

MFG: VENTURE RIDE MFG., INC.
NAME: AUSTRALIAN WORM
TYPE: ~~ATTRACTION~~
KIDDIE



AUSTRALIAN WORM

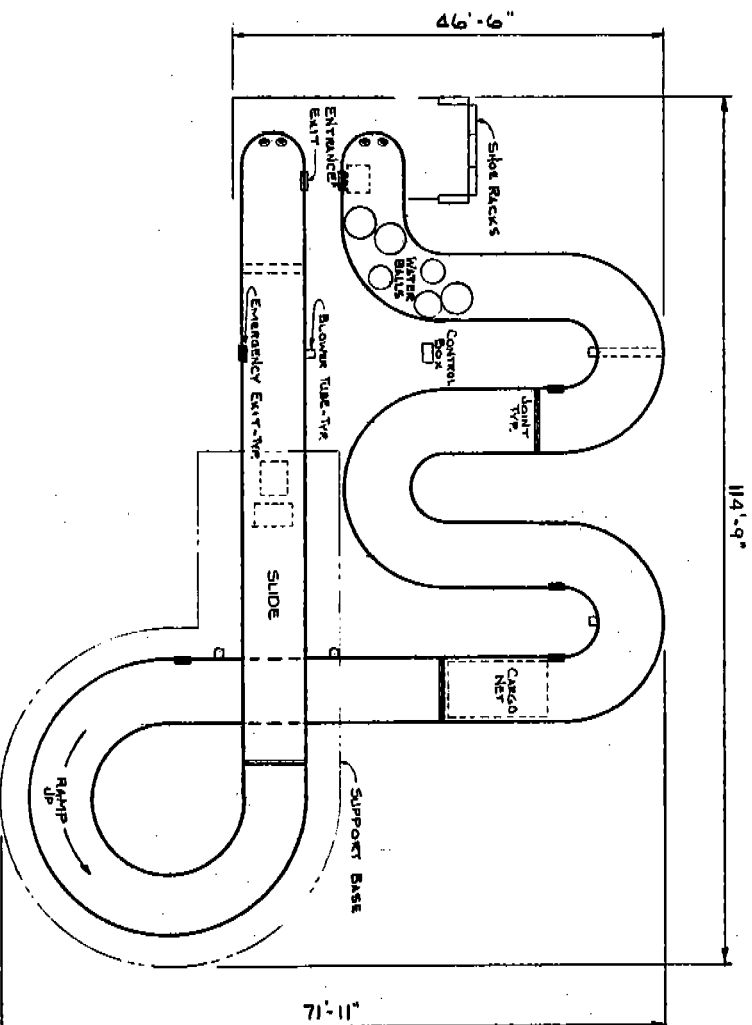
Pat. Pend.

From the "land down under" comes an attraction which has delighted more people in Australia than any other amusement device.

Over 300 feet long and 8 feet in diameter, made of industrial-duty vinyl fabric, the AUSTRALIAN WORM contains soft play elements that excite children and adults as well.

Winding through the AUSTRALIAN WORM, visitors encounter spider webs, cargo nets, huge water-filled balls, a slide and more. Entrance and exit are made through the AUSTRALIAN WORM'S two grinning heads.

The AUSTRALIAN WORM is easy to set up — it is inflated in less than ten minutes with five blowers. Perfect for pay one price operations, it has tremendous capacity. Experience has shown it to be a strong, safe repeat attraction.



1861 SO. MAIN STREET, HIGHWAY 14
 GREER, SC 29651-8223 U.S.A.
 PHONE: (803) 877-3328 TELEX: 805257





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

Dear AUSTRALIAN WORM Owners:

Due to problems in the past on other inflatable structures, an insurance company called requesting that we notify all of our Australian Worm owners to make certain that they are properly tying down their Worm.

The main concern is a sudden hard wind which could move the Worm.

The inspectors will be checking tie downs to make sure that the Australian Worm is properly secured.

Sincerely,

Jerry L. Barber, President
September 4, 1987

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SPECIAL CAUTION

The most important safety requirement on this walk-thru is a well trained, alert operator. You must always remember this walk-thru is not a product designed for use by an untrained person. Failure to do so could result in a severe personal accident. Many hours of direct training on the operation of this walk-thru are mandatory before any individual can be allowed to take full responsibility. It is mandatory for the operator to be intimately familiar with this manual.

