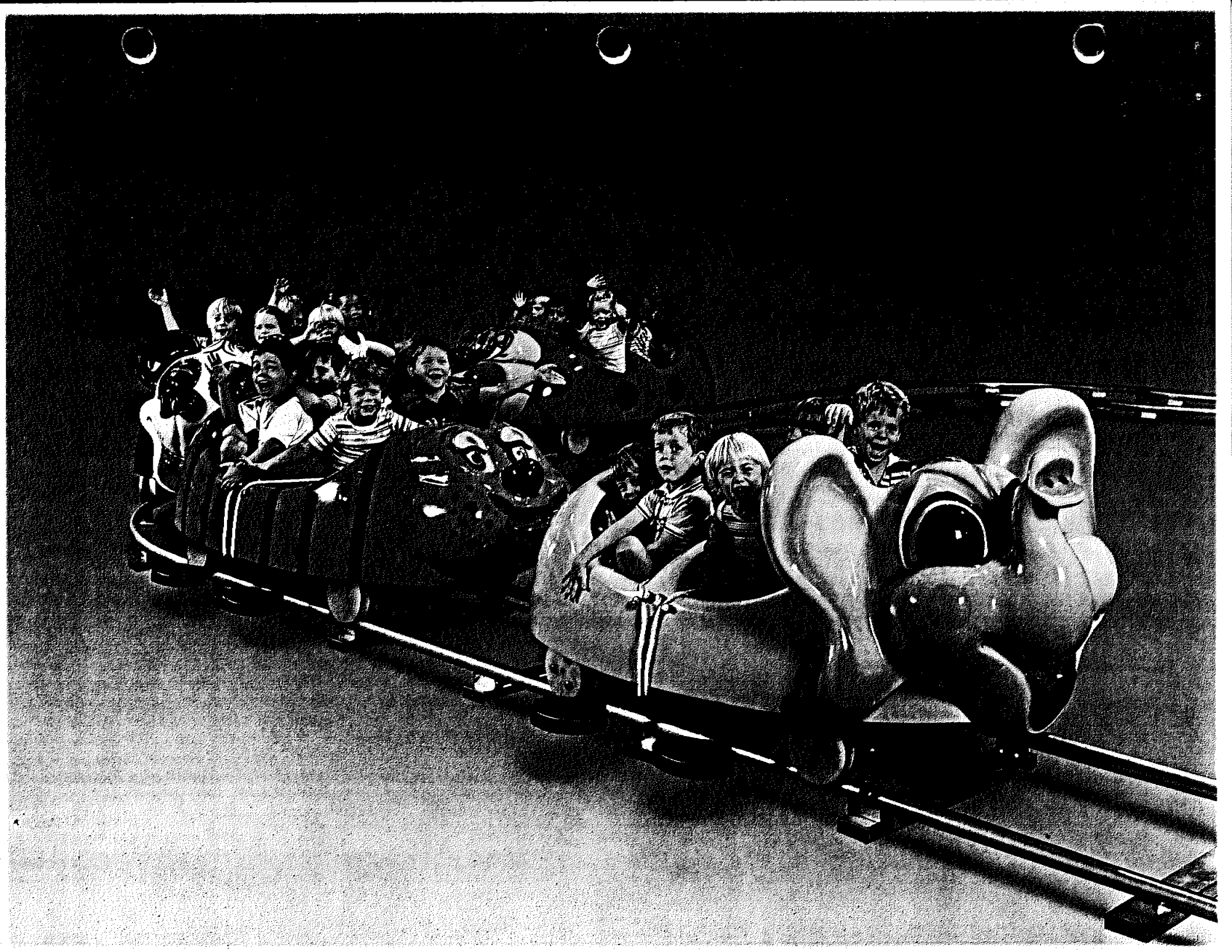
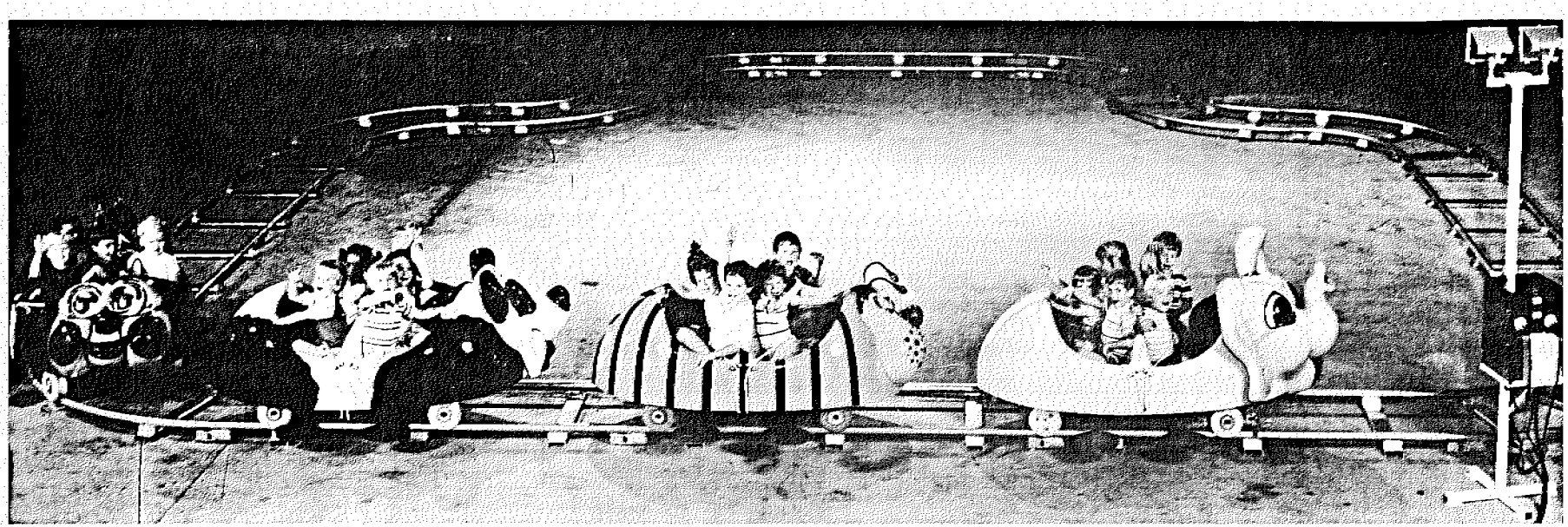


