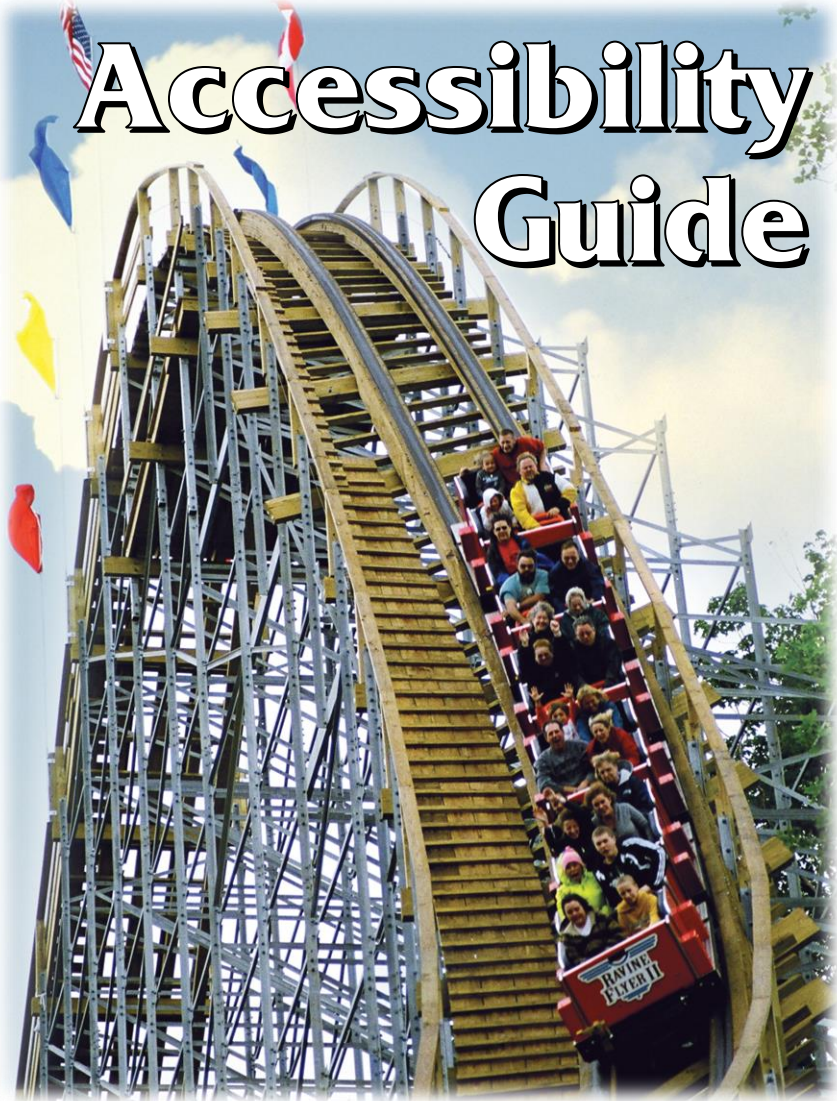


# Waldameer

ERIE, PA  
Water World

## Accessibility Guide



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## GENERAL PARK INFORMATION

### Admission

Waldameer offers free admission to the amusement park. All day Ride-A-Rama, Water World, and Combo passes can be purchased at Admission Booths located near the Dodgem ride and the Peninsula Drive Park Entrance. Wally Cards, which can be purchased at Admission Booths and Yellow Kiosks throughout the park, can be used to pay for individual rides instead of purchasing an all-day pass.

If a Guest is wheelchair-bound and cannot use Water World's attractions, they are not required to purchase admission to Water World.

