



# A-1 AMUSEMENT & PARTY RENTAL

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## GAGA PIT

### SET-UP

1. REMOVE UNIT FROM THE BAG AND UNROLL ONTO A SMOOTH SURFACE FREE FROM DEBRIS.
2. PLACE BLOWER NECK INTO THE UNIT'S BLOWER TUBE (LOCATED AT THE BACK OF UNIT) AND SECURE THE TUBE TO THE BLOWER'S NECK. CLOSE THE ZIPPER ON THE BACK LEFT SIDE OF THE UNIT, NEXT TO BLOWER TUBE.
3. PLUG BLOWER POWER CORD INTO YOUR ELECTRICAL SOURCE (REQUIRES (1) 110 VOLT 20 AMP CIRCUIT). TURN ON BLOWER SWITCH. IN A FEW MOMENTS THE UNIT SHOULD BE FULLY INFLATED. IF UNIT IS NOT INFLATING, CHECK TO MAKE SURE THE BLOWER TUBE IS NOT KINKED.
4. TIE CORNER STRAPS OFF TO STAKES OR SANDBAGS AS APPROPRIATE

### ACCESSORIES

	(1) INFLATABLE
	(1) BLOWER
	(1) GREY EQUIPMENT BOX
	(2) PLAYGROUND BALLS
	(1) 50' EXTENSION CORDS
	(6) STAKES
	(6) CONES

### SAFETY

1. ADULT SUPERVISION IS SUGGESTED AT ALL TIMES.
2. THE ATTENDANT(S) MUST ENFORCE ALL RULES AND REMOVE ANY PARTICIPANT WHO DOES NOT FOLLOW THE RULES.
3. ATTENDANTS AND PARTICIPANTS MUST NOT BE UNDER THE INFLUENCE OF ANY MIND-ALTERING SUBSTANCE (DRUGS, ALCOHOL, MEDICATIONS, ETC.) DURING OPERATION.
4. ABSOLUTELY NO CLIMBING, SITTING OR STANDING ON THE UNIT.
5. NO FOOD, DRINK, OR GUM AND ABSOLUTELY NO SILLY STRING. (CLEANING CHARGES WILL BE ADDED)
6. DO NOT OPERATE UNIT IN RAIN, LIGHTNING, DARKNESS, OR IN WINDS EXCEEDING 20 MPH.
7. IF THE UNIT BEGINS TO LOSE AIR CHECK YOUR POWER SOURCE FOR A POSSIBLE POWER PROBLEM.

### PLAYING RULES

1. ALL PLAYERS START WITH ONE HAND TOUCHING A WALL OF THE PIT
2. THE GAME BEGINS WITH A REFEREE OR PLAYER THROWING THE BALL INTO THE CENTER OF THE PIT.
3. WHEN THE BALL ENTERS THE PIT, THE PLAYERS YELL "GA" FOR THE FIRST TWO BOUNCES AND "GO" ON THE THIRD BOUNCE, AFTER WHICH THE BALL IS IN ACTION.
4. ONCE THE BALL IS IN PLAY, ANY PLAYER CAN HIT THE BALL WITH AN OPEN OR CLOSED HAND.
5. A PLAYER CANNOT HIT/TOUCH THE BALL TWICE IN A ROW, UNLESS THE BALL HAS HIT THE WALL OR ANOTHER PLAYER IN BETWEEN TOUCHES.
6. PLAYERS CANNOT SCOOP OR LIFT THE BALL.
7. PLAYERS CANNOT HOLD THE BALL.
8. IF A BALL TOUCHES A PLAYER ON OR BELOW THE KNEE (EVEN IF THE PLAYER HITS HIMSELF OR HERSELF) HE OR SHE IS OUT AND LEAVES THE PIT IMMEDIATELY. IF A PLAYER IS HIT ABOVE THE KNEES, THE PLAY CONTINUES.
9. IF A BALL RICHOCETS OFF THE WALL OR ANOTHER PLAYER AND HITS ANOTHER PLAYER ON OR BELOW THE KNEE, THAT PLAYER IS OUT.
10. IF THE BALL IS HIT OUT OF THE PIT, THE PLAYER THAT HIT THE BALL OUT IS OUT.
11. IF A BALL IS CAUGHT ON THE FLY, INSIDE OR OUTSIDE THE PIT, THE PLAYER WHO HIT THE BALL IS OUT.
12. PLAYERS THAT ARE OUT CAN RE-ENTER THE GAME IF A BALL IS CAUGHT ON THE FLY THAT IS HIT OUTSIDE OF THE PIT.
13. AFTER A BALL IS CAUGHT ON THE FLY OR HIT OUT OF THE PIT, THE BALL IS RE-SERVED.
14. PLAYERS CANNOT USE THE WALLS TO AID IN JUMPING OR PERMANENTLY SIT ON THE WALL.
15. IF NEEDED, A SECOND BALL CAN BE THROWN IN THE PIT TO EXPEDITIDE THE END OF THE GAME.
16. THE LAST PLAYER STANDING IS THE WINNER.

**I HAVE READ AND UNDERSTAND THESE RULES. I WILL SEE THAT THEY ARE ENFORCED.**

NAME X \_\_\_\_\_

(PLEASE PRINT AND SIGN)

DATE \_\_\_\_\_

COMPANY REP X \_\_\_\_\_

DATE \_\_\_\_\_

\*\*\*\*\*RENTER IS RESPONSIBLE FOR ALL DAMAGES\*\*\*\*\*