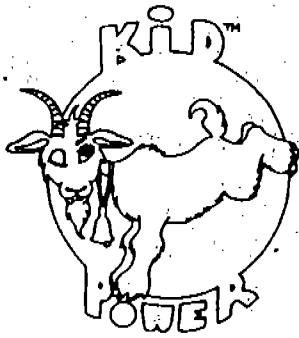


MFB: KID POWER SYSTEMS
RIDE: KID POWER



KID POWER SYSTEMS

P.O. BOX 02317
PORTLAND, OREGON 97202
(503) 653-5752

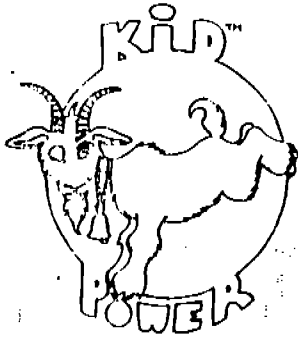
OPERATORS" MANUAL

KID POWER PLAY AREA

model #1050

V.I.N. KP-15-687-KPS

Portable and Permanent "Creative" Play Areas Available
DIVISION OF CKP INC.



KID POWER SYSTEMS

P.O. BOX 02317
PORTLAND, OREGON 97202
(503) 653-5752

MANUFACTURER'S CERTIFICATE OF ORIGIN

The undersigned certifies the sale of the following described vehicle

To <u>Paul Meyers</u>	Purchaser
Purchaser's Address <u>P.O. Box 55 Orlando Fla 32802</u>	Purchaser
Type of Circus-vehicle <u>Load</u> ; Make: <u>KPS</u>	Suggested retail price: <u>\$ 34,000.00</u>
Model Year <u>1987</u> ; Model No. <u>1050</u>	Additional options: <u>\$ 875.00</u>
Serial No. <u>KP15-687-KPS</u>	
Month/Year manufactured: <u>5-87</u>	
Month/Year CHASSIS manufactured: <u>5-87</u>	
No. of wheels: <u>4</u> ; No. of axles: <u>1</u>	Total <u>\$ 34,875.00</u>
Length: <u>42'</u> ; Type of Body: <u>Fixed</u>	

The undersigned further certifies that the undersigned is the manufacturer of said vehicle; that this sale constitutes the first conveyance thereof after its manufacture; that the serial number set forth above has not been and will not be used on any other vehicle manufactured by the undersigned; and that no other certificates of origin on the vehicle described have been issued.

IN WITNESS WHEREOF, the undersigned has executed this instrument.

Dated May 14, 1987

Signed Patrick W. Boyle

by Patrick W. Boyle Title Mgr.

Address 9293 SE 64th Ave.

ANY CHANGE OR ERASURE ON THIS CERTIFICATE WILL MAKE IT VOID

Name of Applicant for Title _____

TO BE FILLED OUT UPON SALE TO RETAIL PURCHASER

Address _____

Subscribed and sworn to before me May 14, 1987

My commission expires 3-10-89 Notary Public for Oregon

* If the seller is a corporation insert here the connection (officer, mgr., etc.) of the official with the corporation.

FORM No. 835—Stevent-Ness Law Pub. Co., Portland, Ore. TTB

Pamela Betteridge
PAMELA BETTERIDGE
NOTARY PUBLIC OREGON
 My Commission Expires 3/10/89

KID POWER PLAY AREA
MODEL #1050

STANDARD EQUIPMENT

- 1) 1 back-lit lexan, back painted entrance sign with running lights on the perimeter.
- 2) 1 ea. 6 ft. X 9 ft. rope climb
- 3) 1 ea. 16 ft. X 30" dia. rope tunnel.
- 4) 1 ea. 1 piece fiberglass slide.
- 5) 6000 ea. 3" polpropylene balls (various colors)
- 6) 2 ea. 42" long X 18" diameter punching bags.
- 7) Cushions: 5 ea. ball crawl cushions.
1 ea. slide landing cushion
- 8) Awnings: 2 ea. 3' X 16' long side awnings
- 9) Bally Cloths: 1 ea. bally for goose neck of the trailer.
2 ea. side ballys for length and back of the trailer.
- 10) Handrails: 2 ea. entrance handrails
2 ea. exit stair handrails.
- 11) 6 ea. 5' flag poles with 2' X 3' flag attached to each.
- 12) 1 ea. 42" long light pole with 1 500 watt quartz fixture attached.
- 13) 2 ea. 55" long 1" corner pipes for framing in corners of the bally cloth at the goose neck of the trailer.
- 13) 2 ea. 16'awning bars for side awnings

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model #1050

GENERAL SPECIFICATIONS

Length 42'-6"
Width 8'-6"
Width Set-Up 14'-0"
Height 13'-6" (flags not incl.)
Weight 8,500# (approx.)