### Guest Service

Guest Service is located next to the Merry-Go-Round ride. Services provided include:

- General park information
- Season Pass Processing
- Lost & Found
- First Aid
- Address guest feedback
- Provides accessibility information
- **Issues yellow wristbands to those who qualify for helpful accessibility accommodations\***

**\*See Pages 5-6 for specific policies and procedures regarding qualification and use of accommodations for accessible access to attractions.**

## Restroom Locations

### **Amusement Park**

- Next to Dodgem ride
- Under Park Office by Paratrooper
- Next to Steel Dragon – Family restroom accommodations
- Near Middle II Picnic Grove – Open select days only

### **Water World**

- Changing Rooms near entrance
- Next to Waveside Grill – Family restroom accommodations

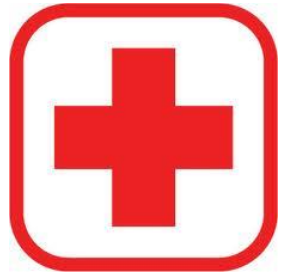
## First Aid Locations

### **Amusement Park**

- Guest Service
- Park Office

### **Water World**

- South Side of the changing rooms



If you should have a medical emergency in the park, please contact the nearest Waldameer Team Member who will notify a trained medical responder to assist.

## Low Sensory Areas

By nature, amusement and water parks are active environments with varying exposures to loud noises, flashing lights, and crowds. Areas with less exposure to these environmental factors are the following:

### **Amusement Park**

- Picnic area behind Rainbow Gardens
- Picnic areas behind Mega Vortex
- Picnic areas near Peninsula Drive Admissions

### **Water World**

- Seating areas near Sundeck Café and Giant Slides (Lake Erie Dip and Presque Isle Plunge)
- Seating area near Rally Racer entrance
- Seating area in front Wave Pool Cabanas 1-12

### **Mobility Devices**

Personal mobility devices such as wheelchairs, electric convenience vehicles, walkers, or related medically necessary transportation devices are permitted inside Waldameer & Water World.

Wheelchairs and adult strollers are available for rent on a first-come, first-serve basis next to the Arcade. A driver's license or credit card is required as collateral until the wheelchair is returned.

### **Prohibited Mobility Devices**

For safety of all Guests, golf carts, Segway personal transporters, bicycles/tricycles, roller skates, skateboards, scooters, and hover boards are not permitted inside Waldameer and Water World.

### **Service Animals**

Certified service animals (dogs and miniature horses) are welcome throughout Waldameer & Water World. Service Animals must always be under the owner's control and cleaned up after. Emotional support animals, therapy animals, and pets are not permitted inside Water World.

For health and safety reasons, service animals are not allowed on any rides or into the water in Water World. While experiencing attractions, service animals may not be left unattended or in the care of Waldameer Team Members. It is recommended guests visiting with a service animal are accompanied by a companion who can take care of the animal while they use an attraction.

## ATTRACTION ACCESSIBILITY PROGRAM

Waldameer & Water World is dedicated to providing safe and inclusive experiences to as many guests as possible. To provide helpful and fair accommodations at attractions, guests with cognitive disorders, disabilities, or mobility impairments must obtain the IBCCES Individual Accessibility Card (IAC) by registering at [www.accessibilitycard.org](http://www.accessibilitycard.org) at least 48 prior to their first visit of the season. Registering for your IAC is free of charge and is valid for one calendar year. In addition to Waldameer, IACs are recognized for accommodations at many amusement and theme parks worldwide.

### Scope of Program

Our program is designed to provide safe accessibility to attractions to those with mobility impairments and other qualifying conditions, and not to necessarily bypass waiting in the standard entrance queue. A yellow wristband does not guarantee immediate access or preferred seating. Please carefully read through the next page to understand how this policy is carried out at specific attractions.

### How to use your Individual Accessibility Card (IAC) at Waldameer:

- Present IAC on your phone or printed form at Guest Service by Merry-Go-Round or Park Office by Paratrooper to receive a yellow wristband.
- A guest with a yellow wristband may access rides using accessible entrances and may be accommodated by up to three additional guests with paid admission.
- The guest wearing the yellow wristband must ride for members of their accompanying party to also access the attraction utilizing the accessible entrance.
- Waldameer Team Members are not permitted to lift or carry guests. Guests needing assistance to transfer to and from ride vehicles must make necessary arrangements with their accompanying party. Companions without paid admission may assist with transfer to and from the ride vehicle but must wait outside the ride area while the ride is in operation.
- Guests using accessible entrances are subject to the same safety policies as those utilizing the standard entrance queue.
- **A yellow-wristband does not allow a guest to bypass queues in Water World.**

## **USING YELLOW WRISTBAND AT RIDES**

### **Arrival at Rides**

Signal Ride Operator's attention to gain access to ride. Doorbells are at accessible entrances away from Ride Operator's view. Ride Operator will unlock accessible entrance gate once it is safe to enter.