It is our philosophy that accidents are not acceptable as they represent human suffering and property damage which are preventable through proper management.

CAUTIONS

1. Be intimately familiar with this manual and properly trained before attempting to operate this walk-thru. Do not lose this manual. Its 1987 replacement cost is \$25.00.
2. This walk-thru is electrically grounded. This helps prevent a person from being shocked should a short develop in the walk-thru. This also produces a very dangerous condition. Should you touch a live wire and grounded part, you may be killed even though it is only 110v and you are young and healthy. Therefore, ALWAYS, ALWAYS DISCONNECT the main power source before doing anything which might bring you in contact with anything electrical.
3. Anything happening on or near this walk-thru is your responsibility. Not seeing anything is no excuse. Be extra alert at all times.
4. Should you hear or notice anything unusual, empty the walk-thru and immediately contact your supervisor before attempting further operation.
5. Be polite and cautious even when customers are not. Your attitude has a major effect on safety of this walk-thru.
6. Always allow plenty of time to complete all pre-opening and closing procedures. Keep your walk-thru area clean and orderly.

7. In case of an accident, even a very small one:
 - a. empty the walk-thru
 - b. get help (office or supervisor)
 - c. aid the injured as best you can
 - d. stay calm
 - e. control crowds
 - f. when help arrives, assist them
 - g. remember the facts---don't gossip---you will have plenty of time to tell the real story at a later time
 8. Do not let anyone climb on, play on, or lean over the fence.
 9. Keep the fence a safe distance from the walk-thru.
 10. Use common sense.
 11. Understand that everything inside the fence is your personal responsibility.
 12. Should there be an accident and you have beer on your breath, had been drinking, or were taking any type of illicit drugs, you could be criminally charged with felony negligence and sentenced to prison.
 13. When erecting or dismantling a walk-thru, most injuries occur because:
 - a. something falls on someone
 - b. someone slips and falls
 - c. something touches a high voltage line
- Remember, the wires on the regular wooden poles often carry 7200 volts.
14. Preventing a child from being injured is by far your most important job.
 15. Periodic factory safety bulletins---put these into effect immediately and add them to this book.
 16. When you leave, turn power off.
 17. Be cautious and ready for the unexpected when dealing with children.

PERSONAL CONDUCT

The following should not be permitted while operating a walk-thru:

1. Any use of alcohol or illicit drugs.
2. Eating, smoking, or drinking beverages at the walk-thru.
3. Failure to follow the instructions of your supervisor.
4. Failure to follow standard operating procedures and safety rules.
5. Arguing or using profanity in front of customers.
6. Leaving the walk-thru unattended.
7. Listening to radios or tape players.
8. Visiting or having long conversations with others.

AVOIDING LAW SUITS

In addition to providing a safe operation, a little PR can go a long way in preventing a minor injury from becoming a major law suit. We recommend you train your employees in the art of being courteous, helpful and considerate to anyone with even the slightest injury. Employees should immediately notify their supervisors so that they may show additional extraordinary consideration to make absolutely certain that the injured party and friends know that you are concerned and have done everything possible to keep the injury from spoiling a day of fun.

AUSTRALIAN WORM

The following is presented in accordance with ASTM F698-83, Specification for Physical Information for Amusement Rides and Devices.

INFORMATION REQUIREMENTS

3.2 Walk-Thru Serial Number

Located on the name plate.

3.2.1 Name Plate

Located on the control panel.

3.3 Walk-Thru Model Number

The name Australian Worm is used in lieu of a model number.

3.4 Date of Manufacture

Located on the name plate.

3.5 Trailer Information

May be loaded in a 28' semi-trailer.

3.6 Static Information

The set up dimensions are:
approx. height: 18'
frontage: 70'

weight: 4,500 lbs.
depth: 110'

3.7 Dynamic Information

The size and lay-out may vary.

3.8 Speed

N/A

3.9 Direction of Travel

Enter through door marked "entrance".

3.10 Power Requirements

- 3.10.1 Electrical - The ride requires 220 volts, three phase - 130 amps, 26 kw.
The voltage should not vary more than 10%.
- 3.10.2 Mechanical - Five two-horsepower 1200 cubic ft. per minute at 1" static pressure, blowers.

3.11 Load Distribution per Footing

- 3.11.1 Maximum static loading of each footing is 600 lbs.
- 3.11.2 Maximum dynamic loading of each footing is 1000 lbs.