Running Gear:

Axle- 9,000# Dexter (duals)
Brakes- Electric
Tires- 4 ea. (7.00-16LT nylon, 6 ply)

Landing Jacks:

Front landing gear- 10,000# 'Hammerblow'
Rear landing gear- 7,000# 'Sidewind Bulldog'

Note: All jacks are operated individually for the purpose of leveling and stabilizing the unit when in operation.

Trailer Wiring:

Wiring color codes:

WHITE- common ground
RED - stop & left turn
BLACK- electric brakes
GREEN- tail, clearance
BROWN- stop, & right turn
BLUE - none
YELLOW- spare wire

KID POWER PLAY AREA

model #1050

ELECTRICAL SPECIFICATIONS

Electrical Input:

75' 10/4 SO 220 volt single phase primary

Wiring: GREEN -ground

WHITE -neutral

RED -hot (110v)

BLACK -hot (110v)

Circuit Breakers: The circuit breakers are located on the drivers side of the trailer right under the exit stairs to the left.

15 amp breaker, left side operates the running lights and entrance lighting.

15 amp breaker, right side breaker operates all the remaining fluorescent and quartz lighting.

Lighting Components:

3 ea. 6' dbl. fluorescent fixtures/ cool white

2 ea. 8' dbl. fluorescent fixtures/ cool white

2 ea. 500 watt quartz fixtures (110 v)

Zamperla chase lights (Sunglow series) 090 - sockets

3V 9 watt bulbs (235 total)

lens replacement nos.: red. -010

yellow -006

blue -012

Sign Components: 1 ea. high intensity ballast. PN 6G3809

3 ea. 6' HO fluorescent tubes

Mechanical Flasher: 3 channel mechanical 10 amp per leg. This unit is located in its own box on the drivers side of the trailer to the left of the exit stairs. A standard screw driver is required to remove the cover of the box.

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model # 1050

Hardware Requirements: (used for set-up purposes)

- a) 9 ea. 5/16" "snapper pins'
- b) 4 ea. jack stands for stairs (3/4 X 5 acme rod)
KPS part # KP6-755

Recommended Tools:

- a) level
- b) hammer (optional)
- c) 6' step ladder (2)
- d) broom/ sponge
- e) WD-40 lubricant

SET - UP PROCEDURE

- 1) Disconnect truck. Lower jackstand by pulling pin and allowing leg to drop. Block jacks securely and firmly. For the front jacks under the goose neck unpin the jack handle from it's traveling position and repin to it's operating position with the supplied 'snapper pin'. LEVEL the trailer relatively close. Perfection is not required.
- 2) The unit comes with 3 bally cloths and 2 awnings. These can be stored in the ball crawl area.
 - a) Install all ballys first. Before installing the bally for the tongue of the trailer, insert the corner pipes into the front corners of the trailer. These pipes are located up inside the tongue on either side of the trailer. Slide the rope center of the bally through the slide track which is attached to the front lower ledge of the tongue. Then snap the bally onto the trailer frame where snaps are provided.

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model #1050

- b) Snap on side bally cloths. These 2 components are identical except that they are mirrored of each other and therefore are not interchagable. These ballys snap all the way around the trailer from the landing gear to the front entrance steps.
- 3) Unpin and lower the entrance stairs. Insert the handrails into the pockets on the sides of the stairs. Raise or lower the stairs by adjusting the screw 'feet'. Reaching the proper will allow the handrails to be pinned to tabs on the front rails of the entrance. Be sure that the stairs and the rails are all seated firmly before attempting to operate the unit.
- 4) Unpin and lower the exit stairs. Adjust the screw 'feet' (block if necessary) until the stair appears fairly level.
- 5) Unpin and fold out all four of the awning arms. There are 2 on either side of the trailer at the upper corners of the ball crawl. Each of these pair has a corresponding cross bar that is located at the sides of the ball crawl side walls. Raise up and slip the end tubes over the corresponding pins on the end of the awning arm. Be sure that the snaps which are riveted to this bracket face inward.
- 6) Attach all awnings. Some WD-40 lubricant is recommended that it be sparyed into the slide track before slipping the awning rope through. Find the correct awning for each side of the trailer (as they are not interchangeable) and slide the awning rope all the way down the length of the track. Then unfold the awning over the entire frame and snap it down completely. Slip the leather slot over the end tabs.