### **Preferred Seating – Ravine Flyer II**

Upon arrival, Ride Operator will ask which row(s) a party prefers. If no other guests are in line for the desired row(s), the group will be directed to those seats when safe to do so. If there are guests in line for the preferred row(s), the group will have to wait until the guests in line for their preferred row have ridden before being directed to those seats.

### **Re-rides - General**

Once a ride cycle has finished, all guests, including those who entered through the accessible entrance, must leave their seat to allow the next group of riders to enter. If a Guest with a yellow wristband wishes to immediately ride again, they may do so if seating remains after all guests in the standard entrance queue have been admitted for the next ride cycle. If seating does not remain, they may ride again after waiting for the next ride cycle to be completed.

### **Re-rides at Ravine Flyer II**

Guests who used the accessible entrance may immediately re-ride if no one is in line for their row at the end of their first ride, or seating is available in other rows after all guests in the station have been admitted. If no seating is immediately available for a re-ride, a group who used the accessible entrance must wait for all guests in line for their preferred row to ride before taking their next ride.

### **Re-rides at Comet, Steel Dragon, Thunder River, and Whacky Shack**

If more guests are in line than seating for the next train or ride vehicle, guests with a yellow wristband must wait for all ride vehicles in service to cycle through (or all guests in line at the time their first ride ended) to immediately re-ride.

# GENERAL ATTRACTION SAFETY INFORMATION

## Making an Informed Riding Decision

It is the responsibility of the guest to be aware of health history, limitations, and restrictions. Guests are strongly encouraged to observe each ride through its loading, operating, and unloading procedures to determine if it is appropriate for their personal health condition.

Guests with the health conditions listed below must take careful consideration before deciding to experience an attraction. The Ride Description section of this guide provides health restriction recommendations specific to each ride.



## Height Restrictions

Attraction height restrictions are in place to ensure the safety of all riders. Restrictions are determined by each attraction's manufacturer and must be strictly enforced by Pennsylvania State Law. Height is measured in standard footwear (sneakers, sandals, etc.), and Ride Operators reserve the right ask guests with height enhancing footwear (wedge, platform, etc.) to remove or change their footwear before being measured.

## Supervising Companion

Waldameer defines a Supervising Companion as a person who meets all the ride safety criteria, is qualified to understand rider instructions, and can assist a child or accompanying rider with safety instructions. Many attractions require a Supervising Companion for guests within certain height restrictions or guests needing assistance to maintain proper riding posture. Supervising Companions are also required to have a paid admission for the attraction they will be accompanying someone on.



### **Guests of Larger Size & Restraint Systems**

Safety restraint systems are designed by the ride manufacturer and by law must be utilized as set forth by the manufacturer. Due to varying body proportions, we are unable to guarantee someone will or will not be able to ride certain attractions. Attractions which are the most restrictive to guests of larger size are noted in the Attraction Description section of this guide.

### **Missing/Amputated Limbs**

On many attractions, safety restraints utilize the presence of naturally formed limbs (arms, legs, and shins) to keep a guest in a safe riding position while experiencing the attraction. Based on the restraint and/or seat design of each attraction, guests missing one or multiple limbs may not be able to be accommodated at all rides. Specific physical requirements are found in the rider criteria of each attraction description in this guide. Some larger attractions require a rider to have multiple naturally formed arms, legs, or shins, so guests with multiple missing limbs may not be able to be accommodated at all rides.

### **Prosthetic Limbs**

Most attractions can accommodate a guest with a prosthetic limb given the prosthetic limb is secure and can withstand forces experienced on the attraction. Prosthetic limbs which prevent a restraint from properly functioning may have to be removed for the guest to ride safely. Some larger attractions require a rider to have multiple naturally formed arms, legs, or shins, so guests with multiple prosthetic limbs may not be able to be accommodated at all rides.

