



Operations Manual

Classic 4 in 1, 5 in 1

Revision DATE 06/15/05

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Welcome

It is with great pleasure that we congratulate you on your Bungy purchase and welcome you to Vertical Reality. We are excited about our products and feel confident that through proper planning, placement and hard work, the Bungy will be a rewarding and profitable purchase. Our philosophy is centered on a commitment to excellence in meeting the needs of our customers, providing a quality product that is safe, exciting and profitable. We encourage you to likewise develop a standard of quality and service that makes you the leader in supplying the Bungy for the amusement, entertainment and special attractions market.

Our goal is to establish a relationship with your company that will promote Vertical Reality and your company, as successful partners, providing entertainment for those whom are looking for an attraction.

Our part in making our team successful is:

- Commitment to proper, effective, Safe and profitable design
- Seven days per week customer service support
- Manufacturing to "ASTM F-1159-97a" safety standards for the amusement industry And the German TUV Ratings
- Cycle time that generates high profits

Your part in building a successful business using Vertical Reality products is:

- Commitment to safe operation
- Consistent inspection for proper maintenance
- Effective marketing and promotion
- Active promotion of the activity

We are looking forward to a long and prosperous relationship. Should you have any comments or questions, please do not hesitate in calling.

Sincerely,

Ken A Sharkey
CFO

Confidentiality Agreement

This manual and the content within this manual are for the exclusive use and operation of the Bungy product by the owner of the Bungy and its authorized personnel and for Vertical Reality. This manual is designed to provide accurate and authoritative information in regard to the subject matter covered. This manual may not be reproduced in whole or part in any form or by any means, without the prior written consent of **Vertical Reality**.

Confidentiality

This manual contains proprietary information belonging to Vertical Reality. It is to be viewed only by persons employed by Vertical Reality and/or the Bungy owner and authorized personnel.

Distribution

This manual is not to be distributed to any other persons other than those actively engaged in the operating and/or marketing of the Bungy product to customers serviced by the owner of the Bungy Power Jump.

Disposition

This manual is the property of the Bungy owner and Vertical Reality and must be returned to Vertical Reality upon receipt of an updated manual or discarded.

Revision

Vertical Reality may make periodic additions, deletions and modifications to this manual. These updates will, in the judgment of Vertical Reality, add to the quality of services offered. This manual must be kept up to date, and should reflect all updates currently in use.

Notice Of Changes

In the event that revisions are made to this manual, Vertical Reality will send the appropriate pages reflecting such changes as are deemed necessary or replacement document, to the individual for replacement. Any pages that are then outdated must be destroyed and discarded.

In the event of replacement pages are sent, Vertical Reality will provide a cover letter outlining the revision and the effective date of any procedural changes.

Receipt and Acknowledgment

This Training/Operations Manual is an important document intended to help you become acquainted with the Bungy, Vertical Reality and guidelines as to safe and recommended operation.

Please read the following statement and sign below to indicate your receipt and acknowledgment of the Bungy/ Vertical Reality Training manual.

I have received and read my copy of the Bungy/Vertical Reality Training manual. I understand that the information outlined in this manual are subject to change at the sole discretion of Vertical Reality at any time. It is further understood that the owner of the Bungy has the responsibility to ensure the correct and latest version of the manual is being used.

As an owner of the Mobile climbing BUNGY or authorized representative, it is my responsibility to

Keep this manual up-to-date with any changes that are made by Vertical Reality

I understand that my signature below indicates that I have received the Bungy/Vertical Reality Training manual and that I have read it.

Authorized Representative

Date

The signed original copy of this agreement will be held in the **Corporate Office in Miami, FL**

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Training Overview

This training course is an introduction to the Bungy and its operation. The purpose of this manual is to provide a compilation of information that will assist you in proper and safe operation.

This manual is designed to aid in training you and your associates. The sections within this manual are prerequisite to each other. In other words, the information in section one pertains to the information in section two.

The philosophy of **Vertical Reality** is centered on a commitment to excellence in meeting the needs of its customers and associates by providing them with the enclosed information.

The manual is designed to provide the Bungy owner with the information, tips, and techniques that will help the employees and owner operate the BUNGY as effectively and safely as possible. It is no way a total representation of all facts. Safe operation of this Bungy is the sole responsibility of the owner/operator. Good and reasonable judgment must be used when traveling, promoting and/or operating the Bungy Power Jump.

Training Objectives

Upon reviewing this training, you will be able to complete the following:

- Explain specific information regarding the background and history of Vertical Reality
- Understand the process for proper set-up of the Bungy
- Identify and understand the inspection points for day-to-day maintenance.
- Define and understand the safe operation of the Bungy.
- Identify and explain the rules for safe usage of the Bungy.