3.12 Passenger Capacity

- 3.12.1 Maximum total passenger weight - 20,000 lbs.
- 3.12.2 Maximum number of passengers -
150 total adults and children .

3.13 Walk-Thru Duration

Recommended time is 2-3 minutes. Never more than 5-6 minutes. Inside operators should keep patrons moving.

3.14 Recommended Balance of Passenger Loading & Unloading

N/A

3.15 Recommended Passenger Restrictions

No one under one year of age. Active teenagers & adults should be grouped and sent separately from smaller children.

3.16 Environmental Restrictions

As common sense dictates. Empty prior to arrival of thunderstorms. Do not operate in winds in excess of 35 m.p.h.

3.17 Fastener Schedule

All fasteners, pins, cables, safety ropes, and cleats must be replaced by the manufacturer.

OPERATION PROCEDURES

The following is presented in accordance with ASTM F770-82, Standard Practice for OPERATION PROCEDURES FOR AMUSEMENT RIDES AND DEVICES.

MANUFACTURER'S RESPONSIBILITY

3.1.1. Description of Walk-Thru

The Australian Worm is an 8' diameter, 300' long inflated walk-thru attraction in which play elements have been placed to entertain participants.

3.1.1.1. Description of Motion

N/A

3.1.1.2. Description of Passenger Loading

Passengers enter through an air lock door assisted by the operator.

3.1.2 Recommended Safety Procedures

1. Never put anything flammable inside the worm.
2. Never clean the inside of Worm with anything flammable.
3. Do not set up Worm next to any trees, poles or other obstacle which would allow the customer to jump against side wall and hit the obstacle.
4. Never set up the Worm on sharp or protruding objects. Soft ground is preferred over concrete or asphalt.

3.1.1.2 Maximum Passenger Number and Weight

150 passengers- adults and children
20,000 lbs. maximum.

3.1.2.2 Passenger Restraint

N/A

3.1.2.3 Walk-Thru Operator Safety Check

1. Never fasten the emergency exits with anything except the factory supplied Velcro.
2. Never wear shoes in the Worm!
3. Keep patrons two feet from the windows to keep someone inside from banging heads with someone outside the Worm.
4. Never operate the walk-thru with less than 2 roving operators inside.
5. Train your operators to stay with or escort any rowdy customers.
6. We recommend all operators utilize two-way FM radios with either lapel microphone or ear plug.
7. Never allow anyone to climb on top of inflated Worm.
8. Never walk on deflated Worm.
9. Separate by groups -- Keep the old folks, small children and teenagers separated.
10. Do not allow customers to "dive" into entrance.
11. Inside operators should not let customers back-track.
12. Never run anything electrical inside the Worm.
13. Do not allow babies (under 1-1/2 years), pregnant women, or anyone so incapacitated they cannot navigate the play elements with ease in the Australian Worm.
14. In the event of a power failure -- Stop allowing customers in the entrance and instruct by radio to the inside operators to evacuate persons through the exit or entrance.
15. No Smoking Allowed inside the Worm.
16. Do not allow anyone to climb on the steel super-structure.

3.10 Power Requirements

3.10.1 Electrical - The ride requires 220 volts, three phase - 130 amps, 26 kw.
The voltage should not vary more than 10%.

3.10.2 Mechanical - Five two-horsepower 1200 cubic ft. per minute at 1" static pressure, blowers.

3.11 Load Distribution per Footing

3.11.1 Maximum static loading of each footing is 600 lbs.

3.11.2 Maximum dynamic loading of each footing is 1000 lbs.

3.12 Passenger Capacity

3.12.1 Maximum total passenger weight - 20,000 lbs.

3.12.2 Maximum number of passengers -
150 total adults and children .

3.13 Walk-Thru Duration

Recommended time is 2-3 minutes. Never more than 5-6 minutes. Inside operators should keep patrons moving.

3.14 Recommended Balance of Passenger Loading & Unloading

N/A

3.15 Recommended Passenger Restrictions

No one under one year of age. Active teenagers & adults should be grouped and sent separately from smaller children.

3.16 Environmental Restrictions

As common sense dictates. Empty prior to arrival of thunderstorms. Do not operate in winds in excess of 35 m.p.h.

3.1.3.2 Walk-Thru Operator's Functions

Described in 3.1.2.3 and 3.1.3

3.1.3.3 Operation of Walk-Thru

Described in 3.1.2.3

3.1.4 Emergency Procedures

Evacuate the walk-thru. Turn off all circuit breakers in the control box.