### **Casts/Braces**

Casts/braces/walking Boots/etc. are permitted on rides at the guest's discretion as long as the device does not interfere with safety restraints and is safely secured to the rider. Hard casts and braces are not permitted on slides in Water World.

### **Loose Articles**

Items such as bags, purses, hats, cameras, phones, and glasses must be placed in the designated loose article bin, left with a non-rider, or in a rented locker before riding. Waldameer is not responsible for items damaged, lost, or stolen during your ride experience. Ride Operators are not permitted to personally store or look after loose articles while a guest is using an attraction.

### Oxygen Tanks

Due to the variable forces, speeds, and movements of our rides, oxygen tanks are not permitted on most rides. Oxygen tanks are allowed on L. Ruth Express only.

### Attraction Evacuations

Although remote, there is a possibility an attraction will experience an unexpected stoppage outside of the normal loading/unloading position and require riders to evacuate using catwalks, steeply inclined ramps, or stairs. Guests unable to evacuate under their own power or with the assistance of a companion may need to wait an extended period to be removed from the stopped ride. Please consider the potential of an evacuation before deciding to ride the following attractions:

Ravine Flyer II

Comet

Ravine Flyer 3

Thunder River

Steel Dragon

Whacky Shack

Rocket Blast

**Waldameer staff members are not permitted or trained to physically lift or carry Guests off rides in the event of an evacuation.**

### Water World – Slide Access

Water slide towers require Guests to climb steps reaching elevations as high as 65ft. All guests wishing to slide must queue behind the last person in line. A Yellow Wristband does not allow a Guest to bypass other Guests already queuing for a water slide.

### Water World Pool Access

Pools without zero-depth entry have the following accommodations in place for accessible access:

- Endless River: Bump steps at entrance near Lake Erie Dip and Presque Isle Plunge splash pool.
- Giant Heated Relaxing Pool: Transfer lift.

## RIDE DESCRIPTIONS

This section provides a description of each ride in terms of height requirements, health restrictions, general ride experience, forces encountered, and accessibility.

Health Restrictions for each ride are coded by the letters the A, B, C, D, E, F, G, and H with pictured symbols at the bottom of each page. Each letter is also defined below.

- **A:** High blood pressure
- **B:** Back or neck condition/injury
- **C:** Recent surgery or illness
- **D:** Pregnancy
- **E:** Prone to motion sickness or dizziness
- **F:** Heart condition
- **G:** Fear of heights
- **H:** Sensitivity to flashig effect/strobe lighting

Forces exerted on riders are defined as the following.

- **Positive Force:** Feeling of being pushed down into seat.
- **Lateral Force:** Feeling of being pushed from left/right side.
- **Airtime:** Feeling of weightlessness, floating, or lifting from seat.

Attraction descriptions are sorted into four categories which describe the general nature of the ride experience. The categories are as follows:

- **Gentle Rides:** Rides which are mild in nature and travel at slower speeds. Direction changes are gradual and expected.
- **Family Rides:** Rides that generally reach medium speeds with moderate changes in speed, elevation, or direction which may be unexpected.
- **Thrill Rides:** Rides which are aggressive in nature in which riders will experience stronger forces and unexpected changes in speed, direction, and elevation.
- **Children's Rides:** Rides that are reserved for children. Typically gentle in nature with smooth transitions in speed, direction, and elevation.
- **Water Slide:** Water World attractions in which riders traverse a long open or enclosed flume with or without a raft/tube. Riders experience changes in speed, direction, and elevation which may be unexpected.

## RIDE DESCRIPTIONS: Gentle Rides

### Ferris Wheel

**Health Restrictions:** C, G

**Height Restrictions:** Must be 30” or taller to ride. Riders 30-42” must be accompanied by a mature Supervising Companion over 42”.

**Additional Restrictions:** NO SINGLE RIDERS.

**Rider Criteria:** Must be able to sit upright or have a Supervising Companion to assist.

**Ride Experience:** Slowly travels in a vertical circular direction reaching a maximum height of 100 feet. Ride will be stopped several times as gondolas are loaded and unloaded. The gondola may sway as passengers enter/exit.