Company Overview

Vertical Reality, located in Miami, FL is a manufacturer/ distributor of commercial interactive sports and fitness-fun equipment used in the amusement and recreational fitness markets. Designed for fun, VR is a premier provider of commercial action based products to be used in the amusement, fitness and recreation industry. Safely engineered VR products provide maximum revenue while providing thousands of hours of safe and exciting entertainment for your customers.

Mission Statement

To be the premier provider of revenue-generating *interactive sports* products used in the amusement and fitness markets.

Corporate Values

Our philosophy is centered on a commitment to excellence in meeting the needs of our customers, providing a quality product that is safe, exciting and profitable.

Bungy Product Overview

Welcome to the Bungy, Vertical Reality's latest in revenue generating interactive sports products designed for the amusement, entertainment, and fitness industries The Bungy is based on the common trampoline, with the adaptation of a patented bungy elastic system invented and made popular by Frank Bare II (World record Holder in acrobatics, 3-time Olympic gold medal coach) allows extraordinarily high jumps with stability and safety. This spectacular Fun-sport can be enjoyed by all ages, allowing all skill levels to sample acrobatic and gymnastic motions that build confidence and expertise. The BUNGY'S revolutionary design for multiple and modern use makes it possible to serve 4 jumpers simultaneously within a limited space (33 ft X 33 ft X 24 ft). If used properly, the Bungy Power Jump's special harness and elastic system, neck and shoulder landings have been eliminated, giving the jumper a unique freedom of movement and unlimited fun.

Warranty (from date of invoice)

BUNGY

Our products have a limited one-year warranty on the system framework. Warranty does not include consumables (harnesses, handholds, cables, pulleys, etc). We have a 90-day warranty on electronics, 30-days on labor, 90-day on parts. This warranty does not apply towards normal wear and tear on products nor does it apply towards misuse on products. The system is warranted for the original purchaser(s) for one year.

This product is considered dangerous without the proper training and safety practices. The purchasers and users of our products are completely liable for and accept full responsibility for any and all damages or injury, which may result from the use and/or misuse of any products.

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I. Equipment

B. Equipment List

(4) Pieces of 4" diameter "arm poles" (5 for the 5 in 1)

Distinguished by being open at one end a 5/8-bottlenose connection at the other end. 236" in length aluminum tube. 2 ring screws, mounted parallel to the ground, located 3" from the open end of the pole. 2 additional ring screws, located 4 feet from the 5/8 bottle nose connection where the short steel cables are connected. 1 3/8 eye mounted at a distance of 3 feet from the outer end of the pole, which will point towards the ground when erected. This eye is the connection point for the 3" diameter "Bottle-Nose-Poles".

(4) Pieces of 4" diameter "leg poles" (5 for the 5 in 1)

Distinguished by one end (upper end) with a 5/8" bottlenose hole for locking to the center-cross, at the other end (bottom end) is a 3/8" bottlenose (4" diameter) where one of the 4 base-plates connects. - 236" in length; aluminum tube - 2 ring screws located 3 feet from the upper end of the pole, where the long steel cables connect. (With the integrated banners when equipped). - 2 eyes with a 3/8" diameter hole, one eye positioned 3 feet away from the upper end (center cross connection) & pointed towards the ground when erected, which is for the connection of the 2" short pole to the square pole; the other eye is positioned 2 feet away from the bottom end of the pole & pointed upwards when erected, for the connection with the 3" support posts with 3/8" bottlenose connections.

(4) Pieces of 3" diameter support posts (5 for the 5 in 1)

with 3/8" bottlenose connections.
- 236" in length; aluminum
- Both ends have bottlenose design and use 3/8" bolts

(1) "Center-Pole" or 1(5 sided center pole)

- 144" in length; aluminum
- 4 OR 5 3/8 eyes in center, for connection with the 2" diameter "Short-Poles"

(4) Pieces of 2" diameter "Short-Poles" (5 for the 5 in 1)

- 41" in length; aluminum
- 2" Diameter both ends have bottlenoses with a 3/8" diameter hole, one end connects to the "Square-Pole" & the other connects to the "Leg pole".

(1) "Center-Base-Plate"

- Aluminum plate with grooves, where the 4 or 5 winches are positioned & secured with pins or bolts.
- Size: 24" X 24".
- Angle construction in the center of the plate where the "Center-Pole" is placed when erected.

