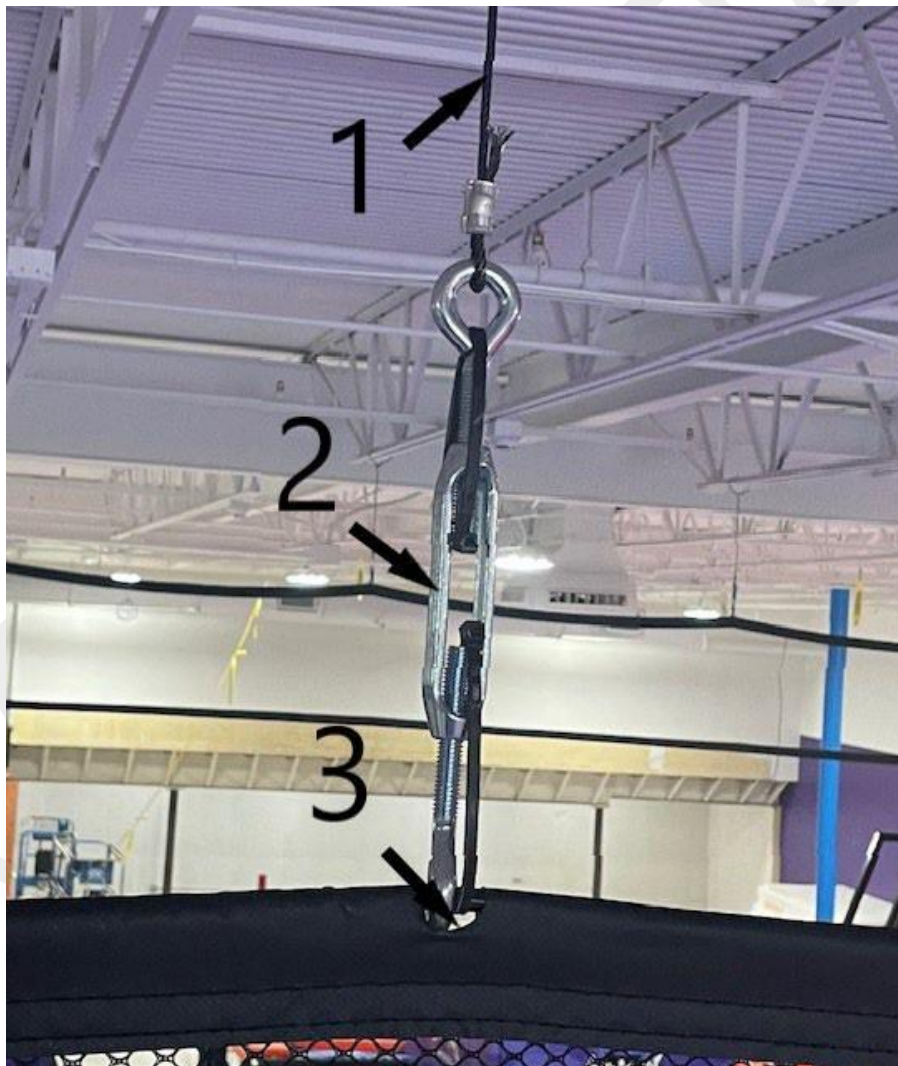


Figure 3

1. **Frame Base Post/Base Post Angled Brace** – Should have a minimum number of secured hardware as per installation instructions. Base posts should be secured to the concrete with anchors and to adjacent framework with bolts that meet or exceed minimum requirements as per manufacturer recommendations and industry standards.

FIG. 3



Figure 4, 5, & 6

- 1. Springs & V-Rings** – Should not be overstretched (see Visual Aide for more information), secure to steel frame, and hooked on to trampoline mat via V-Rings. V-Rings should be secured with proper stitching with no tears, holes or fraying of material.
- 2. Bungee Ties and Velcro Straps** – Bungee ties should be connected through safety pad grommets and securely tied with hog nose rings from beneath the court around the steel frame, and not wound or stuck in any spring coils. Velcro straps will be sewn to the safety pad. Opposing Velcro straps should be securely attached to each other around the steel frame, and sometimes around springs.
- 3. Redundant Barrier System/Secondary Mat/Safety Mat** – Should remain underneath each trampoline mat and securely attached by intact springs.

