



# GENERAL INSTRUCTIONS FOR THE USE OF INFLATABLES PAINTBALL PRODUCTS



Please follow these instructions before use and retain for future reference

- ALWAYS ensure that all Players, Spectators, and Judges ALWAYS wear ASTM approved Mask & Goggle systems, made specifically for Paintball.
- ALWAYS adjust all Paintball markers to shoot at velocities below 300 feet per second and 15 balls per second,
- ALWAYS Use a chronograph to measure the paintball's speed.
- ALWAYS follow National, State, Provincial, and Local laws and zoning ordinances.

The inflatable device are thereafter called "bunker"

## IF YOU PURCHASED "PRO SERIES" INFLATABLE BUNKERS :

The "Pro Series inflatable" bunker from Sup'AirBall™ are equipped with the "Stand Alone System", a separate water chamber in its base. It is meant to anchor the bunker to the ground without the use of stakes. Each "Pro Series" bunker has 1 and only position. It can be either stand up or lay down.

The "Pro Series" bunkers have 2 different kind of valves : 1 is used to fill the bunker with air. The other one is used to fill the "Stand Alone System" with water.

1. Due to the weight of the water you will put into each bunker, start by placing each bunker to its approximate location on the field, making sure it is free from stones and sharp objects.
2. Locate the Stand Alone System valve. You will find in underneath the bunker. It is the only valve without a flap to cover it.
3. Unscrew the cap and take off the plug of the valve and fill the inside water chamber with water. Do not over fill or use any device that has a pressure over 40 psi (average garden hose pressure) for fill the water chamber. Do not obstruct the valve at any time. Air must be able to go in and out of the water chamber during that process.
4. Once the water chamber full, place the plug back into the valve and screw the cap back on top of it.
5. Locate the Fill/Release valve on each bunker. It is covered by a protecting flap.
6. Lift up the flap and unscrew the plug of the screw valve and inflate the bunker by using an air-pump or a blower. After fully inflating, seal the valve by screwing in the knob. Only use suitable pumps for the valve as they could otherwise be damaged.
7. Do not use compressed air. DO NOT OVER INFLATE.
8. Bunkers work best when slightly under-inflated or soft, so that they will absorb paintball hits instead of bouncing them away. Leave the bunkers soft enough so that a gentle push with your hand against the bunker will allow your hand to move 5 - 8 inches (12 - 20 cm) into the bunker. If the air temperature increases during the day, be prepared to release air to regain "soft" condition.
9. Once inflated, make sure that the product does not come in contact with stones, gravel or other sharp objects which could puncture the item
10. a convenient pull handle is located next to the valve to set the bunker to its exact position. It is not meant to drag the bunker over a distance of 2 feet .

Some bunkers, such as the Central X, the Spike, the M, the Bumper, the Wedge, don't have a separate water chamber. The air and water are mixed in a single volume.

For those bunkers, proceed as explained above but fill with about 1 foot of water inside the bunker .

Any bunker above 9 foot tall should be fixed from its top to a cable across the playing field or to the ground.

## If you need to store your "PRO SERIES" bunkers :

1. Tilt the bunker until you can reach the water chamber's valve.
2. Unscrew the cap and take of the plug.
3. Let the water drains. If needed, make sure you are on a location free from stones and sharp objects to tilt the bunker or roll it to its side so all the water comes off the water chamber.
4. Place the plug back into the valve and screw the cap back on top of it.
5. Follow the instruction of the "CLEAN UP & STORAGE " paragraph below.

## IF YOU PURCHASED ANY OTHER SUP' AIRBALL INFLATABLE BUNKERS :

### INFLATING

1. Locate the Fill/Release valve on each inflatable device, called "bunker".
2. Unscrew the knob of the screw valve and inflate the bunker by using an air-pump or a blower. After fully inflating, seal the valve by screwing in the knob.
3. Only use suitable pumps for the valve as they could otherwise be damaged.
4. Do not use compressed air. DO NOT OVER INFLATE. Bunkers work best when slightly under-inflated or soft, so that they will absorb paintball hits instead of bouncing them away. Leave the bunkers soft enough so that a gentle push with your hand against the bunker will allow your hand to move 5 - 8 inches (12 - 20 cm) into the bunker. If the air temperature increases during the day, be prepared to release air to regain "soft" condition.
5. Once inflated, make sure that the product does not come in contact with stones, gravel or other sharp objects which could puncture the item

### TO ASSEMBLE

1. Once the bunker is inflated, place the Bunker in the desired location on the field. Find a suitable place for the item, making sure it is free from stones and sharp objects.  
Before anchoring the bunker to the ground make sure the valve is facing away from the opposing flag station. For that matter, follow the instruction on the flap covering the valve. This way the valve will not be shot, and will remain clean.
2. Once the bunker is placed correctly on the field, anchor the bunkers with the plastic or metal stakes, using a hammer. Always wear Safety Glasses when using a hammer! Place the stake about 8 -10 inches away from the bunker. Make sure the elastic cord is not "tight", and remains flush against the ground.
3. Hammer the stakes all the way into the ground. Be sure the stakes are hammered so far into the ground so that the head of the stake is BELOW GROUND LEVEL.

### REPAIRING ACCIDENTAL DAMAGE

To repair an accidental puncture, use the included patch kit and follow these simple steps:

Clean the area around the leak with soap and water.

Let dry completely.

Cut a patch from the extra material, (included) about twice the size of the hole.

Apply glue (included) to both the patch and around the hole. Before putting the patch over the hole, let the glue dry until it is tacky, (about 2 or 3 minutes).

Apply patch to the hole, rubbing the bubbles out. Hold in place for about 2 minutes.

Wait at least 12 hours before inflating the bunker.

### CLEAN UP & STORAGE

To deflate, lift up the flap, unscrew the plug and allow the air to get out of the bunker. Use mild soap and water to clean the bunkers. AIR dry. Still on a location without any stone or sharp object, lay down the bunker flat on the ground., Roll it with the valve unplugged and on the side. Once rolled all the way, place the plug back on the valve. Keep the bunkers in storage bags if possible.

### INSTRUCTION FOR THE "PUSH N GO" AND THE "SUP' AIR VALVE" SYSTEM

When the ambient temperature increases, the air pressure inside the bunker increases too. If this should happen make sure you let some air out to keep the pressure down.

If you have the "Push n Go" valve system (triangle shape) :

The "Push n Go" valve system allows you to release air out of the bunker without having to unscrew it.

Lift up the flap that covers the valve

Push in the center of the triangle, air is automatically released from the bunker.

If you have the "Sup'Air valve" system (star shape) :

The Sup'AirValve system is a pressure-relief valve, so you don't have anything to do. That valve can be adjusted though. Visit our website, [www.supairball.com](http://www.supairball.com), and the "technical support page" for more information.

### WARNING!

1. Keep away from sharp, hot and dangerous object
2. Sun can increase the air pressure. If this should happen make sure you let some air out to keep the pressure down.
3. Always use a pump to inflate. Do not attempt to inflate by mouth. Never place valves, plugs or caps in the mouth.
4. The inflatable paintball products are made for paintball use only. Do not use projectiles other than paintballs.

For the complete Instructions Manual, please visit our web site:

[www.supairball.com](http://www.supairball.com)