(4) "Base- Plates" (5 for the 5 in 1)

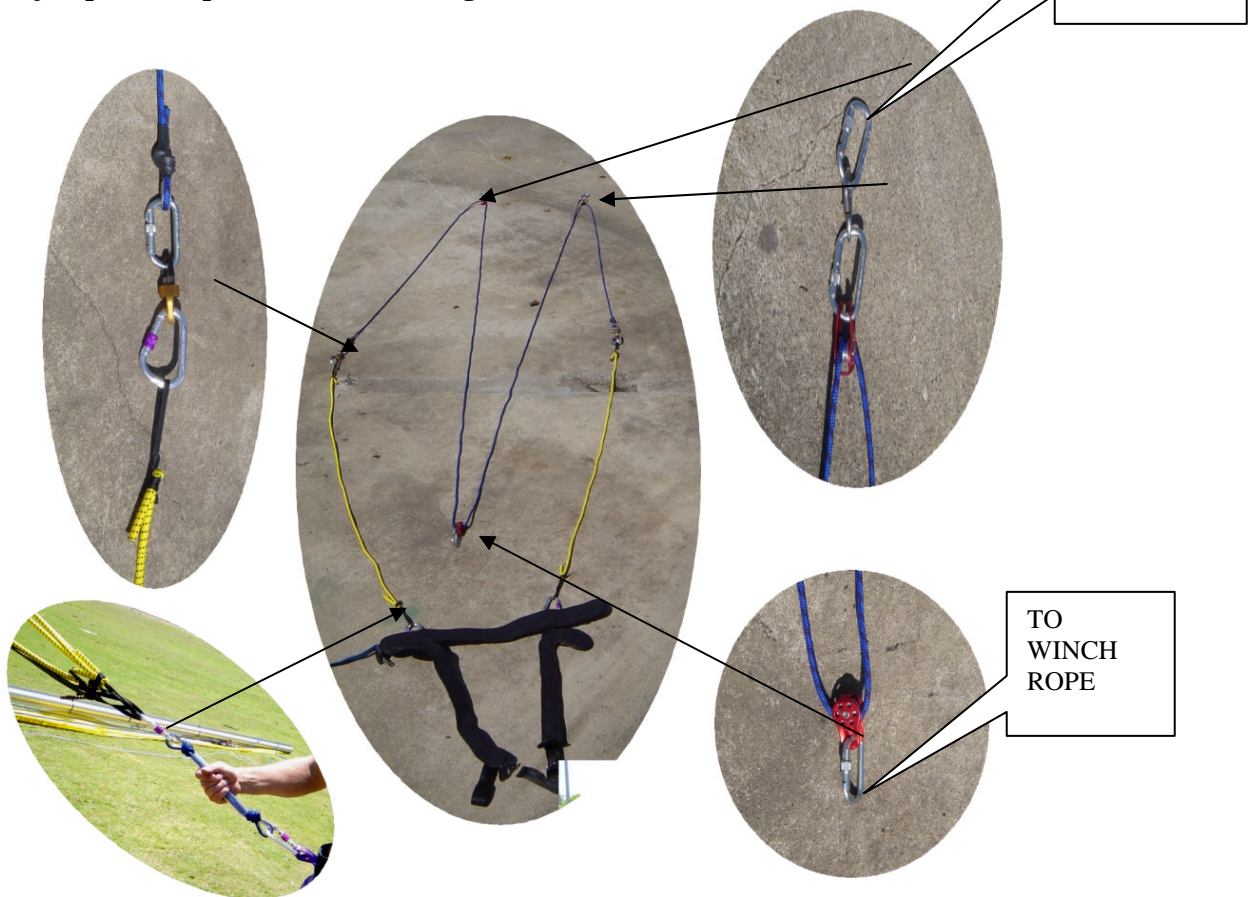
- One "leg pole" is positioned on one "Base-Plate" when erected.
- On each "Base-Plate" there is one eye mounted with a 3/8" diameter Hole, to which the "leg pole" is connected.
 - Size: 10" x 10".

(4) Electrical Winches (5 for the 5 in 1)

- Pramac red winch 220 volts single phase (208-240v) 30 amp 3 wire (2 hot and a ground) service for 4
- Orange TAIWAN winch (208-240v single phase 30 amp service for 4 (this also available in (110v option requiring 60 amp service for 4 winches single phase 3 wire (2 hot and a ground)
- blue winch option with control box (208-240v) 30 amp 4 wire (2 hot ,neutral and a ground) service for 4
- 30 feet of 5/16 '' spectra 4000 lb breaking strain rope or steel cable if equipped mounted on each winch.
- 1 screw-carabineer at the end of the mountain rope

(4) or (5 for the 5 in 1) Complete "Jump-Sets"

Each jump set comprises of the following and must be assembled as



(4) Trampolines (either air-filled or steel-framed)

- 4 steel-framed trampolines with a diameter of 12 feet
- 4 soft protections for the outside of the trampolines
- **or**
- 4 inflatable trampolines
- One electric blower, operated by 110 volts
- **OR** new bongo style air tramps with a single inflate blower.

(4) Pieces of short steel cables -called "Short-Cables" **(5 for the 5 in 1)**

- Fastened at both ends with steel carabineers, plus Turnbuckle, for connection to one ring-screw on one "arm pole".