3.1.4.1 Evacuation Procedures

Keep everyone as orderly as possible.

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

Evacuate the walk-thru.

OWNER/OPERATOR'S RESPONSIBILITY - OPERATION PROCEDURES

4.1 Each owner/operator of an amusement ride or device shall read and become familiar with the contents of the manufacturer's recommended operating instructions and specifications, when received as provided in 3.1. Each owner/operator shall prepare an operating fact sheet. This fact sheet shall be made available to each ride or device operator and attendant of the amusement ride or device. The owner's/operator's fact sheet (on a ride-to-ride basis) shall include but not be limited to:

4.1.1 Specific ride or device operation policies and procedures with pertinent information from the manufacturer's instructions.

4.1.1.1 Description of the ride or device operation.

4.1.1.2 Duties of the specific assigned position of the ride or device operator or attendant.

4.1.1.3 General safety procedures.

4.1.1.4 Additional recommendations of the owner/operator.

4.1.2 Specific emergency procedures in the event of an abnormal condition or an interruption of service.

4.1.3 The owner/operator shall provide training for each ride or device operator and attendant of an amusement ride or device. This training shall include but not be limited to the following, where applicable:

4.1.3.1 Instructions on ride or device operating procedures.

4.1.3.2 Instructions on specific duties of the assigned position.

4.1.3.3 Instructions on general safety procedures.

4.1.3.4 Instructions on emergency procedures.

4.1.3.5 Demonstration of the physical ride or device operation.

4.1.3.6 Supervised observations of the ride or device operator's physical operation of the ride or device.

4.1.3.7 Additional instructions deemed necessary by the owner/operator.

4.1.4 The ride or device operator of each amusement ride or device shall conduct a daily pre-opening inspection of each ride or device prior to carrying passengers. This inspection shall include but not be limited to the following:

4.1.4.1 Visual check of all passenger-carrying devices, including restraint devices and latches.

4.1.4.2 Visual inspection of entrances, exits, stairways, and ramps.

4.1.4.3 Test of all communications equipment necessary for the operation of the ride or device.

4.1.4.4 Prior to carrying passengers, the ride or device shall be operated for a minimum of one complete operating cycle.

MAINTENANCE PROCEDURES

The following is presented in accordance with ASTM F853-83, Standard Practice for MAINTENANCE PROCEDURES FOR AMUSEMENT RIDES AND DEVICES.

MANUFACTURER'S RESPONSIBILITY

3.1.1 Description of Walk-Thru

The Australian Worm is an 8' diameter, 300' long inflated walk-thru attraction in which play elements have been placed to entertain participants.

3.1.1.1 Description of Motion

N/A

3.1.2 Installation Procedure

1. Do not set up Worm next to any trees, poles or other obstacle which would allow the customer to jump against side wall and hit the obstacle.
2. Never set up the Worm on sharp or protruding objects. Soft ground is preferred over concrete or asphalt.
3. Using the factory layout drawing, properly locate the "front" line and the corresponding set-back for the steel-structure.
4. Erect the steel structure according to factory numbering system starting from the set-back point (bottom of slide) remembering to add safety hoops before tilting up jack stand. Insure that all pins have safety pins installed before climbing on structure.
5. Install tramp using factory manufactured nylon straps, hooks, and buckles. Each Grommet Must Be Strapped!
6. Unroll Worm and stitch all joints that stay on the ground.

Note - Insert large balls into Worm before stitching together. They are too large to go through the doors.

7. Position blowers and attach to Worm with large "O" rings.
8. Turn on blowers and assist Worm up the hills of the slide and ramp as it inflates.
9. Stop blowers and stitch final joint at top of slide.
10. Start blowers and move Worm into final position.
11. Attach Worm tiedowns to steel structure and to stakes. Do not pull tight.
12. Position and tie up pillow under slide area.
13. Position balls under cargo net and secure net to tabs provided.
14. Tie spider webs into place.
15. Position fence, carpet, lights and sign.