CRITTER TRAC

Pat. Pend.



QUIET OPERATION
- Nylon wheels
- Outdoor or indoor operation

SAFE LOW VOLTAGE
- 24 volts DC

DC POWER SUPPLY INCLUDED
- 220V single phase input — 6KW
- DC voltmeter and ammeter built-in

FENCE AND LIGHTING
- Aluminum fence
- Quartz lighting

ALL FIBERGLASS AND STEEL CONSTRUCTION
- Years of durability

MIX OR MATCH VEHICLES
- Elephant
- Mouse
- Worm
- Granny Bug
- Rabbit
- Panda Bear

MODULAR GALVANIZED STEEL TRACK
- Make the ride any shape
- Make the ride any size

NEW: STEEL WHEEL ELECTRICAL PICKUP ELIMINATES SLIDING ELECTRICAL CONTACT MAINTENANCE.

AUTOMOTIVE TRANSAXLE IN LEAD VEHICLE
- 2HP motor encased in transaxle
- Differential allows extremely sharp curves
- Positive balanced traction

VARIABLE SPEED
- Operator controlled

BOLT TOGETHER TRACK
- Fast and easy
- Enlarge the ride as your need grows

24 CHILDREN CAPACITY
- 6 per vehicle

STANDARD SIZE INCLUDES:
- 4 vehicles of your choice
- 10 straight and 6 curved sections of track — 108 ft.
- 22 sections of fence
- DC power pack
- Lead cable and circuit breaker box
- 4 — 500 watt quartz floods

MADE IN USA

1861 S. HIGHWAY 14
GREER, S.C. 29650 U.S.A.
PHONE: (803) 877-3328 FAX: (803) 877-5698
TELEX: 805257

Venture Ride Mfg., Inc.