-

(8) Pieces of long steel cables (10 for the 5 in 1)

- With integrated banners or without - called "Long-Cables"
- 2 cables per banner, or "arm pole"
- Fastened at both ends with steel carabineers Turnbuckle at bottom, for the connection to the ring-screws of two "leg poles".
- At the upper end another snap-link carabineer, for the connection to the ring-screws at the outer end of the "arm pole")

Operational & Safety Guidelines

The Operational & Safety Guidelines Must Be Carefully Read and Followed Before Using the Bungy Power Jump

C. The Winch

The winch is the mechanism that allows for the raising and lowering of the jumper. It is very important that the winch is not placed in or around standing water. Do not use the winch if it is raining. Should the winch get wet, be sure that it is completely dry before operating it again. When the winch is in use, double check that all ropes are untangled and moving freely; this should be monitored constantly. Make sure that the winch and all ropes attached to it are in good working order. Never pull up with the winch when the knot on the rope is closer than 2 inches to the pulley on the top pole. Stop the lowering motion of the winch before the cable is loose. The instructor should use the winch to help the jumper achieve the highest possible jump. Pull up the winch while the jumper is in the upward motion. Do this with extreme care and caution. Ideally, the jumper should never go deeper than 4 to 6 inches into the air mattress or steel trampoline. Always monitor the cable or rope of the winch for tautness and that it is not frayed finally, do not allow any non-staff person to operate the winch controls or be near the winches at any time.

D. The Elastics

The elastics are the fundamental element of the BUNGY, in a combination of both single and double elastics. The elastics, in conjunction with the harness, connect the jumper to the frame of the Bungy and it is the elastics system that allows the jumper to reach such incredible heights while simultaneously providing the stability for acrobatic movement. The elastic loops are 6 feet long. This dual system allows for the various weight ranges of the jumpers, which must be between 20 and 220 pounds. The elastics should be monitored constantly for signs of wear and tear. Should elastic break or look worn, replace immediately. Due to varied operating conditions (Indoor /Outdoor/salt Air rain/humidity) it is not possible to accurately predict the lifespan of the elastics. The elastics should be replaced regularly for optimal use and safety. Only replace Vertical Reality elastics with Vertical Reality elastics; do not use any other elastic system in the BUNGY. **Failure to do so will void your warranty and create an unsafe situation.** Be sure to store the elastics in a cool dry place. Sprinkle Baby powder or Climbing Chalk On the elastics periodically to keep them in good condition. Should the elastics get wet, dry them completely before using them again. this will greatly increase the life of the elastics . If you have any questions or concerns about the installation of the elastics, contact Vertical Reality- for service. Make sure that all Carabineer's (snap-links) are in closed position and tightly secured before each use. **Never use less than 2 elastics per side of the harness.** Due to the unique design of the multiple cords, it is only necessary to loosen one end of the powercord or loop, to speed up customer throughput, this may cause the powercord or loops to become entangled (intertwined) after some use or customers performing somersaults, if this happens, periodically untangle the cords. This will not affect the safety of the unit but may shorten the life of the elastics.

E. The Weight Range Table

- * The minimum weight of a person using the Bungy should be no less than 30 pounds.
- * The maximum weight of a person using the Bungy should be no more than 230 pounds.

The following table shows how many elastic Loops should be utilized per side Of the harness with these various weights:

WEIGHT (LBS)	BLUE & BLACK LOOPS	AMBER LOOPS	YELLOW - Thick POWER CORDS	BLACK - Thin POWER CORDS
30 – 45		2		2
46 – 60		3	1	1
61 – 79	1	1	2	
80 – 99	2	0	2	1
100 – 120	2	1	3	
121 – 145	3	0	3	1
146 – 165	3	1	4	1
166 – 190	4	0	5	
191 – 210	4	1	5	1
211 – 231	5	0	5	2

* Use the higher number of elastics if jumper is on upper end of weight range and/or if jumper is very dynamic and athletic.

- Never use any elastic that show signs of wear and tear.
- Never use less than 2 elastic loops or powercords per side

* Always **replace elastics with Vertical Reality elastics; failure to do so will void your warranty.**

F. The Harnesses

The harness is the actual link between the jumper and the BUNGY, as it straps the jumper to the elastics system. To safely utilize the BUNGY, both the jumper and the instructor need to fully understand proper

Harness fitting, adjusting, and positioning techniques. There are 3 sizes of harnesses: Small (S), Medium (M), and Large (L). The jumper should be fitted in a tight-fitting harness; the jumper should wear the smallest size he/she fits. Getting a proper size is very important for both safety and comfort. **SHOULD THE CIRCUMFERENCE OF THE JUMPER'S HIPS BE TOO SMALL TO ALLOW THE COMPLETE TIGHTENING OF THE HARNESS WAIST-STRAP IN A SECURE MANNER, DO NOT ALLOW RIDER TO USE THE BUNGY. FAILURE TO MAINTAIN A SECURE WAIST WITHIN THE HARNESS WILL RESULT IN AN UNSAFE CONDITION.**