**Accessible Entrance:** Exit Ramp

### L. Ruth Express

**Height Restrictions:** Riders under 42” must be accompanied by a Supervising Companion. Handheld infants may ride free of charge in lap of a paid Supervising Companion.

**Rider Criteria:** Must be able to sit upright or have a Supervising Companion to assist.

**Ride Experience:** A gentle miniature train ride that travels along a mile-long track.

**Accessible Entrance:** Wheelchairs can be loaded and secured onto the train using the ramp on the East side of the station. Guests with disabilities may also enter using the ride exit.



## RIDE DESCRIPTIONS: Gentle Rides

### Merry-Go-Round

**Health Restrictions:** C, E

**Height Restrictions:** Riders 30- 42” tall must be accompanied by a Supervising Companion standing next to their horse. Handheld infants may ride free of charge. but must ride in lap of a paid Supervising Companion in a chariot.

**Rider Criteria:** Riders on horses must be able to sit upright unassisted. Riders on horses must have a minimum of one natural or prosthetic leg on each side of the horse and the ability to grasp onto the pole. Riders with one or two missing legs and/or two missing arms must ride in a chariot.

**Ride Experience:** Riders are seated on horses or in chariots that travel in a circular motion. All horses gently move up and down.

**Accessible Entrance:** Ride Exit. Portable bump stairs available to access moving ride platform.

### Sky Ride

**Health Restrictions:** C, G

**Height Restrictions:** Must be 36” to ride. Riders 36-46” must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright unassisted. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg. Ride does not typically stop to load or unload, but upon request a Ride Operator will slow down or completely stop the ride for loading/unloading. The ride vehicle may sway as riders board/unload.

**Ride Experience:** 12-minute chairlift slowly taking riders up 35’ in the air.

**Accessible Entrance:** Ride Exit



## RIDE DESCRIPTIONS: Family Rides

### Balloon Race

**Health Restrictions:** A, B, C, D, E, F

**Height Restrictions:** Must be 30" or taller to ride. 30-36" must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright unassisted. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg. Ride vehicles may sway when loading/unloading.

**Ride Experience:** Family hot air balloon-themed ride featuring eight ride vehicles that riders can spin freely.

**Accessible Entrance:** Ride Exit A wheelchair transfer ramp is available upon request.

### Comet

**Health Restrictions:** A, B, C, D, F, G

**Height Restrictions:** Must be 36" or taller to ride. Riders 36-46" must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one secure prosthetic leg. Ride may not accommodate guests of larger size.

**Ride Experience:** Classic family wooden roller coaster reaching speeds up to 25mph and a height of 40 feet. Riders will experience unexpected changes in elevation and direction and airtime.

**Accessible Entrance:** Ride Exit



## RIDE DESCRIPTIONS: Family Rides

### Dodgem

**Health Restrictions:** A, B, C, D, F

**Height Restrictions:** Must be 48” drive. Riders 42-48” must ride in passenger seat and wear both shoulder straps. Guests under 42” are not permitted to ride.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg.

**Ride Experience:** Traditional bumper car ride where riders experience unexpected and abrupt changes in speed and direction as cars bump into each other from all directions.

**Accessible Entrance:** South Exit Ramp

### Flying Swings

**Health Restrictions:** A, B, C, D, E, F, G

**Height Restrictions:** Must be 36” or taller to ride. Riders 36-48” must be accompanied by a Supervising Companion in a double seat.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg. Seats may sway when loading/unloading.

**Ride Experience:** Circular ride with individual swing seats suspended from a central tower that gently rises and rotates. Ride may not accommodate guests of larger size.

**Accessible Entrance:** Ride Exit



## RIDE DESCRIPTIONS: Family Rides

### Paratrooper

**Health Restrictions:** A, B, C, D, E, F, G

**Height Restrictions:** Must be 36" or taller to ride. Riders 36-46" must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one secure prosthetic leg.

**Ride Experience:** Riders travel in suspended cars in a tilted circular motion reaching a maximum height of 30'. Cars may sway when boarding/unloading.

**Accessible Entrance:** South side of the ride by the Potato Patch seating area. There are three steps between the ground and ride vehicles.