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- 7) Remove the doors from the ball crawl exit and entrance doors and stow away (under trailer). These doors can be used at night for security when the unit is not in operation.
- 8) From the second level, install the 6 flags that are provided. These poles slide over the rods that are located at the corners and center of the rope tunnel enclosure.
- 9) Install the 'slide' light into the open post near the top of the slide landing. Pin it into place with a 'snapper pin' provided and drop the cord below where it will plug in to outlet provided under the deck.
- 10) Connect the power lead to the voltage supply source.
Note: 220 volt single phase- 30 amp required.
- 11) Check the punching bags and make sure that they are hung properly and securely. Tighten the screw pin shackles. Check all decks from any slippery surfaces and correct.
- 12) New for 1987- Located up inside of the tongue of the of the trailer on either side are two 'corner pipes'. Remove and insert them vertically into the holes provided in the very front corners of the nose of the trailer. These pipes will keep the bally cloth hanging straight and not allow the wind to blow the bally cloth up into the grease on the fifth wheel plate.

OPERATION CAN NOW BEGIN.

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Recommended Operational Procedures

- 1) It is recommended that any operation abide by the rules posted at the entrance of the ride by the manufacturer.
- 2) After the ticket has been exchanged allow the kids up the rope climb in a single file manner. Some traffic flow for the unit can be controlled by the amount of kids that are to enter at one time. Give the smaller kids more time to reach the top before sending a group up behind them only causing the smaller child to be shaken up and intimidated.
- 3) Do not allow any more kids up the rope climb that the rope tunnel can easily accommodate. Do not allow the rope tunnel landing to gather a crowd as it is possible for a kid to fall off backwards into the rope climb. This in itself should not cause any injury except that it could shake up the child and those he may fall upon.
- 4) When business is very busy it may be advisable to put a 'play monitor' at the top of the slide landing in order to coordinate the flow at this point. This approach will ensure that the slide bottom will be clear before the next kid is allowed to go down. If a child is afraid to go down the slide (or any other play element) it is recommended that the child be asked to observe the others going down without any difficulty so that they may build confidence. This approach is opposed to bringing them down or forcing them to continue without parental permission to do so.

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- 5) Do not allow the kids to throw the balls under any circumstances. When a child has played long enough and has traversed the length of the ball crawl they must be politely asked to leave in order to make room for others. Also, do not allow the kids to hang on the nets or JUMP from anywhere in the ball crawl chamber.
- 6) Keep activity at the punching bag area to a minimum and do not allow a group to gather because space at this point is somewhat limited. Watch out for small children getting in behind the punching bags and becoming trapped by others that are continually hitting the bags.
- 7) When larger children enter, remind them before they go in that there are smaller kids playing and that they are not to roughhouse under any circumstances or that they may be asked to leave.
- 8) Ask that all kids use the handrails at all times wherever possible.
- 9) Adults may be allowed to enter. The equipment can withstand the punishment. Adults should be encouraged to participate if they have very small children that would like to go through the play area.
- 10) Everyone should keep their shoes on at all times for the constant protection of their feet. Do not allow anyone in that is barefoot.

KID POWER PLAY AREA

UP-KEEP* MAINTENANCE* DO'S AND DON'TS

1) ROPE-CLIMB (play element #1)

The rope climb is pre-set for tension. It is attached at the top by a plated solid CR rod which has a hairpin cooter at either end. Do not allow these cooter pins to rotate and fall out and subsequently disappear. The rope climb itself can be cleaned with a scrub brush and regular detergent. The results of this will not make it look like new but it will eliminate a certain amount of dirt to remain. The bottom of the rope climb is secured with $\frac{1}{2}$ -13 bolts. Keep these bolts in place and tight. The side nets of the climb attach to a $\frac{1}{2}$ " cable. It is attached with lacing and small wire ties and $\frac{1}{2}$ " polypropylene rope. Keep this entity in good repair. The net itself can be patched by lacing it shut.

2) ROPE-TUNNEL (play element #2)

This unit is pre-stretched at the factory and bolted into the end frames. It cannot be re-fit if it begins to sag. It is attached in with 38 ea. $\frac{1}{2}$ -13 bolts and a lock washer. The black tunnel 'crawl-pad' will be the element that will have a tendency to wear out. Keep it in good repair and do not allow the perimeter lacing to become loose and in general disrepair. This rope is #10 nylon rope. It is recommended that to give longer life this pad can be turned over and relaced and bolted into place.

3) SPIRAL-SLIDE (play element #3)

This one piece spiral slide is virtually maintenance free. Clean it with detergent (bon-ami) and water. Do not wax it or make the sliding surface any slicker than it already is. When operating this unit in the rain, it is advisable to place a play monitor at the

KID POWER PLAY AREA

bottom of the slide in order to catch or slow down anyone coming down too fast. This slide is bolted in with 10 ea. $\frac{1}{2}$ -13 X $1\frac{1}{2}$ " long bolts. This slide is mfg. by KPS and be replaced with a factory part only. There is a 6" slide cushion at the bottom of this slide. It must be held in place securely at all times. It can be cleaned with 409 (or equivalent) but do not concentrate this soap directly into the seams of the cushion. The slide landing area has an employee entrance gate on the drivers side of the trailer. The 'ball crawl' circle is a gate. Keep this gate pinned shut during normal operating conditions.