The following is proper harness fitting procedure:

- The jumper is to stand in front of the harness.
- Place the top strap above the hips of the jumper.
- Close the buckle by putting one end into the other end of the buckle (like in a car seat), make sure the mechanisms "lock".
- Tighten the strap around the hip, don't tighten too much, and check the jumper feels comfortable.
- The carabineer (safe snap links) should be on the outside and above the hips of the jumper.
- If you cannot close the strap completely, use a smaller harness.
- Put the leg straps around the legs.
- Close the buckle and make sure it's locked.
- Tighten the strap around the leg and check the jumpers' comfort!!! If the jumper does not fit in any of the harnesses, do not use BUNGY!!!

The harness should fit the jumper tightly, but not so tightly that it is uncomfortable. The harness straps should rest comfortably at the top of the thighs and around the buttocks. Make sure that the clothing of the jumper is not bunched or gathered beneath the straps. The instructor should ask the jumper how the harness feels and make sure that the jumper is comfortable and confident in the harness. The jumper should be told to voice any concerns with the harness and or his/her comfort at anytime during time on the BUNGY. Should the harness become uncomfortable for the jumper during their time, instruct the jumpers to stop their movement and lower the winch down so the instructor can fix the harness.

G. The Frame

The aluminum frame and innovative design is what makes the BUNGY unique. With this incredible layout, 4 (**5 for the 5 in 1**) jumpers can experience the fun at the same time. Make sure that the frame is clean and dry while operating the BUNGY. Be sure to secure all cables and bolts properly, see the construction manual for instructions. All binding units and connection points should be completely closed and secure and should be monitored throughout usage. All ropes connected to the frame should be straight and able to move freely through the pulleys. Stop the operation immediately if any of the above is malfunctioning!

H. The Suspensions (trampolines)

The suspensions are the elements of the Bungee that allow the jumper to rebound and gain momentum by providing a bouncy cushion. There are two types of suspensions: air trampolines for temporary use and steel frame trampolines for permanent use. Once the jumper is standing safe on the trampoline, attach the harness immediately like described above and then pull the winch up slightly at first to ensure the jumper does not fall off the trampoline. Make sure that the jumper is always connected to tightened

elastics while on the trampoline. The instructor should not allow any horseplay on the trampolines. Be sure to completely deflate, fold, and store air trampolines in a dry place. Wipe air trampolines down with a cloth periodically. Always make sure that the springs of the steel Frame trampolines are covered with the soft protector to prevent any injuries. When the steel frame trampolines are not in use, turn them over and fold down legs to store. Before turning them over make sure that all the Steel connections of the frame of the trampoline are taped, so they can't fall off. The suspension system is half of the fun in using the Bungy but the jumper needs to be very careful on it as well. This means that the instructor needs to always be aware of the jumper and his/her placement on the trampoline. The jumper should try to stay in the center of the trampoline for maximum stability and height. The instructor should not allow anyone else besides the jumper on the trampoline while the Bungy is in use. Always make sure that the jumper enters the steel trampoline through the steel ladder. Check the ladder on the right and safe position all the time.

II. Safety

A. Safe Usage & Warnings

It is very important that before using the Bungy that the system has been properly installed according to the construction manual. If you have any questions concerning the Bungy construction, suspension system, elastics system, or frame, contact Vertical Reality. Be sure that the proper amount of space is given for the construction of the Bungy Power Jump--MINIMUM 32 feet X 32 feet X 24 feet (height) minimum for the 4 in 1 and 40 X40X24 for the 5 in 1 . It is best to allow an additional 6 feet of height for extra safety coverage. In addition, be sure to erect the Bungy on a relatively flat ground. Flat, grassy fields or asphalt are ideal for the BUNGY. Do not erect the Bungy on a hill or a bumpy surface that cannot resist weight or pressure.

It is very important that during the operation of the BUNGY, the instructor and on-site manager are continuously monitoring the rope assembly to ensure it is running smoothly and freely through the pulleys. Should the cables and/or ropes become entangled or are not moving freely, DISCONTINUE THE USE OF THE BUNGY. Take corrective action before allowing anyone else to use the BUNGY.

It is very important to check the elastics, cables, ropes, harnesses, connection points, and technical parts daily. The elastics need to be replaced approximately every 3500 jumpers (based on a 5-minute duration) or about 300 hours of use. The ropes need to be replaced once a year regardless of condition. Replace elastics and/or ropes at the first sign of wear and tear. Only replace old Vertical Reality parts with new Vertical Reality parts. Do not use any other elastic, cable, or harness system on the BUNGY. The use of unsafe materials will void your warranty and result in an unsafe condition.