CRITTER TRACK

CRITTER TRAC

The following is presented in accordance with ASTM F698-83 Standard Specification for PHYSICAL INFORMATION TO BE PROVIDED FOR AMUSEMENT RIDES AND DEVICES.

3.2 Ride Serial Number

Located on the name plate.

3.2.1 Name Plate

Located on the control panel.

3.3 Ride Model Number

The name CRITTER TRAC is used in lieu of a model number.

3.4 Date of Manufacture

Located on the name plate.

3.5 Trailering Information

The trailer used to transport the CRITTER TRAC is 8'x 17'x 9'-2" and weighs 3500 lbs.

3.6 Static Information

Excluding optional lighting the ride is 37-41" tall. The vehicles are 54" wide. The length and shape of the track may vary each time it is set up. The ride weighs approximately 3000 lbs. total. See factory supplied scaled (1/2"=1') lay out cards.

3.7 Dynamic Information

Size and shape do not vary in motion.

3.8 Ride Speed

3.8.1 The maximum speed is 220' per minute.

3.8.2 The maximum allowable speed is 25 seconds to make a complete lap on the standard 16 section track. Under no conditions should this ride operate at a faster speed.

3.9 Direction of Travel

Vehicles may be run either clockwise or counter clockwise, but always forward with the power vehicle in the lead.

3.10 Power Requirements

3.10.1 Electrical

The ride requires 6kw 220 volt single phase. The voltage should not vary more than +- 10% . The track voltage varies from 0 to 24 volts DC.

3.10.2 Mechanical

The ride is powered by a 2hp, low voltage, DC motor.

3.11 Load Distribution Per Footing

3.11.1 Maximum static loading of each footing is 250 lbs. per cross tie excluding passengers.

3.11.2 Maximum dynamic loading of each footing is 500 lbs. per cross tie including passengers.

3.12 Passenger Capacity

3.12.1 Maximum total passenger weight is 540 lbs. per vehicle.

3.12.2 Maximum number of passengers is 6 per vehicle.

3.13 Ride Duration

Recommended time is 2 to 3 minutes.

3.14 Recommended Balance of Passenger Loading and Unloading

N/A

3.15 Recommended Passenger Restrictions

Any child under 2 years of age should be accompanied by an older child.

3.16 Environmental Restrictions - N/A

3.17 Fastener Schedule

Trac connector bolts should be grade 5: 1/2" x 5-1/2". Car to car connector pins should only be factory supplied. All other bolts are grade 5.

CAUTION: A STANDARD LOCK WASHER MUST BE USED ON ALL TRACK CONNECTOR BOLTS.

The following information is provided in accordance with ASTM F770-82, STANDARD PRACTICE FOR OPERATION PROCEDURES FOR AMUSEMENT RIDES AND DEVICES.

3.1 MANUFACTURER'S RESPONSIBILITY

3.1.1 Description of Ride

A train type ride which has animal vehicles connected together. The ride travels slowly around a winding track.

3.1.1.1 Description of Motion

The ride follows the track in either a clockwise or counter clockwise but always forward direction with the safety rope cam cleats to the loading side. The track may be set up in many different shapes.

3.1.1.2 Description of Passenger Loading

Open the entrance gate and allow passengers to board. Assist smaller children as necessary. Adults may ride provided they are not so large that they cannot fit into the seat. Fasten the safety rope on all seats.

3.1.2 Recommended Safety Procedures.

The most important safety precaution - NEVER RUN OVER ANYONE. Take all precautions to keep everyone off the track before starting and while operating the ride.

