

Handy special events

2642 Millar Ave
Saskatoon, SK. S7K 4C8
306-933-2727

BASEBALL TOSS



Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form.
2. Assemble framework per sketch.
3. Attach canvas to the framework using the velcro straps.
4. If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement. In a breeze use sandbags with the stakes.
5. Never fold up canvas wet. Always allow to dry thoroughly first.

***Safety Rules ***

- Be sure that there is plenty of clearance between the player and spectators.
- Keep spectators clear from the sides and back of canvas to prevent them from being struck by a deflected or errant kick.
- If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement. In a breeze use sandbags with the stakes.
- Never use the game in strong winds or lightning



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BASKETBALL TOSS



Operation:

1. The booth needs to be 8ft square. Set the basketball net that is supported on a frame in the middle of the area.
2. Each player is given 3 basketballs.
3. The objective of this game is to get the basketballs through the net, one from each corner of the booth.

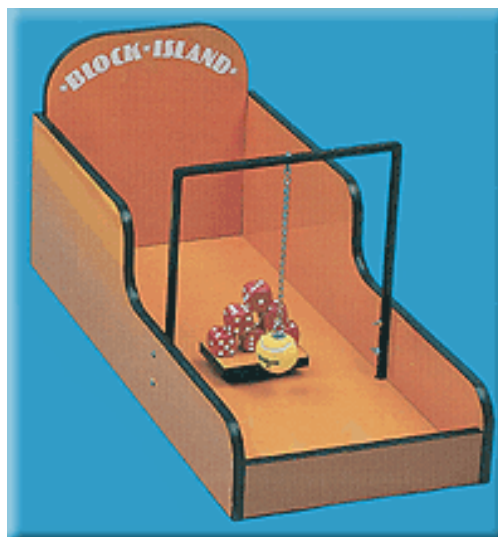
*****Safety Rules*****

- Be sure there is plenty of clearance between the player and the spectators.
- Remember the risk is always present that the player could lose control of the direction of the ball.
- Keep spectators clear from the sides of the squared off area to prevent them from being struck by a defected or errant throw.

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BLOCK ISLAND



Set Up Instructions:

1. Find a table to set the game on.
2. Arrange the blocks to form a pyramid. Make sure the blocks are at the front of the frame behind the hanging ball.

Operation

1. The ball is dropped in a pendulum arch towards the dice.
2. The objective is to knock over as many dice as possible.
3. The dice that are knocked over are then total and the highest score wins.

*****Safety Instructions*****

- Be sure there is plenty of clearance between the player and the spectators.
- Remember there is always a risk that one of the dice could fly and injure a spectator. Prevent this from happening by assuring a safe distance between player and spectators.



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CONFETTI CANNON

Set Up:

1. Make sure the cannon tube is empty before loading.
2. Compress a wad of paper and lightly pack it into the bottom of the tube to act as a base plug.
3. Drop streamers into the mouth of the canon.
Use a rod to push the streamers towards the base of the tube. For the best results, use at least one full pack of streamers for each blast.
Note: Beware not to crush the streamers by applying too much force. Remove packing rod from cannon
4. Before screwing the CO2 cylinder, make sure that the moving arm of the release valve is folded into the side of the valve and not extended into the back. Insert the CO2 cylinder into the valve by firmly screwing in the CO2 cylinder clockwise.
5. Put the insulator sleeve over the CO2 cylinder.
WARNING----When CO2 gas is released, it will cause the CO2 cylinder to freeze. Use of the insulator sleeve will prevent freezer burn from the cylinder to your body.

Operation:

1. Take a firm grip of the tube with one hand about 18 to 24 inches up from the bottom. Hold firmly and squeeze the tube under your arm to the side of your body.
WARNING---Activate cannon only at a vertical angle and make sure the mouth of the cannon is well above the heads of yourself and anyone around you.
2. Take hold of the pull tab by reaching across your waist with your other hand.
3. Look upwards and make sure that the CO2 cylinder is facing away from the side of your body.
4. Aim canon and pull tab with one quick, firm stroke.

Safety

- Minor kickback occurs when CO2 is released. Beware of a delayed reaction, especially when streamers have been lightly packed into cannon. Hold cannon firmly to avoid cannon slipping out of your grip.
- Do not expose the cannon to freezing temperatures.
- Avoid warping by keeping out of direct sunlight.
- Do not operate if damaged in any way.
- Do not point or activate the cannon towards persons or objects that may be damaged from the streamer projectile.

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COW MILKING GAME

Set Up:

1. Select a level area to operate the game with plenty of room to allow a line to form.
2. Place cow in the area you would like it.
3. Insert the bottom supports into the bottom of the frame.
4. Attach the sides using the bolts and wing-nuts.
5. Put the udder bucket into the space inside the frame.
6. Insert the banner supports (lengths of tubing with welds) into the top of the frame.
7. Using the bungees, attach the banner to the banner supports.

Safety Instructions

- Be sure that there is plenty of clearance between the player and spectators.
- If using the game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports.
- Never use the game in strong winds or lightning.

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Dino Golf

Parts:

- 1 Game Tub
- 1 Backboard Dino
- 1 Putting Mat Dino
- 1 Putter
- 3 Golf Balls

Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form and safe distance between player and spectators.
2. Place game on firm level ground and unroll mat.

Safety Instructions

- Be sure there is plenty of distance between the player and spectators.
- Never use the game in strong winds or lightning



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DUCK POND

Set Up:

1. Select a level area to operate game with plenty of room to allow for line to form and safe distance between player and electrical outlets.
2. Situate the base/framework where you desire and place the tub in position on top of the base.
3. The support posts for the painted signboard can then be put in position into the welded pieces of pipe. Slip the painted signboard into place.
4. Affix the striped skirting to the Velcro which is already in place under the rim of the tub.
5. Now you are prepared to fill the tub with water. Make sure the plug is in place in the rear of the tub.
6. After tub has filled with water, place the pump in the rear of tub under the water.
7. Turn it on. You will have to position the pump so it moves the water around the tub and circulates the ducks adequately. Be certain that the pump is connected to ground fault receptacle.

Operation:

The ducks are marked with numbers. These numbers should correspond to prizes.

For example there are only 2 duck marked with number 1. So whoever picks a duck with a number 1 will win one of the best prizes. There are 2 ducks with number 2 on them. There are 4 ducks with the number 3 on them and there are 8 ducks with the number 5 on them (this would be the lesser of all the prizes). There are also 8 ducks with NO numbers on them, thus no prize. There are 25 ducks in total.

****Safety Rules****

- Be sure there is plenty of clearance between game participants and the electrical outlets so as to prevent tripping and accidental shocks or electrocution.
- As always please use caution when using electricity near any water source.
- Never leave the duck pond unattended with any amount of water in the tub.
- If using the duck pond indoors or on other potentially slippery surfaces, please wipe up splashes and/or spills to prevent slip and fall injuries.
- Never use the duck pond when lightning is visible.
- Always drain the tub when not in use.
- Store the tub upside down so it cannot fill with rain water.