Never allow horseplay around the BUNGY. Although this is a fun activity that everyone can enjoy, it must be managed and participated in safely. Do not allow any non-staff person to be near the winches or cables. The on-site manager must maintain a safe environment not only for the jumpers but also for the instructors. Keep lines around the Bungy orderly to prevent confusion. No smoking, food, or beverages should be allowed in the Bungy area.

The instructor must always monitor the height of the jumper's bounce, making sure there is always enough clearance. Also, be sure to monitor the jumper's position on the trampoline and their approximation to the beams of the BUNGY. Do not let the jumper bounce too far away from the center.

THIS IS A HIGH ACTIVE SPORT! Persons who have bad backs, necks, shoulders, broken bones, heart or lung problems, pregnancy, or any other medical condition should not participate in this activity. Jumpers should be in good health and should not be under the influence of drugs or alcohol while on the BUNGY. Jumpers should read and obey all rules, warnings, and instructions and should know they participate at THEIR OWN RISK. Vertical Reality cannot be held responsible for any injuries incurred and/or items lost broken while on the BUNGY.

B. Daily Check List

The following activities should be performed before the Bungy is used:

- Check all cables and cable attachments for tautness and stability.
- Check all Carabineer's (snap-links) for unusual wear. Be sure they open and close properly.
- Check the winch for proper movement and that all cables/ropes can move freely.
- Check to see that the ropes are moving freely through the pulleys and are not frayed.
- Check all elastics for wear and tear--replace if necessary.
- Check all connection points of the frame.
- Check to see that all bolts and pins are in place and secure.
- Check to see that all Swivels and Quick links are not worn and are tightly fastened.
- Check all connection points of the harnesses. Replace if showing signs of wear
- Check air trampolines for proper inflation.
- Check steel frame trampolines for security and be sure soft protectors cover springs.
- Check that all signs and warnings are properly posted.

III. The Staff

A minimum of 1 operator for 2 trampolines is Mandatory

A. The Interaction between the Instructor & Jumper

The instructor plays an integral role in the success of the jumper while on the BUNGY. He/She has a tremendous responsibility to maintain the jumper's safety at all times, while giving support and advice to aide in the jumper's movements. This involves listening and communicating with the jumper at all times and being aware of their situation. The instructor must constantly monitor the winch for optimal jumps while keeping the jumper from landing on the trampoline in an incorrect fashion. The instructor needs to relate helpful hints and always encourage the jumper's success.

B. The Professional Instructor

The skills of a professional instructor include more than the ability to properly connect the jumper to the BUNGY. The Bungy has the potential for 4 or 5 instructors that must not be aware of their own station, but they must also work as a team for the safety of everyone involved. The professional instructor needs to be completely aware of the jumper's situation, maintaining the highest level of safety possible. In addition, the instructor needs to fully understand the construction design, the elastic, and harness systems. The instructor should experience the Bungy for himself or herself and should understand how to facilitate bodily movements. The instructor must be a good motivator and must always listen to the jumper's concerns and impulses. The instructor must be a good communicator with a positive attitude and helpful words.

C. The On-Site Manager

It is the responsibility of the on-site manager to maintain the safety not only of the jumpers but also the four instructors operating the BUNGY. It is very important that the on-site manager inspects the

equipment daily and monitors all activity. The on-site manager needs to keep the area around the Bungy orderly by creating lines and keeping the peace. He/She also needs to always be watching for small children that might wander in dangerous areas. The on-site manager has the final word on any discrepancies concerning jumpers and/or problems. The on-site manager needs to make sure that his/her instructors are following proper procedures and are not intoxicated or falling asleep on the job. These things could compromise the safety of others and should be monitored at all times.

IV. The Jumper

A. Helpful Hints

Practically anyone can participate in the Bungy and enjoy Spectacular movement and exhilarating fun. The jumper must be no younger than 18 months of age and no more than 99 years of age (if in good health) and must weigh between 30 and 230 pounds. Although the jumper need not be Athletically inclined, it is important that the jumper be in good health. It is also very important that the jumper obeys all posted rules and warnings and listen to the instructions given. The jumper also needs to communicate with his/her instructor concerning their comfort and movements. Most importantly, the jumper needs to be honest with his/her weight for proper harness fitting.

Here are some hints to ensure success:

- The jumper should hold onto the elastics at all times, using them for support and stability.
- While holding onto the elastics, the jumper should pull on the elastics, using their muscles to increase their height and momentum.
- The jumpers need to feel and go with the bouncing motion, using the trampoline to boost themselves higher.
- The jumper should use the upward motion and momentum to accomplish summersaults/flips. These can be best accomplished if attempted at the maximum height of the bounce with the jumper's legs tucked into the body and head tilted in the direction of the desired summersault.