1. Make certain the entrance and exit gates are closed.
2. Make certain everyone is seated with safety rope secured.
3. Make certain no one is inside the fence.
4. Make certain no one is climbing or leaning on the fence.
5. Make certain while the train is running no one gets over the fence.
6. Immediately stop the train should anyone get inside the fence or lean on the fence.

3.1.2.1 Maximum Total Passenger Weight and Number.

No limit except the physical size of the passenger seat compartment. Everyone must be seated with legs inside the passenger compartment and the safety rope secured.

3.1.2.2 Passenger Restraint

The nylon safety rope must come across all passengers laps, be pulled tight, and lock into the cam cleat.

3.1.2.3 Ride Operator's Safety Check.

First open entrance gate and allow proper number of riders in. Next, help smaller children. Secure all safety ropes. Close entrance gate. Next, check and double check that no one is anywhere inside the fence that is not secured in a seat. Next, operate the ride while watching the fence, watching the passengers and staying alert for the unexpected. Next, stop the ride, open the exit gate, release the safety ropes and assist the smaller children off the ride. Next, close the exit gate.

3.1.3 Manufacturer's Operating Procedure

When starting the ride, gradually increase the speed of the train to avoid spinning the wheels. When stopping, the speed controller car must be moved immediately back to zero.

3.1.3.1 Daily Pre-Opening Schedule

1. Check that all fence is stable and the proper distance from the vehicles.
2. Disengage and engage all safety ropes making certain all cam cleats are operating properly.
3. Check all vehicle to vehicle connectors:
   a. all safety pins in place
   b. any crack in the frame, ears or connector bars
4. Check that all track bolts are in place and tight and are not missing the lock washer.
5. Check all electrical ground wire for cuts, frays, and tripping problems.
6. Run the empty ride. Listen for unusual noises.
7. Clean up the area.
8. Be alert and think safety the the rest of the day.

3.1.3.2 Ride Operator's Functions

Operator should keep his hand on the speed controller at all times the ride is in motion.

3.1.3.3 Operation of Ride

1. Open the entrance gate and let the riders in.
2. Assist small children loading.
3. Fasten all safety ropes.
4. Close entrance gate.
5. Check safety ropes. Make certain everyone inside the fence is seated and roped in. Check the fence for anyone climbing or leaning on it.
6. Start the ride so as not to spin the wheels.
7. Keep your hand on the speed controller.
8. Watch the ride and the fence.
9. Operate the length of time recommended per 3.13 of F698-83
10. Stop the ride.
11. Open the exit gate.
12. Unfasten safety ropes and assist patrons.
13. Close exit gate.

3.1.4 Emergency Procedures

Stop the ride; turn off the circuit breaker.

3.1.4.1 Evacuation Procedures

N/A

3.1.4.2 Emergency Power Equipment

N/A

3.1.4.3 Description of Emergency Equipment

N/A

3.1.4.4 Power Interruption-Emergency Procedure

With the interruption of electricity turn off the ride and do not restart until checking that everyone is securely seated and no one is inside the fence.

The following is presented in accordance with ASTM F 853-83, Standard Practice for MAINTENANCE PROCEDURES FOR AMUSEMENT RIDES AND DEVICES.

3.1 MANUFACTURER'S RESPONSIBILITY

3.1.1 Description of Ride

A train type ride which has animal vehicles connected together. The ride travels slowly around a winding track.

3.1.1.1 Description of Motion

The ride follows the track in either a clockwise or counter clockwise but always forward direction. The track may be set up in many different shapes.