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Dunk Tank

Set Up:

1. Tilt trailer back.
2. Remove hitch. Remove bolts along hitch underneath and slide hitch out.
3. Before standing dunk tank up, remove target arm bar, pinned along left side of seat on frame.
4. Stand dunk tank up.
5. Undo ratchet straps.
6. Swing out target wing.
7. Set bolt peg, found behind wing, left hand bottom corner. Stabilize wing so it remains straight.
8. Slide straight end of target arm between bars under seat by spring.
9. Push cornered end of target arm thru mount behind wing. Shaft of target arm will slip into groove cut out under seat frame.
10. Attach target on front.
11. Unlock seat.
12. Ensure drain valve is closed.
13. Fill tank.

Take down and Transport:

1. Open drain valve and empty tank.
2. Lock seat.
3. Remove target from front of wing.
4. Slide out target arm.
5. Loosen bolt peg at bottom of wing.
6. Swing back wing along tank.
7. Secure with ratchet straps.
8. Once tank has drained, tip tank back.
9. Slide target arm back into frame, left side. Secure with pin.
10. Slide hitch back in and secure with bolts.
11. Lift hitch and line up with ball on vehicle hitch.
12. Clamp down and pin lever.
13. Connect chains to vehicle.

**When towing rental – Do not
exceed speeds of 80km/h due to
weight and tire size**

**IF YOU HAVE ANY
PROBLEMS OR CONCERNS
PLEASE CALL OUR 24 HOUR
SERVICE NUMBER
@ 306-933-2727**



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Basketball 1-on-1

Operation:

- When a player makes a basket, the cycle will begin and a music tune will play. The first shot starts the game, but no shots are recorded until the music tune stops. Between consecutive games, the music does not play, but all shots made are scored during each round. (*Volume can be adjusted to the desired level by turning the knob on the side of the score keeper*)
- The score keeper should turn on after a shot is made by one of the players with a display showing 00.
- The timer will then reset to 30 seconds and begin counting down.
- A 'beep' will sound when a basket is made. A different pitched 'beep' will sound for each player.
- During the first 20 seconds of play, 2 points per basket will be scored. During the last 10 seconds of play, 3 points per basket will be scored. The decimal point on the display will illuminate to signal this transition.
- When the time counts down to zero, the buzzer then sounds and the score display is retained for each player.
- If 30 or more points are scored, a 'charge' tune plays and a 15 second bonus period is awarded. If a high score equals 90 points or more, a double 'charge' tune plays and a second bonus period of 10 seconds is awarded.
- After a 6 second time delay, the score clears for each player.
- A high score in memory is displayed on the centre 2 digits. The high score resets to 00 if the game is not played within a 30 minute time frame. If an AC adaptor is used, the high score is stored in memory until the power is interrupted. After 2 minutes of inactivity, the power to the score keeper shuts off automatically.

*****Safety Rules*****

- Be sure there is plenty of clearance between the player and the spectators.
- Remember the risk is always present that the player could lose control of the direction of the ball.
- Keep spectators clear from the sides of the squared off area to prevent them from being struck by a deflected or errant throw.
- Do not use in rain, wind, or lightning



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FISHING GAME

Parts:

- 1 Coat rack
- 1 Backdrop
- 2 Fishing Poles

Set Up:

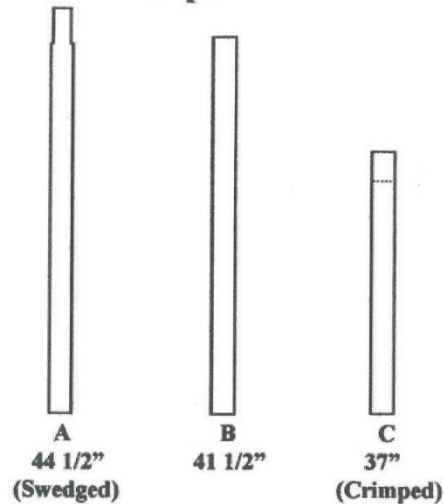
1. Hang backdrop from coat rack.
2. Hang fishing lines over the canvas.

Operation:

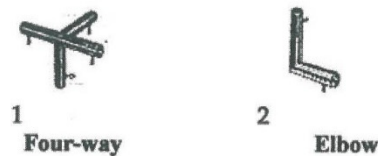
Each player is given a pole that has a clip attached to it. The player hangs his/her pole over the painted canvas. An individual clips on a prize from behind the backdrop and gives the fishing line a light tug. The player will then pull their pole back over.

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Pipes



Fittings



1. Frame Game Safety Instructions

1. Be sure that there is plenty of clearance between the player and the spectators.
2. Keep spectators clear from the sides and back of canvas to prevent them being struck by a deflected or errant throw/hit/etc.
3. If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement, and in a breeze use sandbags with stakes.
4. **NEVER USE THE GAME IN STRONG WINDS OR LIGHTENING!!!!**
5. Use caution when setting up or taking down the game. Once the bolts are loosened the sections of tubing can come apart and fall down causing injury.
6. Use only the equipment provided with the game.

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FROGGY FLY FLING



Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form.
2. Assemble frame.
3. Attach canvas to the frame using the Velcro straps.
4. Place catapult on a small table or on the ground approximately 5 to 6 feet from canvas.
5. If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement. In a breeze use sandbags with the stakes.

Operation:

1. The players are to use the hammer to catapult the insects into the frog's mouth.

SAFETY INSTRUCTIONS

- Be sure that there is plenty of clearance between the player and spectators.
- Keep spectators clear from the sides and back of canvas.
- Never use the game in strong winds or lightning
- Never fold up canvas wet. Always allow to dry thoroughly first.

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GOLF CHALLENGE



Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form and safe distance between player and spectators.
2. To assemble framework, look at attached drawings.
3. Attach the painted canvas to the frame work assembly using the Velcro straps.
4. If using game outdoors, it is strongly recommended to use the stakes provided on either side of the bottom supports. Use sandbags on pavement or in a breeze.
5. Never fold up canvas when wet-allow to dry thoroughly.

SAFETY INSTRUCTIONS

- Be sure there is plenty of clearance between the player and the spectators.
- Keep spectators clear from the sides and back of the canvas.
- Always use stakes when using the game outside. If the game is on pavement, use sandbags.
- Never use the game in wind or strong lightning.
- Use caution when setting-up or taking down the game. Until the canvas is attached, the sections of pipe can come apart and fall down causing injury.
- Use only the soft golf balls that are included with the game.

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GOPHER GOLF

Parts:

- 1 Game Tub
- 1 Backboard – Gopher
- 1 Putting mat
- 1 Putter
- 3 Golf Balls

Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form and safe distance between player and spectators.
2. Place game on firm level ground and unroll mat.

******Safety Instructions******

- Be sure there is plenty of clearance between the player and spectators.
- Keep spectators clear from side or back of game to prevent from being struck by deflected or errant hit.
- Never use the game in strong winds or lightning



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Hi Striker

Instructions:

1. Select a level area for setup
2. Unhook trailer and lights from tow vehicle and roll to set up area.
3. Carefully raise the unit into its upright position. ASSISTANCE WILL BE REQUIRED.
4. Remove the nut and unlock the safety chain from the support legs.
5. Swing the support legs down so that they are firmly resting on the ground.
6. Wrap the chain around the frame and lock.
7. REVIEW SAFETY RULES!!!!