B. Precautions

As stated earlier, the Bungy is a high action sport. Jumpers should be in good health. Someone should not participate if they have neck, back, or shoulder problems, broken bones, pregnancy, heart or lung conditions, or any other medical condition that could cause further injury. Jumpers should not be intoxicated while using the Bungy and should respect the equipment and the staff at all times. Failure to comply with these rules will result in the forfeiture of the jumper's participation. Vertical Reality INC. Cannot be held responsible for lost or damaged items while on the BUNGY; JUMPERS PARTICIPATE AT THEIR OWN RISK.

V. The Construction Manual

1. Take the "Center-Pole" or the 5 sided center pole for the 5 in 1 and place it flat on the ground in the center of your allocated space. Make sure there is plenty of space (35 feet X 35 feet) to construct around this pole.
2. Take 1 4" "leg pole" and place it at a 45° angle to the "Center-Pole". Take the 5/8" diameter bolt and lock the "leg pole" between the 2 Lower eyes of the center-cross. Have one person hold and maneuver pole while other person fits the end between the eyes.
3. Take 1 "Short-Pole" and place it between the "leg pole" and the "Center-Pole". Connect, bolt and secure one end of the "Short-Pole" in one eye of the "leg pole" and the other end in one eye of the "Center-Pole". Secure the bolts with pins. These actions take place while the equipment is still flat on the ground.
4. Repeat steps 2-3 for the connection of the second "leg pole" to the "Center-Pole". It is very important to construct this "leg pole" directly the opposite from the first "leg pole". After you have finished this step, the entire construction is still flat on the ground.
5. Repeat steps 2-3 for the connection of the third "leg pole". This action requires a bit more strength, because this "leg pole" has to be held at an angle of 45 degrees to the ground to be mounted into the center-cross of the "Center-Pole".
6. Now lift the construction up and stand it up vertically. **Be very careful at this point**, as this is the most when the Bungy is most vulnerable to possibly falling over.
7. One person must climb up the "Center-Pole" or have a ladder to connect the last "leg pole" for the 4 in 1 and 2 extra legs for the 5 In 1 Complete this step by connecting the final "Short-Pole" to the "Center-Pole" in the same fashion as before. Secure it with bolt or pin .
8. Lift the "Center-Pole" and place it into the "Center-Base-Plate". This is most easily accomplished having one person lift up one bottom end of one "leg pole" while the other person slides the "Center-Base-Plate" Beneath the "Center-Pole".
9. Take 1 "arm pole", lift it up and move it in between the upper eyes of the center-cross. Bolt and secure it in the same manner as with the "leg poles". This action demands quite a bit of maneuvering with the pole so that it can be fitted into the eyes. Be patient and work carefully and slowly.
10. Repeat step 9 for the 3 or 4 other "arm poles".

11. Place the 4 or (5 for the 5 in 1) winches onto the "Center-Base-Plate" and slide them into the designated grooves and secure them with pins or bolts. Make sure that the winch is mounted onto the plate in the right position (carabineer pointing out!).
12. Connect the winches to the control panel if supplied or the and connect the control panel to the power source 220 v with a 20-amp circuit. If you do not have access to a 220 or 240 Volts supply, you must use a transformer (Minimum 5000 Watts).
13. Take the 4 or (5 for the 5 in 1) "Short-Cables" and attach the end with the fastener to one ring-screw of the 4 or (5 for the 5 in 1) "arm poles". Leave the cables hanging loose; do not connect the other end to anything at this point.
15. Take the 8 or 10 (FOR THE 5 IN 1) "Long-Cables" and attach the snap-clip-carabineer with the outer ring-screws of the 4 "arm poles". If you are operating with Banners, make sure that the banners are lying in between (sandwiched) one "arm pole" and one "leg-Pole".
16. Make sure all the fasteners at their maximum extension.
17. Connect the bottom ends of the "Long-Cables" with the ring-screw of the "leg poles". The "leg poles" are at a 90-degree angle to the "arm pole", which are connected with the "Long-Cables".
18. Once all 8 or 10 for the 5 in 1 "Long-Cables" are at the correct place you have done most of the work.
19. Begin operating the winches by pulling out 20 feet of mountain rope.
20. Take the 8 "Jump-Sets" and always place them on outer ends of the "Arm poles". Do this by attaching the carabineer that has the stainless Steele swivel and red pulley to the outer side of the ringbolt, the Steele cable should be attached to the inside part of the ringbolt.
21. Attach the other side to the next arm pole in the same fashion
22. Repeat step 21 with the other "Jump-Set" attachments.
23. Connect the center red pulley in the center of the jump set loop rope of the "Jump-Set" to the ends of the mountain rope of the winch. Close the connecting screw carabineer.
24. Repeat step 23 with the rest of the "Jump-Sets".
25. Make sure that each outer end of the mountain rope to a "Jump-Set" has a set of elastics secured to it.
26. Try and keep the "jump-Set" elastics clean and dry.
27. Take 1 of the "Bottle-Nose- support Poles" and place on the side of the "Center-Pole", as far out as needed to be able to connect it at one end to the eye on the outer end of the "arm pole".
28. Bolt or pin this outer connection and secure it.
29. Check the whole system before going to the next step.