4) Balls-for-All (play element #4)

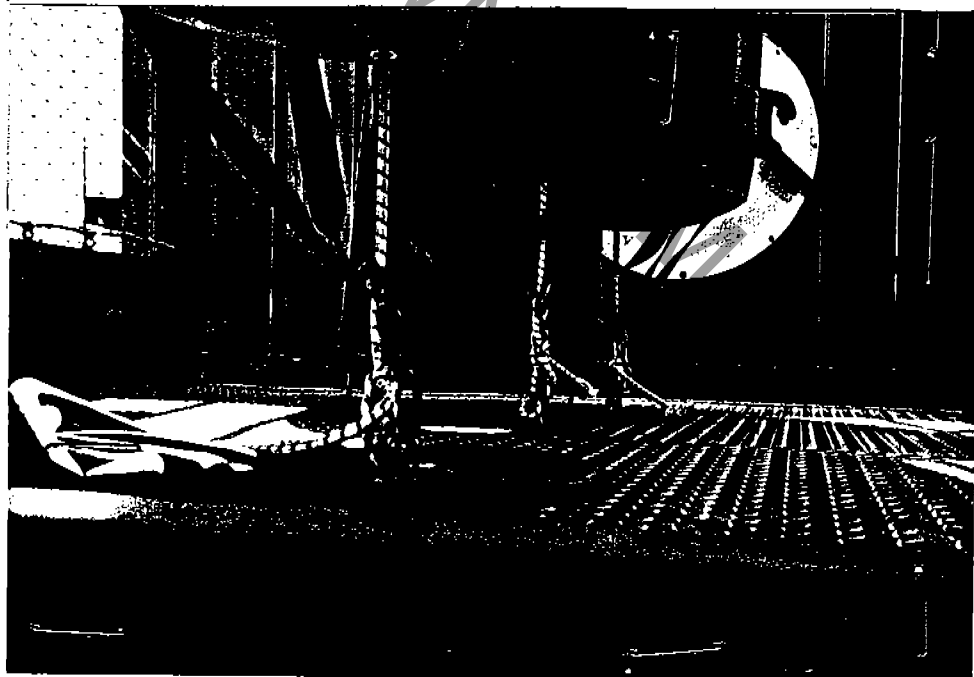
There are standard 6000 ea. 3" dia. balls in a padded ball pit. There are plywood doors over the exit and entrance of the ball crawl. These doors can be used to keep the balls from blowing out while the unit is being transported and for security while the unit is closed from operating periods. The colors of the balls vary and replacements can be ordered as such. The ball crawl comes with 5 individual cushions and are attached individually. They are riveted at the top on the perimeter and secured with a short wood screw from underneath. Each cushion has four screws. These fasteners must be removed before the cushions can be removed. The ball crawl has a 1" drain slot every 2', therefore the pit can be hosed out on a regular basis without fear of creating a pool or swamp. These drain slots also give a way for junk and debris to get out onto the ground and not be trapped to cause any injury to patrons. Keep the yellow rubber (vinyl) dock bumper strips in good repair and anchored firmly.

Replacement Balls: Euromatic (617)537-8274

KID POWER PLAY AREA

5) PUNCHING-BAGS (2) (play element #5)

These 2 bags are located at the exit of the ball crawl and at the exit of the ride. These units can be cleaned with detergent or 409 (equivalent). These bags have bungy-cord passing through from top to bottom. This cord ties both at the top and the bottom of the floor and ceiling. There is a chain attached from the bottom of the bag to the floor. See photo below. This chain must be kept in place at all times. It will act as a stop and not allow the bags to swing any further than necessary. Hardware for these bags consist of 3 ea. 5/16" screw pin shackles and 9 links of 4/0 chain per punching bag. Keep screw pins tight in the shackles as they have a tendency to vibrate loose during transport.



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GENERAL COMMENTS AND NOTES

- A) The axle must be kept full of #90 wt. oil. Check the filler caps on either side of the axle each week or before and after each transport. Keep wheel lugs tight.
- B) All critical areas of post and pipes are padded and taped. This tape is a 3M product, product #471. The padding is standard 1" pipe insulation.
- C) Side nets and end nets of the ball crawl are held into place with 'black' wire ties. (Other colors seem to not last as long against the ultra-violet rays.) The rope in the perimeter of these nets is $\frac{1}{2}$ " hollow braid polypropylene. These nets must be in constant repair and tightness. They can easily be laced closed if they are broken or torn.
- D) Paint: Spraylat Corp. Blue #WPA-9680-1
#wpa-9910-4 grey primer
Spraylat Corp.
(213) 559-2335
- E) If your unit is equipped with 110 v rotating beacons contact Dial Lighting for spare and replacement parts.
1-800-323-1923