



GLADIATOR JOUST RULES

- ★ SHOES MUST BE REMOVED PRIOR TO ENTERING UNIT
- ★ SOME ITEMS WHICH ARE NOT PERMITTED ON UNIT INCLUDE:
SHOES, SHARP OBJECTS, TOYS, EYE GLASSES, SAND, SILLY STRING, INK PENS, MARKERS, JEWERY THAT IS SHARP OR LONG NECKLACES, FOOD & DRINK, GUM, ANIMALS (NO ANIMALS ARE ALLOWED TO BE IN OR CLOSE TO UNIT), ANY ITEM WHICH COULD BE UNSAFE OR CAUSE DAMAGE TO UNIT
- ★ RIDERS MUST ONLY PLAY ON A FULLY INFLATED UNIT
IF UNIT LOSES AIR, RIDERS MUST EXIT IMMEDIATELY
- ★ OPERATOR(S)/ATTENDANT(S) MUST BE PRESENT AT ALL TIMES TO ACT AS A REFEREE AND TO ASSIST PARTICIPANTS AS NECESSARY. EQUIPMENT MUST BE SET UP WITH A CLEARANCE OF ABOUT 5' FROM ANY FIXED OBJECT (I.E. FENCE, WALL, TREE, WIRES, ETC.)
- ★ RIDERS MUST EXIT BEFORE NEW RIDERS CAN ENTER
- ★ DO NOT CLIMB ON OUTSIDE OF UNIT OR AROUND AIR BLOWER(S)
- ★ DO NOT EXCEED THE RECOMMENDED NUMBER OF RIDERS
- ★ SEPARATE GROUPS BY SIZE AND/OR AGE
- ★ UNIT CANNOT BE ALLOWED TO GET WET
- ★ AIR BLOWER(S) MUST ALWAYS BE ON UNLESS THERE IS RAIN OR HIGH WINDS
IN THE EVENT OF RAIN OR HIGH WINDS, REMOVE RIDERS & UNPLUG AIR BLOWER(S)
AT THE WALL OUTLET – A WET FLOOR CAN CAUSE SLIPPING HAZARDS
- ★ DO NOT USE FUGAL STICKS TO JAB AT OPPONENT; DO NOT HIT OPPONENT ANYWHERE ABOVE THE SHOULDERS, OR BELOW THE BELT. FUGAL STICKS AND PEDESTALS MUST NOT BE REMOVED FROM INFLATED JOUSTING ARENA. ALWAYS WEAR ANY PROTECTIVE GEAR THAT MAY BE INCLUDED WITH THE GLADIATOR JOUST (I.E. HEADGEAR).
- ★ HORSEPLAY (INCLUDING FLIPS, 'WALL-SLAMMS' & WRESTLING) IS NOT PERMITTED
- ★ DO NOT ALLOW EQUIPMENT TO GET WET (ESPECIALLY PEDESTALS, FUGAL STICKS, HEADGEAR AND BLOWER)
- ★ **ADULT SUPERVISION IS REQUIRED AT ALL TIMES**