Operation:

1. Check to see that the unit is on a firm and level surface.
2. Inspect the mallet to make sure that the head is securely attached to the handle.
3. Block off a “striking zone” with plenty of room for the participant to safely swing the mallet with no danger of hitting a spectator or passer-by.
Note: occasionally the mallet will bounce off the side of the rubber pad, so make sure the spectators are kept clear of this area.
4. If the easy striker moves or “walks” during use, drive 4 stakes through the 4 holes on the sides of the unit.
5. The level of difficulty can be adjusted by raising or lowering the spacer under the back end of the high striker arm.

Take down:

1. Raise the support legs and secure with the locking nut and wrap the safety chain around the frame to be certain the legs will not drop down while in tow.
2. Carefully lower the unit back onto its wheels. Assistance will be required.
3. Attach trailer to vehicle. Put pin or bolt through hitch release lever and secure. Attach safety chain to vehicle.

****Safety Rules****

- Keep Easy Striker away from power lines.
- Do not operate during a storm.
- Periodically, check the bolts to make sure they are tightly fastened.
- Use only on level, firm ground. Stake the unit down if necessary.



- Be sure to always use the support legs to avoid having the unit tip over.
- Block off a “striking zone” with plenty of room for the participant to safely swing the mallet with no danger of hitting a spectator or passer-by.
- Occasionally the mallet will bounce off the side of the rubber pad, so make sure the spectators are kept clear of this area
- Only one person at a time allowed in the “strike zone”.
- Do not leave the unit unattended.
- Do not allow anyone to climb on the Easy Striker.
- When towing, always use a safety chain and tongue pin.
- Always use the safety chains to secure the support legs when in tow.



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Horse Race Wheel

- There are ten horses on the Wheel - numbered 1 thru 10 - with the odds listed under each spoke of the Wheel.
- The odds start at 2 to 1, with the highest odds being 8 to 1.
- Players bet on as many numbers as they desire.
- The Dealer spins the Horse Wheel after all the bets have been placed.
- The Players are paid if the number they bet matches the Horse number which turns up on the wheel.
- Players are paid the odds that the pointer has landed on.

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KA-PLUNK



Operation:

This game sits on the floor. The objective of this game is to drop the pucks down from the top through the maze and land in the middle of the zone at the bottom. Each player gets 2 tries. The player that gets closest to the target wins.

Game Idea #1

Place colors or numbers on the bottom base for targets. The player that lands on the certain color or number wins a corresponding prize.

Game Idea #2

Place colored dots on the pucks and have corresponding colors on the base. The objective is for the player to drop the puck through the maze and land on the matching color.

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KICK AND SCORE SOCCER



Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form.
2. Assemble frame.
3. Attach canvas to the frame using the Velcro straps.
4. If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement. In a breeze use sandbags with the stakes.
5. Never fold up canvas wet. Always allow to dry thoroughly first.

Safety Instructions

- Be sure that there is plenty of clearance between the player and spectators.
- Keep spectators clear from the sides and back of canvas to prevent them from being struck by a deflected or errant kick.
- Never use the game in strong winds or lightning

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KIDDIE HI-STRIKER

Parts:

- 1 Striker
- 1 Striker Base
- 1 Aluminum Brace
- 1 Mallet
- 1 Bell (with hardware)
- 1 Bracket

Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form
2. Fit the striker into the slot on the base.
3. Along the striker rail is a series of bolts; the nuts run along the back of the unit. Find the third nut from the bottom and remove it. Place the bracket on the bolt and replace the nut. (The bracket will be used for the brace.)
4. Assemble the brace to the back of the striker and base using the pins provided.
5. Take the large bolt and place the bell on it first. Then add the spacer and a flat washer. Insert the bolt into the top of the striker unit, add a flat washer to the back of the unit. Now add the nut to the back and tighten.

Safety Instructions

- Be sure that there is plenty of clearance between the player and spectators.
- Rope off lots of room to create a “striking zone”. Make sure that there is more than enough space to swing the mallet safely.
- Never allow more than one person in the “striking zone” at a time.
- Regularly inspect mallet to ensure that it is in sturdy condition.
- Use only the mallet included with the game.
- All players must wear shoes.
- Never use the game in strong winds or lightning.
- Make sure the bell does not touch the striker rail. If it does it will dull the sound. In this case, add more flat washers between the spacer and the unit as needed



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LASER TOSS



Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form.
2. Assemble frame.
3. Attach canvas to the frame using the Velcro straps.
4. If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement. In a breeze use sandbags with the stakes.
5. Never fold up canvas wet. Always allow to dry thoroughly first.

Safety Instructions

- Be sure that there is plenty of clearance between the player and spectators.
- Never use the game in strong winds or lightning

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PAR THREE



Set Up:

1. Find a table to set the game on.
2. This game is a hinged game. You open it so that it is at a 90 degree angle on the table.

Operation:

Each player is given 3 golf balls which they drop from the top through the maze. The balls then roll into one of the three holes. To make the game more interesting you can mark each of the holes. Mark one hole as a birdie; one hole as a bogie and one hole as a par.

*****Safety Instructions*****

- Be sure there is plenty of clearance between the player and the spectators.
- Never use in severe wind or lightning.



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Pit Stop

Set Up:

8. Select a level area to operate the game with plenty of room to allow a line to form. Keep a safe distance between players and spectators
9. Assemble framework, per sketch. (Be sure to tighten down the fittings using the small bolts on them)
10. Attach canvas to the framework using the Velcro straps.
11. Place air compressor behind the game and run the hose under the canvas.
12. Hook up the hose to the compressor.
13. Turn on the compressor

*****Safety Instructions*****

- Be sure that there is plenty of clearance between the player and spectators.
- If using the game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports.
- Never use the game in strong winds, rain, wet areas or lightning.
- Make sure that the air hose and the electrical cord are not a tripping hazard.
- All players should wear safety goggles
- Never leave game unattended

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POTTY TOSS

Parts:

- 1 Game Tub
- 1 Seat Baseboard-Potty
- 4 Tub Legs
- 3 Wiffle Balls

Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form and safe distance between player and spectators.
2. To assemble screw legs into base.
3. Place game on firm level ground
4. If storing outside, leave upside down so that rainwater does not collect inside.

******Safety Instructions******

- Be sure there is plenty of clearance between the player and spectators.
- Keep spectators clear from sides and back of game to prevent from being struck by a defected or errand throw.
- Never use the game in strong winds or lightning

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PUTTING GOLF

Parts:

- 1 putter
- 3 golf balls
- 3 wood slats 1 golf mat
- 1 black tote bag

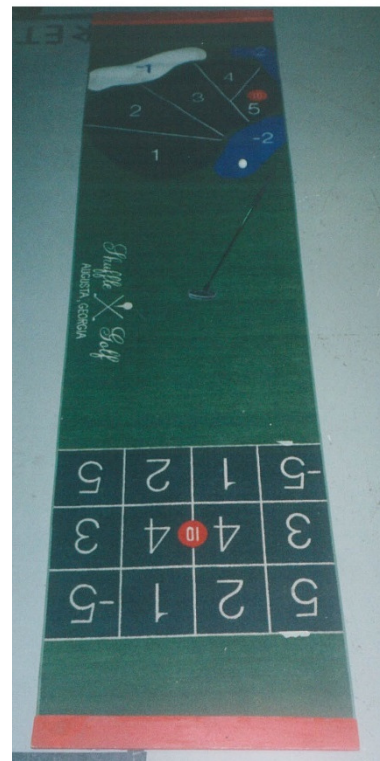
Set Up:

1. Lay down golf mat.
2. Place wood slats at the end of the mat so that the balls don't roll away.

Operation:

This game is made so that you can be creative with the rules depending on what you need the game for.