OWNER/OPERATOR'S RESPONSIBILITY - MAINTENANCE

- 4.1 Each owner/operator of an amusement ride or device shall read and become familiar with the contents of the manufacturer's maintenance instructions and specifications when received, as provided in 3.1. Based on the manufacturer's recommendations, each owner/operator shall implement a program of maintenance, testing, and inspections providing for the duties and responsibilities necessary in the care of each amusement ride or device. This program of maintenance shall include a checklist to be made available to each person performing the regularly scheduled maintenance on each ride or device. The owner/operator's checklist (on a ride-to-ride basis) shall include but not be limited to:
- 4.1.1 Description of preventive maintenance assignments to be performed.
 - 4.1.2 Description of inspections to be performed.
 - 4.1.3 Special safety instructions, where applicable.
 - 4.1.4 Any additional recommendations of the owner/operator.
- 4.2 The owner/operator of the amusement ride or device shall provide training for each person performing the regularly scheduled maintenance on the ride or device, pertaining to their duties. This training shall include, but not be limited to the following:
- 4.2.1 Instruction on inspection and preventive maintenance procedures.
 - 4.2.2 Instruction on the specific duties of the assigned position.
 - 4.2.3 Instruction on general safety procedures.
 - 4.2.4 Demonstration of the physical performance of the assigned regularly scheduled duties and inspections.
 - 4.2.5 Supervised observation of the maintenance person's physical performance of their assigned regularly scheduled duties and inspections.
 - 4.2.6 Additional instructions deemed necessary by the owner/operator.
- 4.3 Prior to carrying passengers, the owner/operator shall conduct or cause to be conducted a daily documented and signed pre-opening inspection, based on provided instructions, to insure the proper operation of the ride or device. The inspection program shall include, but not be limited to the following:

- 4.3.1 Inspection of all passenger-carrying devices, including restraint devices and latches.
- 4.3.2 Visual inspection of entrances, exits, stairways, and ramps.
- 4.3.3 Functional test of all communication equipment necessary for the operation of the ride.
- 4.3.4 Inspection or test of all automatic and manual safety devices.
- 4.3.5 Inspection or test of all brakes, including service brakes, emergency brakes, parking brakes, and back stops.
- 4.3.6 Visual inspection of all fencing, guarding, and barricades.
- 4.3.7 Visual inspection of the ride structure.
- 4.3.8 The ride or device shall be operated for a minimum of one complete operating cycle.
- 4.4 Following an unscheduled cessation of operation, and the unloading of an amusement ride or device, necessitated by malfunction, adjustment, environmental conditions, mechanical, electrical, or operational modification, that affected the operation, the ride or device, or the specifically affected element, shall be appropriately inspected, and operated, without passengers, to determine that the cause for cessation of operation has been corrected and does not create an operational problem.

OWNER/OPERATOR'S RESPONSIBILITIES - INSPECTION

- 4.2.1 Owner/operators of amusement rides or devices shall have an inspection program consistent with the inspections outlined in Practices F770 and F853.
- 4.2.2 Inspection documents deemed appropriate by the owner/operator to be maintained in the ride file shall be filed according to the procedures outlined in Practices F770 and F853.
- 4.2.3 The owner/operator of an amusement ride or device shall promptly notify the manufacturer of an incident, failure or malfunction which, in his judgment, seriously affects the continued proper operation of the ride or device and is information of which the manufacturer should be aware.

SAMPLE GUIDE FOR OUTSIDE AMUSEMENT RIDE SAFETY OFFICERS (INSPECTORS)

A. INVOLVE MANAGEMENT

1. Require the owner, manager or whoever is in the real position to control safety to accompany the inspector during the complete inspection at least once per season.
2. Require the ride foreman to be there during the inspection.
3. Make certain the ride foreman has access to the ride manual and understands everything in the manual.

B. THE INSPECTION

1. Check all passenger restraints for operation and mechanical condition.
2. Make certain the seat will stay on the ride. Check:
 - a. pins and safety pins
 - b. bolts and nuts
 - c. bearings and shafts
 - d. wheels
 - e. cracks in sweeps
 - f. anything repaired or homemade
3. Check guards, fence and other devices to protect the public and the operator from the machinery.
4. Go over your prepared list to see if there is anything that this particular ride needs checked.
5. Interview the foreman with three goals in mind:
 - a. to teach safety to the foreman
 - b. to learn more yourself
 - c. to improve safety attitude and knowledge in the management.

NOTE: The interview should be friendly, cooperative and informal. The following items should be covered

1. What could be done to make this ride safer mechanically?
2. Does he understand that all safety inside the fence is his personal responsibility?
3. What could be done to make this ride safer from an operational point of view?

