



Hello Teachers, Staff, Parents and Caregivers!

We are so excited to have you and your students out to P and M this year! There is LOTS to do here at the Ranch! But some of P and M's most fun activities have a FEW RULES to keep everyone safe and having fun! To ensure this, we would appreciate each of you reviewing our

“Rules for the Ranch”

prior to your arrival at P and M and helping enforce them while you are here with us.

- **Double Barrel Chute Slides:** a sled or carpet is used at all times to go down the slides, and always feet first, hands in. Before the next person goes, always make sure the runway is clear. Walking only up and down the paths.
- **Pedal Karts at all Pedal Kart tracks:** these karts are TONS OF FUN but they are NOT bumper cars. Please note the signs on the kart for where adults sit and where kids sit. Any child riding a 4-person kart must be accompanied by an adult.
- **Buckaroo Bouncer Jump Pad:** shoes are taken off prior to jumping on the pad, and jumping on the outer edge is not permitted, the stripes in the middle are the place to bounce! Flips, kart wheels and tumbling of any kind are not allowed. Please note, for the safety of our visitors if the Pad is wet, it will be shut down. It gets slick!
- **Corn Maze:** all children entering the maze MUST be accompanied by an adult.
- **Corn Crib:** no throwing corn
- Please monitor and stop any bullying, fights, or other behaviors that negatively impact play and safety.
- ***Please note, for the enjoyment and most importantly safety of all visitors, those not following the rules will be asked and required to leave that activity.***

Please understand, our expectation of the schools and groups that come enjoy the Ranch is that our staff at P and M partners *WITH* you to monitor and keep your students safe, *not* for you. We LOVE working with all of our school groups, and especially enjoy the ones that have parents and staff that have fun with their students *AND* help keep them safe too. We look forward to working with you all!