1. You can putt from either end. There can be a desired amount of points to aim for or it can be the highest score wins.
2. You could have the numbered areas corresponding to different prizes.
3. You could allow each player 3 balls and the one who comes closest to an exact score wins.
4. You can play from both ends with the highest score winning. In this version, allow players to knock other players' balls out of the way. For this suggestion you may want to get another 3 golf balls of a different color so you can tell whose balls are whose.
5. You can play with the intent being to get your ball on the circled ten.





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Roulette:

In this game, players may choose to place bets on either a single number or a range of numbers, the colors red or black, or whether the number is odd or even. To determine the winning number and color, a person spins the wheel in one direction, then spins a ball in the opposite direction on the wheel. The ball will fall on to the wheel and into one of 38 colored and numbered pockets on the wheel. The roulette table usually imposes minimum and maximum bets, and these rules usually apply separately for all of a player's 'inside' and 'outside' bets for each spin.

Players can continue to place bets as the ball spins around the wheel until the dealer announces "no more bets" When a winning number and color is determined by the roulette wheel, the dealer will place a marker also known as a dolly on that winning number on the roulette table layout. When the dolly is on the table, no players may place bets, collect bets, or remove any bets from the table. The dealer will then sweep away all other losing bets and determine all of the payouts to the remaining inside and outside winning bets. When the dealer is finished making payouts, the marker is removed from the board where players collect their winnings and make new bets. The winning chips remain on the board.

Inside Bets:

Placing 'inside' bets is either selecting the exact number of the pocket the ball will land in, or a small range of pockets based on their proximity on the layout.

- *Straight-up*: a single number bet. The chip is placed entirely on the middle of a number square.
- *Split*: a bet on two adjoining numbers, either on the vertical or horizontal (as in 14-17 or 8-9). The chip is placed on the line between these numbers.
- *Street*: a bet on three numbers on a single horizontal line. The chip is placed on the edge of the line of a number at the end of the line (either the left or the right, depending on the layout).
- *Corner* (or square): a bet on four numbers in a square layout (as in 11-12-14-15). The chip is placed at the horizontal and vertical intersection of the lines between the four numbers.
- *Six Line*: a bet on two adjoining streets, with the chip placed at the corresponding intersection, as if in between where two street bets would be placed.
- *Trio*: a bet on the intersecting point between 0, 1 and 2, or 0, 2 and 3 (single-zero layout only).

- *Basket*: a bet on 0, 1, and 2; 0, 00, and 2; or 00, 2, and 3 (double-zero layout only). The chip is placed at the intersection of the three desired numbers.
- *Top Line*: a bet on 0, 00, 1, 2, and 3 (double-zero layout only). The chip is placed either at the corner of 0 and 1, or the corner of 00 and 3.

Outside Bets:

Players wishing to bet on the 'outside' will select bets on larger positional groupings of pockets, the pocket color, or whether the winning number is odd or even. The payout odds for each type of bet is based on its [probability](#).

- *1 to 18*: a bet on one of the first low eighteen numbers coming up.
- *19 to 36*: a bet on one of the last high eighteen numbers coming up.
- *Red or Black*: a bet on which color the roulette wheel will show.
- *Even or Odd*: a bet on an even or odd number.
- *Dozen Bets*: a bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers.
- *Column Bets*: a bet on all 12 numbers on any of the three vertical lines (such as 1-4-7-10 on down to 34). The chip is placed on the space below the final number in this string.

Handy special events

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SHUFFLEBOARD

Set Up:

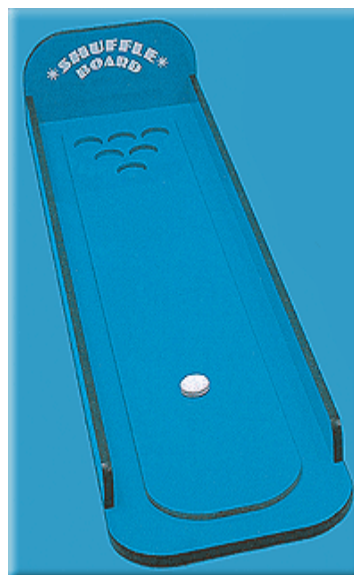
1. Find a table to set the game on.
2. Make sure there is plenty of room around the table for the players to move around.

Operation:

The objective of this game is to get the pucks into the holes at the opposite end of the board by sliding them down the board. You can value each of the holes whichever way you want. Each player receives 3 pucks.

Safety Rules

- Be sure there is plenty of clearance between the player and the spectators.



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SLAP SHOT HOCKEY



Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form.
2. Assemble frame.
3. Attach canvas to the frame using the Velcro straps.
4. Never fold up canvas wet. Always allow to dry thoroughly first.

Safety Instructions

- Be sure that there is plenty of clearance between the player and spectators.
- If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement.
- Never use the game in strong winds or lightning.

**** Safety Rules ****

Do not operate this unit in the winds are in excess of 20 m.p.h.

Do not inflate or use this piece of equipment without first securing it to the ground or stationary devices using all tethering connections !

Do not pound stakes into the ground without verifying gas & electrical locations with local utility companies !

Do not operate this unit in inclement weather !

Do not allow more than one participant at a time to slide on slides !

No Jewelry

No Sharp Objects

No Glasses

No Shoes

No Pushing

No Diving

No Rough Play

No Wrestling

No Flipping

No Shoving

Remember have fun, but be safe.

**OPERATORS MUST BE ON
DUTY AT ALL TIMES !!!**

Compliance Statement

The vinyl used in the construction of this product is of the highest quality, and adheres to MFR Methods: ASTM 6413-99, NFPA 701 (1999) and FTMS 191A Method 5903.

SPACE WALK™
INTERACTIVE, L.L.C.



Handy
special
events

2642 Millar Avenue
Saskatoon, SK
S7K 4C8

Phone: (306)933-2727

Toll Free: (800)567-4442

Fax: (306)933-9742

specialevents@sohandy.com



Bounce Ride

Length	Width	Height
15 feet	15 feet	13 feet

Approximate Weight: 245 pounds

Requirements: (1) 1 H.P. Blower Motor
(1) Trained Operators

Maximum Number of Participants :

Under 5 years of age	8
Under 8 years of age	8
9 to 13 years of age	6
Older Teens	4
Adults	3

Special Considerations: Overhead Hazards

This inflatable should not be in operation if winds are in excess of 20 mph.

Detailed Game Instructions

Follow All Standard Game Guidelines

SET-UP

All inflatable bounce rides must have a six foot perimeter surrounding the unit when inflated. So when setting this unit up one must make sure that there is ample space provided for proper inflation.

The inflatable bounce rides has 4 tie down straps. Located on each corner of the bounce ride. During set-up and operation all tie downs should be anchored into the ground or on hard surfaces weighted down with sandbags. Each sandbag (50 lb.) per tie down is sufficient to anchor this inflatable.