30. One person lifts up the outer end of the "arm pole" where the "Bottle-Nose- Pole" is connected. The second person holds the loose end of the "Bottle-Nose-Pole" and pushes this end towards the other person. When the first person cannot lift any more due to height limitations, the second person must stop pushing. The first person must try to maneuver the pole by putting it on the ground and stepping behind it with his/her foot to prevent scraping. This step is a real exercise in teamwork—you must communicate with your partner.

31. The first person grabs the "Bottle-Nose-Pole" and together with the second person they push it up and put it into the bottom eye of the "leg-Pole". Make sure it is completely safe before letting go of the pole. Bolt or secure it with pins.

32. Repeat step 31 for the 3 or 4 remaining "Bottle-Nose-Poles".

33. Climb up the "Center-Pole" again and connect the "Short-Cables" to the ring screw of the "arm poles", so it creates a square.

34. Tighten all 12 or 15 for the 5 in 1 Turnbuckles as tightly as possible, however do not over-do-it; you do not want to break the steel cable.

35. Shake the whole construction to check for loose parts.

36. Check all the connection parts again and make sure everything is in place and order. Make sure that all connection points have been secured with pins. Make sure that you do not have any left over parts after the construction is complete.

37. The whole construction should be completely stable even when shaken vigorously. If it is not stable, you must check the construction again to ensure that everything step has been followed. Never operate this system if you are not completely certain it has been SAFELY constructed. If you have ANY questions, contact Vertical Reality. Consult the construction Manual and/or construction video for help.

38. When you are sure that everything is the way it should be, proceed to go for a trial jump. BE CAREFUL!

39. Post all safety warnings and rules for the Bungy and make sure they are plain sight so everyone can see them before getting on the BUNGY.

Have fun safely!!!

Entertainment Tips -

Never forget that your BUNGY is a fun attraction and will draw attention. Use this unique feature to book company picnics, birthday parties, corporate promotion events, special events, public attractions, fairs and festivals to name a few. Never forget that the BUNGY can be equipped for corporate advertising generating revenue up and above the charge by the jump revenue. The belay coach should be someone who enjoys people and has a positive rapport with people making your attraction fun for the entire family. The BUNGY is a product designed for fun!

Marketing ideas to Consider

This information is in no way comprehensive. It is a dynamic list that keeps growing. However, for the purpose of brainstorming and generating ideas, the following are marketing considerations.

- Corporate Sponsorship
- Sports Event Marketing
- Fairs
- Parties
- Charity Events
- Graduation Parties
- Tourist Attractions
- Trade Shows
- School Events
- Amusement Park Lease
- Street Festivals
- Radio and Television Station promotion
- Etc.

Make sure to work with your local Chamber of Commerce, Convention Bureaus, Non-profit Organizations and Advertising/Public Relations Firms to ensure your BUNGY is marketed to its fullest.

Conclusion

This guideline has been written to assist in the proper installation and operation of the BUNGY. Vertical Reality has tried in its best effort to address relative issues; however, there will additional information learned or situations that occur that we are unaware of at this time. Please, do not hesitate to call seven days a week with any technical question. Remember, there may be questions, issues and/or concerns that may arise through the use of this product that are not listed or addressed in this manual, please keep us informed. It is the responsibility of the owner and/or operator of this product to contact Vertical Reality if any questions or concerns arise. As with any amusement device, physical harm can occur and operators and participants must realize that this product is a physical activity and that proper care should be taken to ensure safety. Please exercise good common sense and good judgment while operating and transporting the BUNGY.

Accident Report Form

We anticipate that you never will have to use this form, however in the unlikely event of a accident, please fill out the following details and fax to us ASAP 305-238-4401.

- Date of accident
- Place of accident
- Time of accident
- Name of injured person
- Address of injured person
- Phone of injured person
- Was 911 called and please attach a copy of the report
- Extent and nature of injury
- What caused the accident
- Was the person intoxicated or under the influence of alcohol or drugs
- Were Vertical Reality's safety rules posted
- Was your staff properly trained in the operation of the BUNGY
- Was the BUNGY shut down for inspection after the accident occurred
- Name of person signing the report
- Signature