

EXTENDED SOUND

DJ & RENTAL SERVICE

OPERATING RULES AND RENTAL AGREEMENT

1. ADULT SUPERVISION IS ABSOLUTELY REQUIRED WHEN PARTICIPANTS ARE IN THE UNIT. THE LESSEE SHALL BE RESPONSIBLE FOR THE SUPERVISION OF THE PARTICIPANTS WHILE THEY ARE IN THE UNIT. AS THE LESSEE OF THE UNIT, THE SAFETY OF ALL PARTICIPANTS SHALL BE THE LESSEE'S SOLE RESPONSIBILITY.
2. Only children of the same age group and similar physical stature should be allowed to jump together. The maximum number of jumpers allowed in the Bounce House at any one time are:
 - No more than 6 children between the ages of 3 – 7 years of age at any one time.
 - No more than 5 children between the ages of 8 – 12 years of age at any one time.
 - No more than 4 persons 12 years or older at any one time.
3. All jumpers must remove shoes, eyeglasses, and any sharp objects before entering the unit.
4. No silly string, confetti, gum, food, drinks, sprays, or chemicals are allowed in the bounce house.
5. Fires (including bar-b-ques) should not be within 20 feet of the bounce house unit.
6. No Piñatas should be mounted in the bounce house.
7. To limit the potential for injury - no wrestling, flipping or rough housing is allowed in the unit. In the event that the Unit is an inflatable slide, participants shall not jump from the platform onto the sliding area.
8. Do not allow jumpers to jump or bounce against the sides or near the doorway of the unit.
9. No hanging from the netting on the sides or the roof of the bounce house.
10. Anyone susceptible to injury from falls bumps or bouncing are not permitted in the unit at any time.
11. Only blow up type "beach balls" are allowed in the bounce house.
12. No pets or animals allowed in the bounce houses at any time.
13. If unit begins to lose air, evacuate unit immediately. Once the unit has been evacuated, check the following:
 - a) The motor may have stopped, in which case check the cord connection at the outlet.
 - b) If the motor is continuing to run, check the air intake on the side of the motor for blockage, and check both tubes at the back of the unit for snugness: re-tie if necessary, or
 - c) If you cannot correct the problem call Extended Sound immediately at 1-585-584-8238.
14. Do not operate if winds exceed 25mph. If high winds develop while in operation, exit all occupants immediately and turn off the blower. Bounce house can flip over in high winds.
15. Keep children away from the blower unit - risk of electric shock and serious injury may result.
16. Do not operate the bounce house in rain or if ground is wet.
17. Unit must be anchored securely to prevent tipping.
18. All Units have been equipped with a zipper designed for quick deflation of the Unit at the time of pick up. Do not allow any participants to open the zipper. In the event that the zipper has been opened, remove all participants from the Unit and close the zipper. Do not allow the participants to re-enter the Unit until the Unit has been fully inflated.
19. No alteration or attachments to the unit will be made without prior written approval of Lessor.
20. Lessee agrees to keep the unit in his/her custody and not to sublease, rent, sell, remove from the Delivery Address, or otherwise transfer such unit. The JUMP unit will remain the property of the Lessor and may be removed by Lessor at any time after the termination of this Rental Agreement.
21. Cotton Candy Machines, Snow-cone Machines, Popcorn machines & Generators Rentals: Never service unit when plugged into electrical outlet. Plug unit into a grounded receptacle only! Be sure that the switch is in the "OFF" position before plugging unit in. THE RENTER MUST CLEAN ALL UNITS.

**WARNING! -- Never leave unit unattended. DO NOT ALLOW CHILDREN TO OPERATE UNIT!
Never touch hot or moving parts.**

Weather Policy

We reserve the right to cancel reservations due to severely deteriorating weather. A full refund is owed if we cancel due to weather, except if the unit has been delivered and set-up then the agreed price stands.