OPERATION

The bounce ride must be fully inflated and secured to the ground before allowing any participants to enter. An attendant should be stationed at the entrance of the bounce ride slide at all times of operation. All participants must follow the rule sign found on the left front of the bounce ride at all times during operation. It is the operators responsibility to insure all rules are adhered to.

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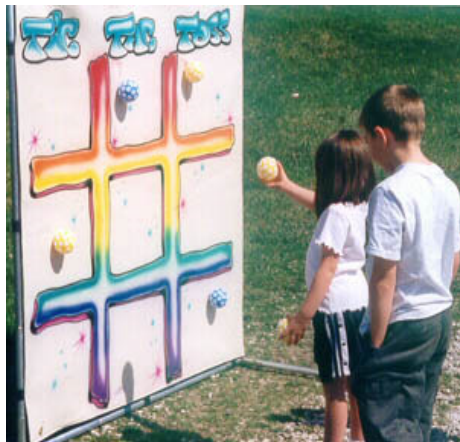
TIC TAC TOSS & PIN THE TAIL ON THE DONKEY

Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form.
2. Assemble frame.
3. Attach canvas to the frame using the Velcro straps. One canvas on each side of the framework.
4. Never fold up canvas wet. Always allow to dry thoroughly first.

Safety Instructions

- Be sure that there is plenty of clearance between the player and spectators.
- If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement.
- Never use the game in strong winds or lightning.



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TOWER GOLF

Parts:

- 1 game tub
- 1 backboard – tower
- 1 putting mat – tower
- 1 ramp- tower
- 1 putter
- 3 golf balls

Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form and safe distance between player and spectators.
2. Place game on firm level ground and unroll mat.

Safety Instructions

- Be sure there is plenty of clearance between the player and spectators.
- Keep spectators clear from side or back of game to prevent from being struck by deflected or errant hit.
- Never use the game in strong winds or lightning.

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TROLL TOSS

Parts:

- 1 game tub
- 1 seat baseboard-
- 1 backboard-troll dolls
- 6 troll dolls
- 4 tub legs
- 4 bean bags

Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form and safe distance between player and spectators.
2. To assemble screw legs into base.
3. Place game on firm level ground
4. If storing outside, leave upside down so that rainwater does not collect inside.

Safety Instructions

- Be sure there is plenty of clearance between the player and spectators.
- Keep spectators clear from sides and back of game to prevent from being struck by a defected or errand throw.
- Never use the game in strong winds or lightning.

Handy special events

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TRUNK TOSS]

Parts:

- 1 game tub
- 1 seat baseboard-trunk
- 1 backboard-head of elephant
- 4 tub legs
- 6 toss rings

Set Up:

1. Select a level area to operate game with plenty of room to allow for a line to form and safe distance between player and spectators.
2. To assemble screw legs into base.
3. Place game on firm level ground
4. If storing outside, leave upside down so that rainwater does not collect inside.

Safety Instructions

- Be sure there is plenty of clearance between the player and spectators.
- Keep spectators clear from sides and back of game to prevent from being struck by a defected or errand throw.
- Never use the game in strong winds or lightning.





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VOLLEY BALL SET

Parts:

- 4 Aluminum Poles
- 1 Volley Ball Net
- 2 Sets of Ropes
- 4 Bungee Cords
- 1 Volleyball
- 1 Hammer
- 4 Stakes
- 1 Bag

Set Up:



YOU'LL LOOK OUR BEST!

DUNK TANK INSTRUCTIONS

Towing

1. Fold wing in against the side of the unit and securely tie off. Then slowly tilt tank back onto its wheels. Place seat in its “up” position and lock.
2. Insert hitch tongue and use both pins to secure it.
3. Attach trailer to vehicle. Put pin or bolt through hitch, release leaver and secure. Attach safety chain to vehicle. (Always use the safety chain when towing.)
4. Hook up lights to tow vehicle, and be sure to test the turn signals and brake lights before towing.
5. Place target, target arm, and balls safely in tow vehicle.

Set Up

1. Select a level area for set up.
2. Unhook trailer and lights from tow vehicle and roll to set up area. (Note trailer and tank is one unit, do not try to separate.)
3. Raise tongue end of trailer and remove hitch pins from tongue bar. Slide tongue bar out and replace pins in bar.
4. Slowly lift up and set tank upright. (Be careful not to drop tank onto its bottom.)
5. Untie rope holding the wing against the tank. Swing wing out into position. Note: The wing must be straight out from the tank frame. If it is at an angle the trigger will not work properly. Lower the stabilizing rod on the bottom of the wing so the wind does not move it as this will cause the target arm to jam.
6. Check drain plug to make sure it is tight and then fill tank to the top with water. Approx. 500 gallons.
7. Place the flattened end of the arm into the trigger mechanism. Put the other end through the square tubing on the wing and through the hole in the canvas. Make sure the arm drops into the slot on the side of the frame. Insert the target into the end of the arm so the pin holes line up. Insert the clip pin.
8. Place one hand on the front of the seat and push down. With the other hand “test” the target to see that it works properly.

Instructions

1. Check to see that seat is properly locked and is released when the target is pressed. Be sure to show this operation to the person who will be on the tank as they will need to know how to reset the seat and trigger mechanism each time it is released, before they get back onto the seat.
2. Use only the balls that came with the Dunk Tank.
3. Monitor water level to keep it full.

Take Down

1. As soon as you are finished using the dunker, open the drain and let the tank empty.
2. Fold wing in against the side of the unit and securely tie off. When towing the dunk tank, tie a second safety rope to hold wing frame against tank. Then slowly tilt tank back onto its wheels.
3. Place seat in its “up” position and lock.
4. Insert hitch tongue and use both pins to secure it.
5. Attach trailer to vehicle. Put pin or bolt through hitch release lever and secure. Attach safety chain to vehicle.
6. Hook up lights to tow vehicle and be sure to test the turn signals and brake lights before towing.
7. Place target, target arm and balls safely in tow vehicle.

File



Auto Fund Division

Vehicle Registration Policy
4th floor, 2260 11th Avenue
Regina, Sask. S4P 0J9

Tel: (306)-775-6332
Fax: (306)-775-6222

June 28, 1999

Barry Ghiglione
Handyman Rental Center
2240 Ave C North
Saskatoon Saskatchewan
S7L 6C4

Dear Mr. Ghiglione,

This is in response to your letter dated June 21, 1999 regarding the registration status of your "high striker" rental equipment.

The *Highway Traffic Act* exempts special mobile machines from registration. The act defines a special mobile machine as:

- "special mobile machine" (bb) "special mobile machine" means a vehicle:
- (i) that is not designed or used for the transportation of passengers or goods and that only uses a highway incidentally to its basic purposes;
 - (ii) that is designed and used exclusively for moving earth or construction materials on locations off highways or for general construction or industrial purposes and that only uses a highway incidentally to its basic purposes; or
 - (iii) used for the purpose of highway construction and maintenance;

Because your unit was not designed for, and cannot transport a load, it is our interpretation that the high strike unit is a special mobile machine and is therefore exempt from registration. Although it is exempt from registration vehicle equipment standards such as signal lights still apply.