3.1.2 Installation Procedures

First using the scaled (1/2" = 1') lay out cards, provided by the factory, decide on the shape and location of your track. Lay the track on the ground (place section with 2 electrical connectors where you want the control box) and bolt together using grade 5 bolts with a standard lock washer on the nut end. Tighten all bolts. Where ground is not level, block under track. Before last section of track, put cars on track all facing the same direction. Bolt together the last section of track. With the drive car first, connect the cars together. The one short connector must go between the drive and second car or the ride will tend to bind going around curves. Make certain all connectors have safety pins in place. If your trailer racking requires you to remove the small wheels which ride under the track, replace them making certain the safety pins are in place. Also, if your trailer racking requires removal of the vehicle feet, replace them on the vehicles. Set up fence making certain the fence is 3' from the vehicle and very stable. CAUTION: Make certain the power is off then connect two 24 volt DC electrical wires to the track. Turn on power and proceed with pre-opening check out.

3.1.3 Lubrication Procedures

1. Track - requires no lubrication. Keep track connectors and connector bolts very clean for good DC electrical conduction.

2. Transaxle - see transaxle pamphlet at the back of this manual.
3. Tie rod swivels - grease zerks once a month with general purpose lithium grease.
4. Axle swivels are oil impregnated bronze bushings and need no maintenance.
5. Steel wheels are electrical pick-up wheels. Spray weekly with LPS-3 spray lubricant.
6. Wheels - annually pack taper roller bearings with wheel bearing grease.

3.1.4 Pre-Opening Inspection

See 3.1.3.1 of F770-82

3.1.5 Frequency of Maintenance

Daily - visual inspection for structural steel crack, fiberglass damage and sharp edges on the vehicles.

Daily - on set-up, clean track connectors and connector bolts for good electrical conduction or annually in permanent locations.

Daily - check 2 drive wheels for slippage and replace when wear causes excess slippage to occur.

3.1.5.1 Wear Tolerance - N/A

3.1.5.2 Operational Testing

Time the ride at full speed empty. If everything is operating properly, it should take 20 seconds +- 3 seconds to travel across 16 sections of track.

3.1.5.3 Special Parts Testing - N/A

3.1.6 Specifications of Fasteners

All grade 5 fasteners. Track connector bolts must have standard lock washer (not nylon insert lock nut) and be tightened to 50 ft lb. Only castle nuts should be used as replacement nuts on all wheel shafts. A cotter pin must be used in each nut.

3.1.7 Schematics of Electrical Power

See back of this manual.

3.1.7.1 Maintenance of Electrical Components

See back of this manual.

3.1.8 Schematics of Hydraulic and Pneumatic Systems N/A

3.1.8.1 Maintenance of Hydraulic and Pneumatic Systems - N/A

3.1.9 Parts Listing

See back of this manual.

3.1.10 Non-Operational Procedures

Minor scratches in fiberglass can be buffed out by using a fine grit auto rubbing compound and following up with a coat of wax. Deep scratches (deeper than the gel coat) - call the factory for a repair kit. State color required.

Cracks due to mishandling or abuse can be repaired from the underside using fiberglass mat and resin with activator. Be sure surface is clean and dry.

Clean fiberglass with a soft cloth and a mild liquid detergent. Do not use scouring powder, steel wool or an abrasive cleaner as this will dull the surface.

Models with aluminum fence and safety gates - clean aluminum with dry Scotch Brite green scouring pads (available at most grocery stores).

3.1.11 Assembly and Disassembly Procedures

N/A

3.1.12 Restrictions and Special Procedures

N/A

VENTURE
Ride Mfg., Inc.

JERRY L. BARBER, President
WAYNE P. COMSTOCK, Vice-Pres.

S A F E T Y B U L L E T I N

The CRITTER TRAC DC power supply can be wired to be operated on 110v AC or 220v AC (the fan must stay on 110v).

Under no condition should the ride make a complete lap on 16 sections of track in less than 25 seconds. If electrical connections are good, this should be 20v DC or less on the track.

If your power supply is wired for 220v AC, disconnect all wires on the back of the variable speed selector switch which supply over 20v DC.

Jerry L. Barber, President
VENTURE RIDE MFG., INC.

April 11, 1985

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