Damage Policy

If the ride becomes damaged while in operation, please take the following steps: Assist the riders to evacuate the unit and turn off the blower. Document what happened including as many details as possible. And contact Extended Sound immediately at 1-585-584-8238.

Please Note: If unit is repairable, a repair fee will be billed to lessee (Lessor reserves the right to identify and select repair entity). If unit is irreparable, a replacement fee of up to \$20,000 will be assessed.

Cancellation Policy

A 21 day advance notice of cancellation is required (except due to weather conditions) for complete refund minus deposit.

Release of Liability

HOLD HARMLESS PROVISION

The Lessee shall be in charge of operating inflatable unit(s) and is fully responsible for the return of the unit in good working order. Lessee shall pay for theft and or damage of the inflatable unit or any other products that occurred during the rental period (while unit is in Lessee's possession). Lessor, Extended Sound, and its officers, employees and or agents is/are not responsible for any injury occurring to any person(s) in contact with the inflatable unit(s) or any other products during the rental period (while unit is in Lessee's possession). I agree to indemnify and hold harmless Extended Sound, their agents, employees, directors, and subcontractors from any claims, actions, suits, proceeding costs, expenses, damages, liabilities, losses, injuries attorney's fees arising by reason of injury, damage, or death to persons or property, in connection with or resulting from the use of equipment including, but not limited to the manufacture, selection, delivery, possession, use, operation, or return of the equipment. Lessee hereby releases and holds harmless Lessor from injuries or damages incurred as a result of the use of said equipment unless Lessor is operating the equipment and is deemed by a court of law to be negligent in its actions. Lessor cannot under any circumstances be held liable for injuries as a result of acts of God, nature, or other conditions beyond its control or knowledge. Lessee also agrees to indemnify and hold harmless Lessor from any loss, damage, theft, or destruction of the equipment during the term of this contract and any extension thereof.

DUTY TO MITIGATE

In the event of injury, damage or loss due to Lessee negligence, Lessee agrees and assumes the duty to mitigate all costs resulting from said injury, damage or loss.

DISCLAIMER OF CONSEQUENTIAL DAMAGES

By signing this contract, Lessee agrees to forego any consequential damages in the event of injury, damage or loss due to Lessor's negligence.

DISCLAIMER OF WARRANTIES

Lessor makes no warranties either expressed or implied as to the condition or performance of any equipment and/or property leased by Lessee from Lessor. By signing this contract, Lessee agrees that any warranty of merchantability or fitness for a particular purpose are hereby disclaimed. By signing this contract, Lessee agrees that no express warranty as to the condition or performance of any equipment and/or property leased by Lessee is hereby disclaimed. Lessee understands that the only warranties pertaining to the condition or performance of said equipment and/or property is that which is stated on the instruction manual for said equipment and/or property.

MERGER CLAUSE

This signed Agreement in conjunction with the signed Instruction Manual and Reservation Form contains the entire agreement between the Lessor and the Lessee. No amendment, whether from previous or subsequent negotiations between the Lessee and the Lessor, shall be valid or enforceable unless in writing and signed by all parties to this contract. The invalidity or unenforceability of any particular provision of this Agreement shall not affect the other provisions hereof.

My signature below certifies that I have been fully instructed, have read and understand ALL of the Operating Rules AND the Release of Liability and agree to abide by those rules and authorize Extended Sound to bill me for the full rental costs plus any additional charges if unit is returned damaged or is not returned.

PERSON ASSUMING RESPONSIBILITY

Print Name:

Signature:

Address:

Home Phone:

Work Phone:

Cell Phone:

Email Address:

Delivery Location:

Products Rented:

Delivery Time:

Pick Up Time:

Rental Cost:

Pd - Cash/ Credit:

Damage Deposit Held:

Pd - Cash/ Credit:

Date:

REFERRAL SOURCE:

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Operating Procedures for Party Equipment & Inflatable's

Each operator should read and understand the following instructions:

1. Do not operate in rain or lightning conditions or if wind exceeds 15 - 25 mph.
2. All riders must remove their shoes.
3. Only riders of the approximate same size should be allowed in the ride at the same time.
4. Riders must remove loose and/or sharp objects including glasses, jewelry, belts, etc.
5. No food or drink is allowed in the inflatable including chewing gum, and candy.
6. Recommended capacity should never be exceeded. Please refer to the capacity chart in the beginning of the contract or near the entrance of the inflatable.
7. Operators should be positioned in close proximity to the entrance of the ride.
8. While the ride is in operation, the operator should watch the riders at all times.
9. No rough play should be tolerated.
10. Climbing the side nets is not allowed.
11. Flips are strictly prohibited.
12. The operator must strictly enforce all rules.
13. The operator must strictly enforce the posted rules for each ride.
14. The operator should assist the riders while they enter and exit the ride.
15. Riders are not allowed to bounce on the entrance ramp.

Also, when you opt to have a Extended Sound employee supervise the bouncer for your event, you can be sure safety will once again be a top priority. For example, age groups will always be kept compatible so that the "wee ones" never are bouncing with the older children. Furthermore, the number of occupants will not exceed a safe amount.

Operational Guidelines for Equipment:

Sno-Kone Machine

Electrical Requirements:

- Normal amp draw for unit at 120 volts is 6.8 Amps.

Operating Instructions:

- Customer supplies ice. Either cube or block ice can be used. If using block ice, break block into pieces 3 to 4 inches in size.
- Switch the motor on and wait for the motor to come to full speed.
- Fill the gooseneck within an inch of the top with ice cubes or block ice. The larger the pieces the better the snow.
- Push the pusher handle down against the ice in the gooseneck. Apply firm even pressure to make the best snow. You may find that you need to relieve the pressure 2 to 3 times during a cycle. Too much pressure may stall the motor and will result in snow that is course. Providing too little pressure will result in snow that is mushy.
- **Chute contains rotating blades that could cause serious injury. Never allow any foreign or metallic objects around the shaver area. Do not place hands or fingers in gooseneck chute (shaver area).**

Shut Down Procedures:

- Turn the power to the "off" position.
- Unplug the machine.
- Clean the scoops and pumps with hot soapy water.
- Wipe the entire unit cabinet inside and out and remove any excess syrup from the unit.
- Wipe down exterior of syrup bottles.
- If provided, rinse drain pan and drain hose with hot-soapy water.
- **Please do not use any chlorine-based cleaning products on the unit or permanent damage to stainless steel may result. Damage to the machine will result in additional expense.**

Popcorn Machine

Electrical Requirements:

- Maximum amp draw for the popcorn machine at 120 volts is 10.5 amps.
- This figure is an approximation and may vary slightly. An overloaded electric circuit will not allow the machine to heat properly.
- The power supply cord is equipped with a machine ground (the tubular prong). For safety, always plug the machine into a grounded receptacle.
- You must have the popcorn machine grounded! No exceptions!!!

Operating Instructions:

- This machine is capable of producing 160 1oz servings per hour.
- Place the machine on a sturdy table or countertop with the controls facing the operator.
- There are 3 switches on the popper
 - Light and Warmer- Light and popped popcorn warmer
 - Motor- Turns on the motor to stir the popcorn in the kettle
 - Heat- Kettle heat
- To begin, turn on the kettle heat and wait 5 minutes.
- Switch on the Stir mechanism.
- Add the pre-measured popcorn and oil.
- Slide the lid down over the kettle by gently pulling it down from the magnet that holds it to the top of the machine.
- When the popping corn pushes the lid up, slide it back to the top of the machine and allow the popcorn to fall into the hopper below.
- When it sounds like the popping is slowing down, pull the kettle towards you, then down to dump the popcorn out. Do not wait for all popping to stop; popcorn will burn. Some unpopped kernels are normal.
- Add the next batch of pre-measured popcorn and oil and repeat. Optimum performance is typically reached after 3-4 batches.
- Use the aluminum scoop to dispense the popcorn into sacks, sliding the narrow end into the bag and using the wide end to scoop up the popcorn.
- If unit is not getting warm check the kettle plug in the top of the machine.