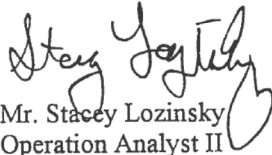
.... 2

It should be noted if the equipment was modified to allow for the transportation of a load, it would meet the definition of a trailer and would require registration.

With respect to the other equipment you requested information on, you can expect a response from us shortly.

I trust the above is satisfactory. If you require further clarification please call me at 306-775-6332.

Sincerely,



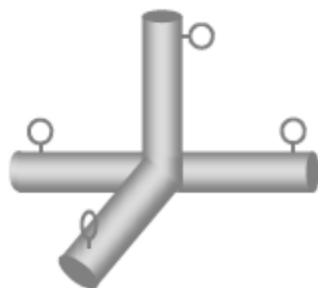
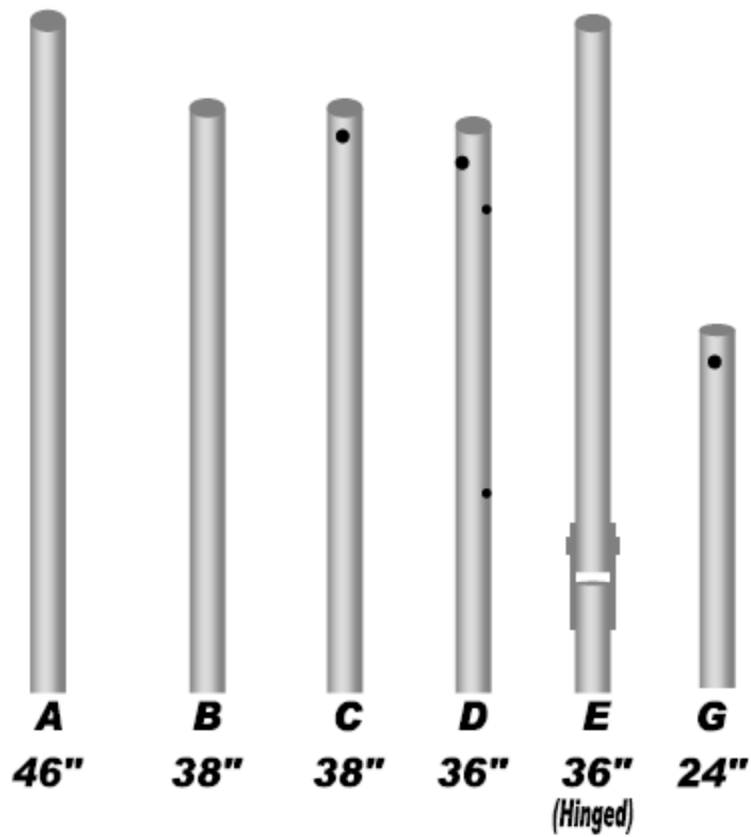
Mr. Stacey Lozinsky
Operation Analyst II
Vehicle Registration Policy

1on1 HOOPS

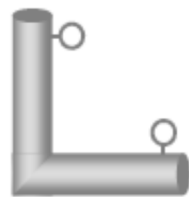


Set-Up Instructions

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Fitting #1
(4-Way)



Fitting #2
(Elbow)

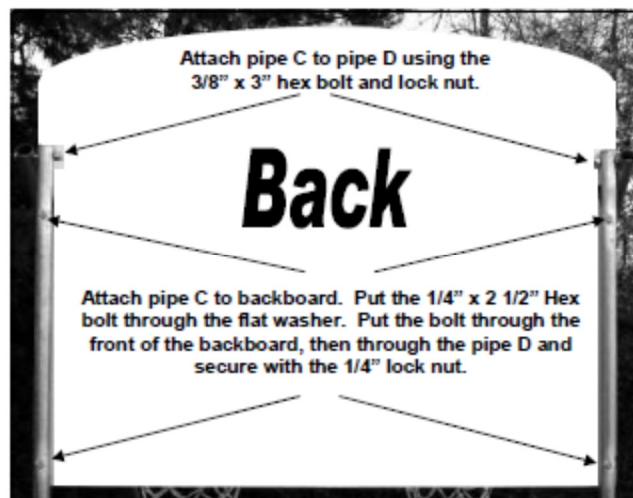
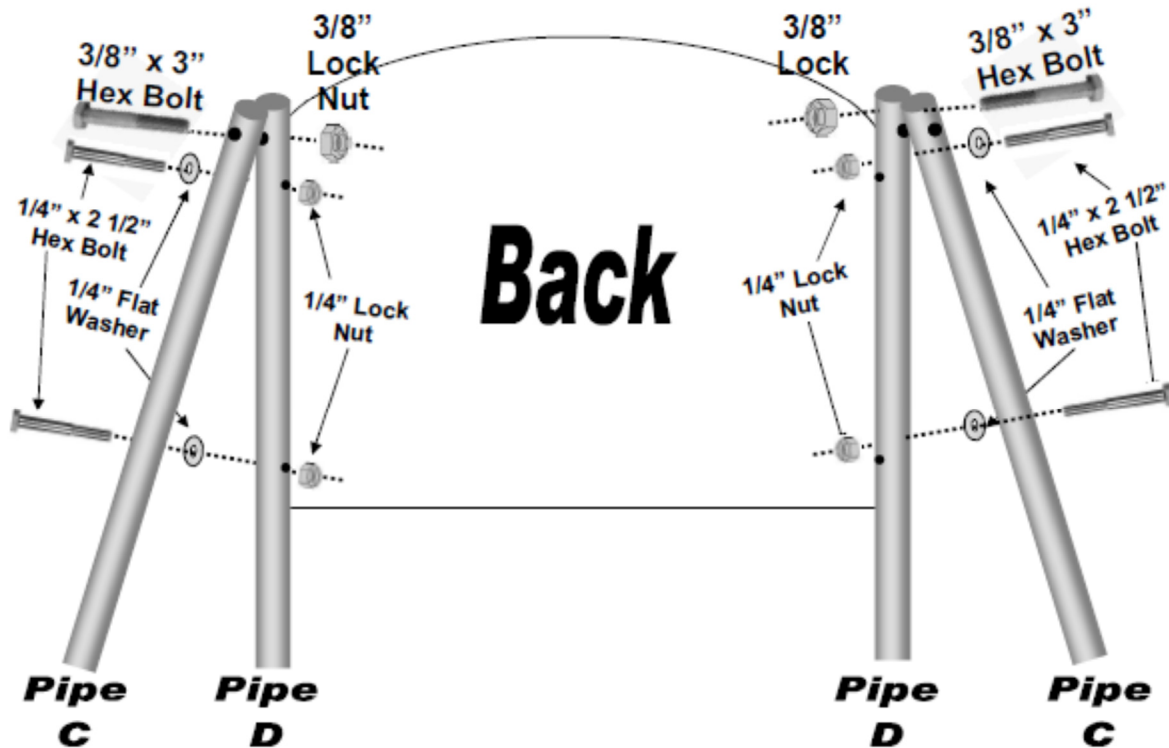


Fitting #3
(Coupler)