4. Ask him how he knows if the ride has problems ... does he listen for sounds? What if it jerks or jumps? To whom would he report anything unusual?
5. What would he do if someone got hurt on his ride? What if he got a drunk customer? What if he had some customers get in a fight?
6. Is he aware that his ride is electrically grounded? This makes the ride less likely to shock him or his customers. Warn him that a grounded ride is much more dangerous if anyone touches a live wire and the ride at the same time. It is just like holding a bathroom faucet and touching a live wire. It really can kill you... Because the ride is grounded so well, 110 volts can be much more dangerous than much higher voltage under different circumstances.
7. Explain that should there be an accident and even if he had beer on his breath or taken any illicit (non-prescription) drugs, he could be charged with a felony. That is very serious.
8. Ask how often he inspects the ride. Suggest a couple of times a day. Teach him the first four points of your inspection.
9. For carnivals:
 - a. new DOT laws
 - b. sleeping under trucks
 - c. cranes and high voltage
 - d. falling while erecting or fixing rides

C. OWNER/MANAGER MEETING AFTER INSPECTIONS

Try to encourage them to become a couch-counselor, emphasizing the following:

1. Give your workers a chance to do their job with pride.
2. Make certain they know their job.
3. Make your workers feel important and contributing.
4. Take steps to reduce employee turnover.
5. Listen and learn from your workers.
6. Most accidents are the result of a chain of relatively unimportant situations.

D. As a safety inspector, your job is accident prevention in its broadest concept.

1. Apply your efforts to those areas most likely to prevent accidents.
2. Help, don't hinder, the profitability of the ride operation. A profitable ride operation is invariably a safer operation.

- 4.3.1 Inspection of all passenger-carrying devices, including restraint devices and latches.
 - 4.3.2 Visual inspection of entrances, exits, stairways, and ramps.
 - 4.3.3 Functional test of all communication equipment necessary for the operation of the ride.
 - 4.3.4 Inspection or test of all automatic and manual safety devices.
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- 4.2.2 Inspection documents deemed appropriate by the owner/operator to be maintained in the ride file shall be filed according to the procedures outlined in Practices F770 and F853.
- 4.2.3 The owner/operator of an amusement ride or device shall promptly notify the manufacturer of an incident, failure or malfunction which, in his judgment, seriously affects the continued proper operation of the ride or device and is information of which the manufacturer should be aware.

7. Insist that each operator remain in full control of the operating controls during operation of the ride, and give his full attention to the ride and its passengers.
8. Instruct operator to allow no other person, other than another trained operator, to operate the controls of the ride.
9. Instruct operator and attendants fully as to the proper method of assembly and disassembly of portable rides. Supply adequate personnel and equipment to do this safely.
10. Instruct operator to inspect and correct or replace damaged, lost or worn parts that are unsafe or that may develop into unsafe parts simultaneously with assembly or disassembly.
11. Advise operator of owner/supervisor procedure for assisting ill or injury passengers.
12. Advise operator that factory-installed safety devices are not to be tampered with or removed.
13. Instruct operators and attendants that patrons are required to secure all loose articles such as keys, change, eye glasses, etc.
14. We recommend that every operator take a first aid course after their first season.

OPERATIONAL LOAD TESTING

Any operational test including load testing performed on a ride shall be completely nondestructive in nature. Overload testing exceeding the rated limits listed on the information plate, operation manual, field inspection guide or specifications sheet shall be deemed inappropriate. Where maximum total passenger weight is not readily available passenger capacity multiplied by 170 pounds per adult and/or 90 pounds per child may be used.

Nondestructive testing with inert loads can be accomplished only with special care as to placement of the load so that it is centered both vertically and horizontally as would be the load of the passenger it replaces. Extra seat reinforcement must be used to offset any load concentration created. Such tests shall be documented and certified as nondestructive by the person making the test and the agency requiring it. Results of all load tests shall be communicated to the factory upon completion by the Certifying Agency.

Conducting a nondestructive operational load test assures the testing agency only that it will carry a given load in a given way at a given moment and in no way assures future safety of the ride.

Conducting a destructive load or overload test also assures the testing agency that it will carry a given load in a given way at a given moment and in no way assures future safety of the ride. However, it also introduces the probability of inflicting serious irreparable damage to the ride that may or may not be apparent at the time of the test.