Shut Down Procedure

- When completing the final batch of popcorn, turn the kettle heat off.
- After dumping out the final batch of popcorn, turn off the "stir" mechanism.
- Remove all excess popcorn from the bottom of the machine.
- Pull out the old maid tray in the bottom of the machine and dump unpopped kernels into the trash.
- Allow the kettle to cool for about 15 min then carefully wipe any grease from the outside of the kettle with a paper towel.

- Wipe the body of the machine with a glass spray to clean the windows, inside and out.
- Turn off light/warmer and unplug the machine. Leave the aluminum scoop inside the machine.
- Wind up extension cord and place inside popcorn machine.

Spin Art Machine

Electrical Requirements

- Normal amp draw for Spin Art Machine at 120 volts is 9 amps.
- The power supply cord is equipped with a machine ground (the tubular prong). For safety, always plug the machine into a grounded receptacle.

Operating Instructions

- Place the machine on a sturdy table or countertop with the controls facing the operator.
- Place the card stock on the bracket inside the machine.
- Turn the switch in the back to the "On" position.
- Using one bottle of paint at a time, drip the paint through the slot in the clear lid. Note: Use only a small amount of paint at a time.
- Movement of the paint up and down the length of the slot creates the best results. 2-3 Colors usually provides the best result.
- When satisfied with the painting, turn off the motor and wait for the spinning to stop.
- Remove the card stock and place on a table or counter and allow to dry.

Shut Down Procedures

- Turn the power switch to the "off" position.
- Unplug the machine.
- Remove the paint bottles from their holders and wipe clean.
- Carefully remove the cardboard liner and underlying newspaper from the machine and discard.
- Wipe up all paint inside the machine, including paint that may have built up on the bracket.
- Wipe the lid and outside of the machine and remove all paint spills and splatters.
- Replace paint bottles in their holders.

Cotton Candy Machine

Electrical Requirements:

- Normal amp draw for the unit at 120 volts is 9 amps.
- This figure is an approximation and may vary slightly. An overloaded electric circuit will not allow the unit to make cotton candy.
- The power supply cord is equipped with a machine ground (the tubular prong). For safety, always plug the machine into a grounded receptacle.

Operating Instructions:

- Floss head rotates at 3450 RPM. Operator must keep hands and face clear of the floss head and keep spectators at a reasonable distance.
- Place the machine on a sturdy table, dedicated stand or countertop with the controls facing the operator.
- If not done for you, place the mesh stabilizer around the edges of the bowl, overlapping the ends slightly to fit. Slide the metal clips over the bowl and the mesh at several of the "corners" of the bowl.

- Place the clear bubble on top of the floss bowl, pointing the opening on the same side as the machine controls. This is where the operator will stand.
- Turn on heat & motor and wait for approximately 5 minutes for unit to get warm
- Fill the floss head with one scope or less of floss sugar.
- After warm up, equipment should make good floss at a reduced setting. **Never let the machine operate with the heat so high it produces smoke or causes the sugar to burn.**

Making Floss:

- Select a paper cone.
- Hold an inch or two of the pointed end of the cone between two fingers and a thumb. With a light flicking action, roll cone in the web of floss building up in the pan.
- Lift the cone up with the ring of floss attached and rotate the cone to wrap the floss.
- DO NOT roll floss while the cone is inside the pan. This will pack the floss too tightly.
- Make sure room humidity is not too high, or product will be too firm.

Shut Down Procedure

- When completing operation for the day, run all the sugar out of the floss head.
- When empty, turn the heat to highest position for approximately one minute to "clean" the band by baking off remaining sugar. **NEVER put water in or on the floss head.**
- Clean the floss bowl and clear bubble with plain water. The sugar should easily dissolve after a minute or two. Wipe dry.
- Wipe the body of the machine with a wet cloth to dissolve any sugar that may have collected on it. Wipe dry.