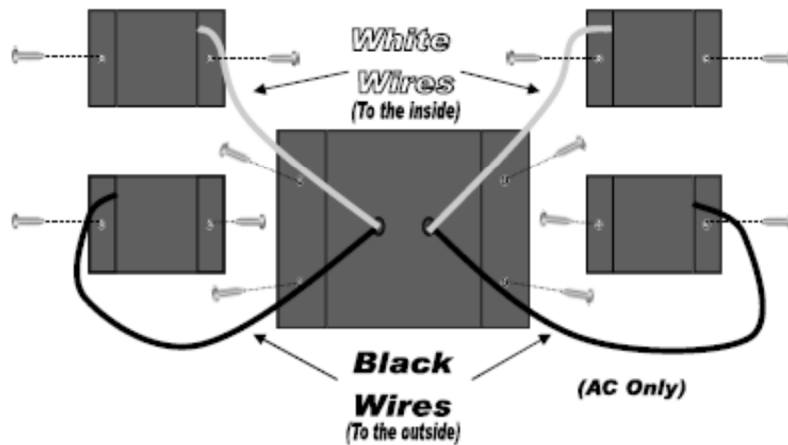
Packing List

Part	Quantity
A Pipes	4
B Pipes	6
C Pipes	4
D Pipes	2
E Pipes (with hinge)	2
F Pipes	2
#1 Fittings	6
#2 Fittings	2
#3 Fittings	6
5/16" x 1 1/2" Hex Bolts	8
5/16" Lock Nuts	8
5/16" Flat Washers	8
1/4" x 2 1/2" Hex Bolts	4
1/4" Lock Nuts	4
1/4" Flat Washers	4
8 x 1/2" Pan Head Screws	12
3/8" x 3" Bolts	2
3/8" Lock Nuts	2
Backboard	1
Electronic Scorekeeper (W/4 Sensors)	1
Mini-Basketballs	6
Rims	2
Nets	2
Ball Ramp	1
A/C Adaptor	1
Needle Valve	1

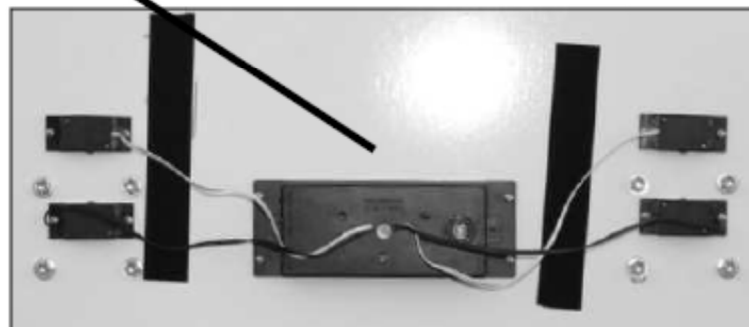
Attach both D pipes to the back of the backboard with the four 1/4" hex bolts. Put a flat washer on each bolt and insert through the front of the backboard, and then the holes in the D pipes. Attach both C pipes to the D pipes using two 3/8" x 3" hex bolts and lock nuts.



Attach the digital display and sensors to the backside of the backboard with the panhead screws as shown below.



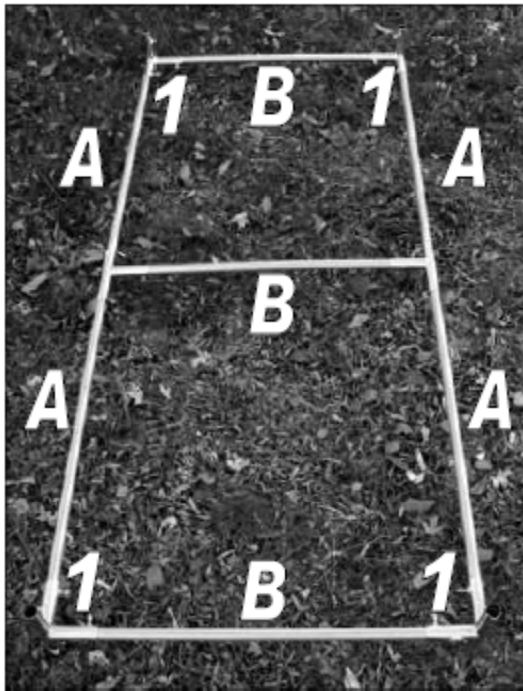
NOTE: Be sure to orient the digital display right side up, and attach the sensors with white wires to the top positions. The bottom wires (black) are positioned toward the outside of the scoreboard as shown.



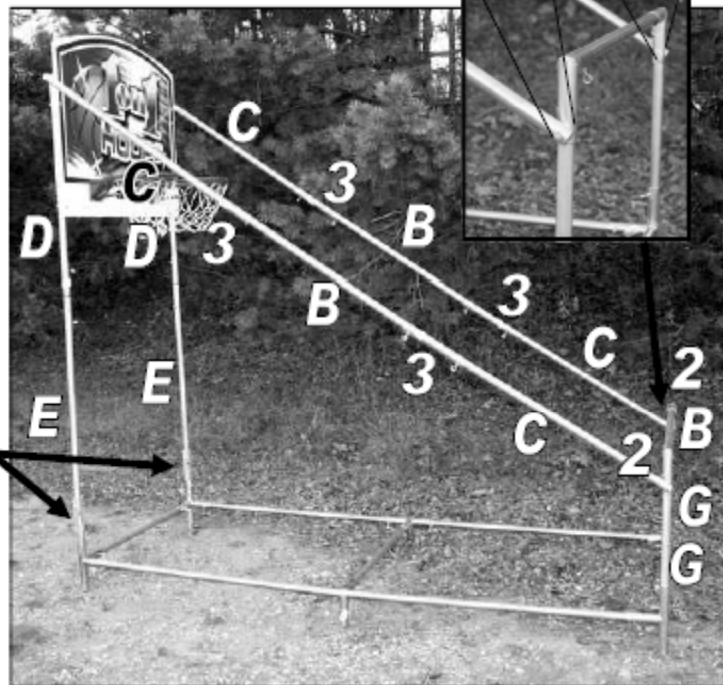
Attach the rims with the 5/16" hex bolts. Insert the bolts through the hole in the rim bracket and through the front of the backboard. Place flat washers and 5/16" lock nuts on the back.