FIG. 4



FIG. 5



FIG. 6

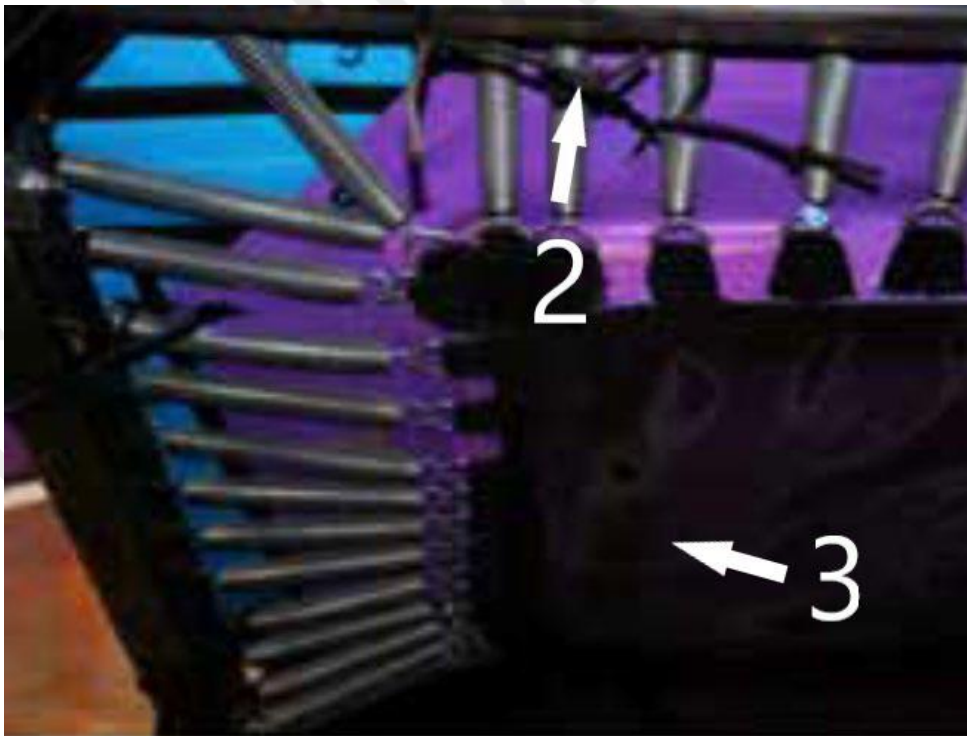


Figure 7, 8, & 9

1. **Netting** – Should be attached securely as a stable containment source for patrons, with no gaps between courts, platforms, and walls.
2. **Padded Railings** – Like padded walls or columns, any railing within 60” of an entry or exit point of a device use zone should be padded with secure and intact impact attenuation material.
3. **Graphic Panels/Skirt** – Should be unblemished and secured, enclosing all areas underneath and behind play areas and courts.

FIG. 7



FIG. 8



FIG. 9



Figure 10, 11, 12, & 13

1. **Center Section** – Contains interactive targets and oscillates during gameplay.
2. **Targets** – AeroStrike Targets from Rugged Interactive. LED's light up when turned on. Target registers points every time a ball successfully passes the sensor.
3. **Scoreboard** – Tracks score and timer. Makes noises during game startup and gameplay.
4. **Start Button** – Used to initiate gameplay. Once pressed, targets engage, timer starts, and motor starts oscillation.
5. **Control Panel** – Houses electrical components and devices used to control and distribute electrical power to various applications. Serves as the “central hub” for managing and monitoring electrical systems.
6. **Access Panel** – Removeable panel to allow easy access to *Control Panel* and under center section for maintenance and cleaning purposes.
7. **Emergency Stop Button “E-Stop”** – Designed to quickly shut down the AeroTower in case of an emergency or a hazardous situation to prevent accidents or injuries. When pressed, the E-Stop button cuts power to the motor, halting its operation immediately.

FIG. 10



FIG. 11



FIG. 12



FIG. 13



Appendix B – Daily Inspection Chart

Daily Inspection Chart				
ATTRACTION COMPONENTS	PASS	WATCH	FAIL	NOTES
Are all safety, warning, and instructional signs clearly displayed by the court/attraction?				
Are all obstructions including but not limited to railings, columns, ramps, stairs, etc. within 5 ft. (60") of any attraction entrance/exit properly padded?				
Are there any unstable points or potential tripping hazards on attraction frame, platform, ramp, or stairs?				
Do any of the trampoline mats have holes, tears, or runs?				
Do any of the trampoline mats have damaged, detached or fraying webbing?				
Did any of the trampoline mats have noticeable resistance changes during the perimeter bounce test? Are springs secured to trampoline and frame, not overstretched?				
Do any of the trampoline mats have stains, gum, or similar?				
Do any safety pads have tears, holes, or rips?				
Are all safety pads properly secured with bungee ties and/or Velcro?				
Are there any noticeable gaps between the court and the platform, or between connecting pads? Is any steel framework exposed?				
Do any of the safety pads have stains, gum, or similar?				
Are there any rips, tears, or holes in the containment netting?				
Are all points of the containment netting properly secured with unblemished assembly hardware?				
If applicable, do all large "jump" boxes with columns have secured, intact safety padding and column wraps? Are all small/medium boxes or "Parkour boxes" immovable and have secured safety padding?				
Does any wall padding (containment walls, sides of jump boxes, etc.) have stains, rips, tears, or holes?				
Do any additional accessories including but not limited to hoop, goals, balls, etc. have tears, holes, cracks, stains, or rips? If applicable, are accessories properly secured with secured padding?				
Refer to third-party operations manuals for items including but not limited to belays, air bags, air tracks, interactive gaming, mixed reality, augmented reality, adventure attractions, etc.				

ADDITIONAL

NOTES: _____

Date: _____

Inspector: _____

For quality consistency, have each inspector complete a sheet each day.

For features that may contain a more time-sensitive maintenance requirement, highlight the component line for the next weekly inspection and maintenance time.

When an inspection reveals a future service requirement, that is currently not urgent, the WATCH column should be used. Any components that have WATCH note attached, should be shown to all Court Attendants so that they can monitor the issue throughout their shifts. This should be repeated daily until the component receives a service that returns it to a PASS status. Any components that receive a FAIL note should be serviced immediately, and the attraction must remain closed until the component is fixed and returns to a PASS status. WATCH and FAIL items should have pictures attached to each daily inspection until it returns to PASS status.

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 line were serviced.

Save all Inspection Logs for your records, either digital or hardcopy, for at least 3 years or the amount of time that your attorney/legal counsel advises.

For the 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 obtained by contacting Fun Spot®.

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 communication 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.

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