We consider inert load testing of any nature appropriate only for situations requiring experimental development of stress-strain testing during prototype development. A certificate of load test on the prototype and certification that each production ride met the design criteria when it was manufactured is available from the factory upon request.

ASSOCIATIONS

ASTM, American Society for Testing and Materials, is a non-profit organization which, through the use of industry volunteer committees, sets the standards that manufacturers, operators and inspectors are urged to follow. Venture Ride Mfg., Inc., is a member of ASTM. If you as a ride owner are interested in working with the industry to set the standards, contact ASTM.

Venture has been very active in the American Recreational Equipment Association (AREA) since 1972.

Each January at a U.S. ride manufacturer's facility, AREA hosts its annual Maintenance and Safety Seminar. Participants include employees of traveling shows, amusement parks and state and federal officials responsible for ride inspection and safety. The seminar includes five days of classes designed for every level of employee. Classes include electrical, hydraulics and pneumatics, welding, non-destructive testing, inspection techniques, the psychology of safety, truck driving, developing a safety program, developing a maintenance program, and training and evaluation of ride personnel. Venture is an active participant and strongly recommends that all ride owners, operators, and maintenance personnel attend the seminar annually. Contact AREA for exact dates, times and tuition.

For your convenience, below is a list of amusement-related associations, including addresses and phone numbers.

American Recreational Equipment Association
P. O. Box 557
Delaware, Ohio 43015 (614) 363-9715

American Society for Testing and Materials
1916 Race Street
Philadelphia, PA 19103 (215) 299-5585

International Association of Amusement Parks and Attractions
4230 King Street
Alexandria, VA 22302 (703) 671-5800

International Independent Showmen's Foundation
P. O. Box 188
Gibsonston, FL 33534 (813) 677-9377

Outdoor Amusement Business Association
4600 W. 77th St.
Minneapolis, MN 55435 (612) 831-4643

AUSTRALIAN WORM PARTS LIST

<u>ITEM</u>	<u>PART NO.</u>
4' FOAM PAD SHEETS (YELLOW)	1-MP/15739 SHEET
2Z205 5 GAL SHOP VACUUM	1-MP/2Z205
4' FOAM PAD TUBES (YELLOW)	1-MP/35958 TUBE
SNAP/STRAP ASSY	1-SA/AW0016
WORM TUBE ASSY	1-SA/AW002
TRAMP ASSY	1-SA/AW003
STAKE ASSYS	2-SA/AW0049S1
FENCE ASSY	1-SA/AW005
FENCE FEET ASSY	2-SA/AW017
CONTROL BOX ASSY	1-SA/AW006
5320 DUPLEX RECEIPT	2-EL/5320
7409SS 4 PR FLANGED RECEIPT	2-EL/7409SS
A302008LP ENCLOSURE	2-EL/A302008LP
CCD 1G WP DUPLEX COVER	2-EL/CCD
CH 115 = 15A SP BREAKER	2-EL/CH 115
CH 215 15A DP BREAKER	2-EL/CH 215
CH 220 = 20A DP BREAKER	2-EL/CH 220
CH 320 20A 3P BREAKER	2-EL/CH 320
CH 330 30A 3P BREAKER	2-EL/CH 330
CH304EE225 PANEL	2-EL/CH304EE225
CH733S BREAKER BOX COVER	2-EL/CH7EES
1H3-1 = 1G 1/2 RT CONDUIT BOX	2-EL/1H3-1
L620FO GRAY FLANGED OUTLET	2-EL/L620FO
L820FO FLANGED OUTLET	2-EL/L820FO
12/3 SO CORD	2-EL/SO CORD 12-3
VRM ID TAG	2-MP/ID TAG
VRM LOGO 9" x 14"	2-MP/LOGO
7411SS 4P PLUG	2-EL/7411SS
L20RBP RUBBER BOOT	2-EL/L20RBP
12/3 SO CORD	2-EL/SO CORD 12-3
7C561 12 1/2" BLOWER/MOTOR ASSY	2-ME/7C561
TRANSITION	3-CN/
3/8" O-RING CORD	3-MH/3-8 RUBBER C
AIR FILTER ASSY	2-SA/AW007B
SHOE RACK ASSY	1-SA/AW008
LIGHT POLE BASE ASSY	2-SA/AW009.1B
LIGHT POLE ASSY (3 FIXTURE)	1-SA/AW009.2
LIGHT POLE ASSY (2 FIXTURE)	1-SA/AW009.3