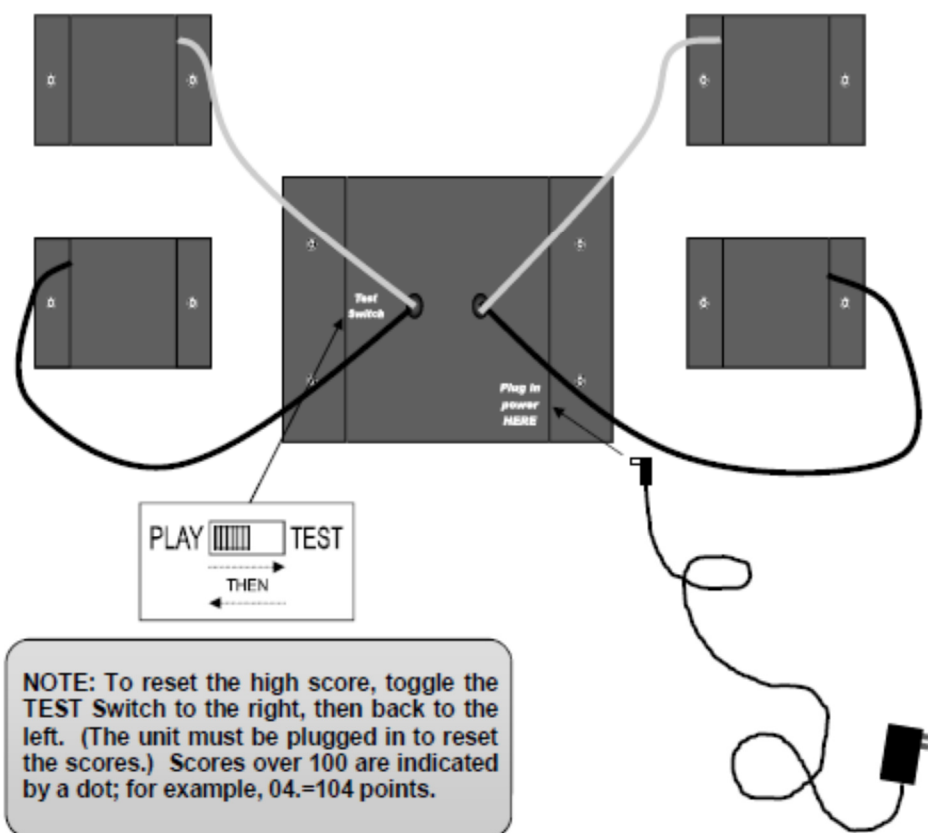


Assemble framework per illustrations below.



**3/8" x 3" Bolts
3/8" Flat Washers
& Lock Nuts**







Loosen a coupler on either side of ramp
in order to fold game.

1 800 637 3656 ~ www.twisterdisplay.com



SAFETY WARNING



Safety Instructions

Use only under adult supervision.

Do not allow anyone to climb on unit. The ball ramp and frame are not designed to support a person's weight.

Do not use in rain or in wet areas.

Be sure that there is plenty of clearance between the player and spectators.

Keep spectators clear from the sides and back of canvas to prevent them from being struck by a deflected or errant throw.

NEVER USE THE GAME IN STRONG WINDS OR LIGHTENING!!

Use caution when setting up or taking down the game. The sections of tubing can come apart and fall down causing injury.

Use only the balls included with the game. Do not use hard balls or other hard objects.

Baseball Toss

Packing List

<i>DESCRIPTION</i>	<i>QUANTITY</i>
PAINTED VINYL CANVAS	1
"FOUR-WAY" FITTINGS	2
"ELBOW" FITTINGS	2
LENGTHS OF TUBING (SWEDGED)	4
LENGTHS OF TUBING (UNSWEDGED)	4
LENGTHS OF TUBING (CRIMPED)	4
STAKES	4
BASEBALLS	12
STORAGE/CARRYING CASE	1

Twister Display

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East Liverpool, Ohio 43920

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www.twisterdisplay.com

Baseball Toss

Assembly Instructions

1. Select a level area to operate game with plenty of room to allow for a line to form.
2. Assemble framework, per sketch. Note that the eight longer pieces of tubing are used to form the sides (2 per side) while the four shorter capped pieces are to be used to create the base. (Be sure to tighten down the fittings using the small bolts on them.)
3. Attach canvas to the framework using the Velcro straps.
4. If using game outdoors, it is strongly suggested that you use the stakes provided on either side of the bottom supports. Use sandbags on pavement. And in a breeze, use sandbags with the stakes.
5. Never fold up canvas wet. Always allow to dry thoroughly first.

Canvas Care

1. If game becomes wet, dry thoroughly before storing.
2. Fold the canvas *inward* to help protect and keep it clean.
3. Canvas can be cleaned with rubbing alcohol when necessary. If your game involves Velcro, clean the hook and loop fabric with dry brush to knock out the dirt. If Velcro fabric is badly soiled, use upholstery cleaner.

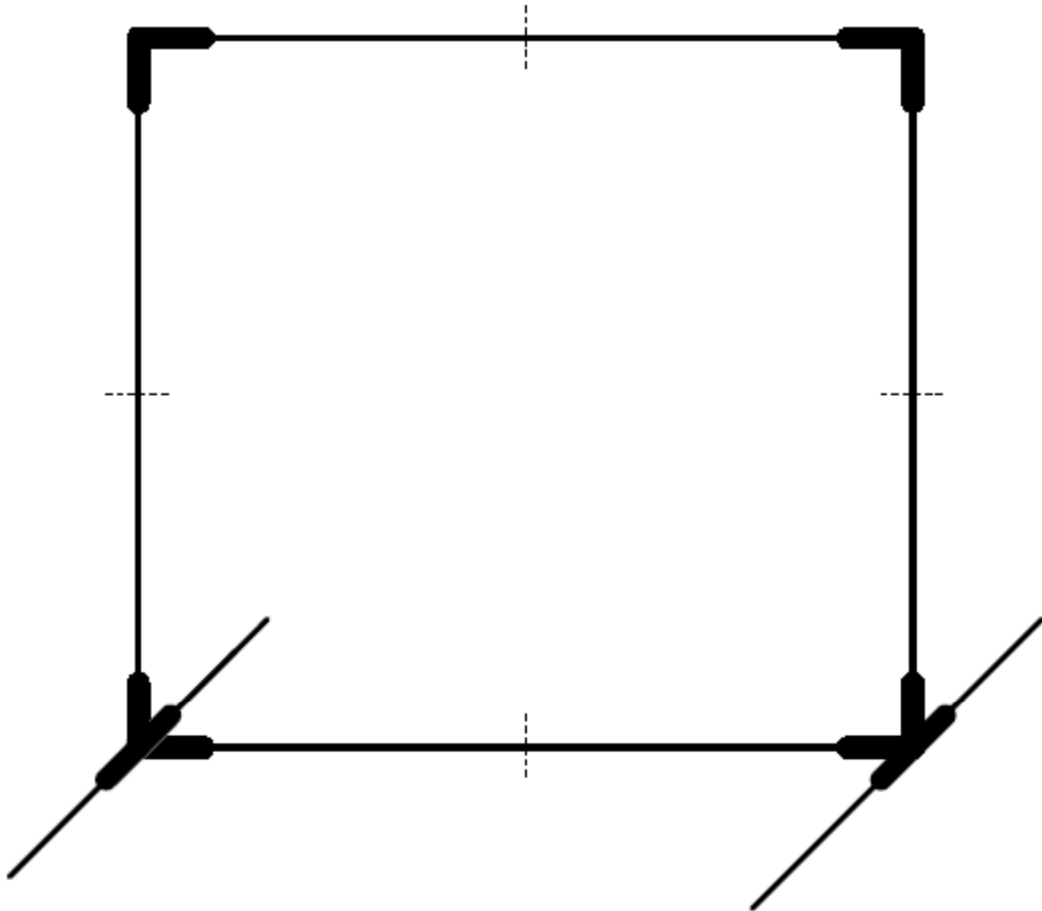
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Baseball Toss



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Baseball Toss

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5. **NEVER USE THE GAME IN STRONG WINDS OR LIGHTENING!!**
6. Use caution when setting up or taking down the game. The sections of tubing can come apart and fall down causing injury.
7. Use only the balls included with the game. Do not use hard balls or other hard objects.

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