### Pirate's Cove

**Health Restrictions:** H

**Height Restrictions:** Must be 30" or taller to enter. Guests 30-42" must be accompanied by a Supervising Companion.

**Ride Experience:** Family walkthrough attraction featuring a haunted pirate theme. Guests will encounter disorienting optical illusions, effect lighting, tight hallways, moving floors, and scenes that may frighten younger guests.

**Accessible Entrance:** If unable to pass through the queue and turnstile, the attraction can be accessed from exit gate, but all guests will navigate two stairs at the building entrance.

**WARNING:** Attraction utilizes strobe lights and special effect lights.





## RIDE DESCRIPTIONS: Family Rides

### Ravine Flyer 3

**Health Restrictions:** A, B, C, D, F

**Height Restrictions:** Must be 40” or taller to ride.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg. Larger riders must enter the seat first. Ride may not accommodate guests of larger size.

**Ride Experience:** Family steel roller coaster that travels on slopes and curves over a pond. Riders will experience lateral forces that will push riders to the right side of the car.

**Accessible Entrance:** Ride Exit

### Scrambler

**Health Restrictions:** A, B, C, D, E, F

**Height Restrictions:** Must be 36” or taller to ride. Riders 36-48” must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg. Smaller riders must enter the car first.

**Ride Experience:** Family spinning ride that spins on the ride axis and simultaneously on the axis of the ride vehicles. Riders experience lateral forces pushing riders to the right side of the car.

**Accessible Entrance:** Ride Exit



## RIDE DESCRIPTIONS: Family Rides

### SS Wally

**Health Restrictions:** A, B, C, D, E, F

**Height Restrictions:** Must be 30" or taller to ride. Riders 30-40" must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright unassisted. Must have a minimum of one natural leg to the knee or one full prosthetic leg. Ride may not accommodate guests of larger size.

**Ride Experience:** A family boat ride that will rock back and forth while spinning.

**Accessible Entrance:** Ride Exit.

### Spider

**Health Restrictions:** A, B, C, D, E, F, G

**Height Restrictions:** Must be 36" or taller to ride. Riders 36-46" must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg to the knee or one full prosthetic leg.

**Ride Experience:** Family thrill ride that rotates and oscillates at varying elevations with the ride vehicles able to spin freely. Ride will be stopped several times as the ride is loaded/unloaded.

**Accessible Entrance:** Ride Exit



## RIDE DESCRIPTIONS: Family Rides

### Tilt-A-Whirl

**Health Restrictions:** A, B, C, D, E, F

**Height Restrictions:** Must be 36" or taller to ride. Riders 36-46" must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg. Riders are secured by a lap bar across the waist.

**Ride Experience:** Classic family spinning ride that features a sloping rotating platform with cars able to spin freely in both directions.

**Accessible Entrance:** Ride Exit

### Wendy's Tea Party

**Health Restrictions:** A, B, C, D, E, F

**Height Restrictions:** Must be 30" or taller to ride. 30-36" must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright unassisted. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg.

**Ride Experience:** Family teacup ride with a rotating platform with six cups that can be spun by riders.

**Accessible Entrance:** Ride Exit or wheelchair accessible ramp.



## RIDE DESCRIPTIONS: Family Rides

### Whacky Shack

**Health Restrictions:** B, C, D, H

**Height Restrictions:** Must be 30” or taller to ride. 30-42” must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright unassisted. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg. Combined rider weight may not exceed 400 pounds per car.

**Ride Experience:** Classic haunted house ride where cars travel along an electrified track through a two-story building featuring optical illusions, haunted scenery, flashing lights, and unexpected changes in direction.

**Accessible Entrance:** Marked gate on black fence in front of the ride.

**WARNING:** Ride utilizes strobe lights and unexpected sound effects.

### Whirlwind

**Health Restrictions:** A, B, C, D, E, F

**Height Restrictions:** Must be 36” or taller to ride. Riders 36-48” must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee, and a minimum of one natural or prosthetic arm. Ride may not accommodate guests of larger size.

**Ride Experience:** Family spinning roller coaster that travels multiple times around a gently sloped figure-eight track. Cars rotate freely throughout ride.

**Accessible Entrance:** Ride Exit



## RIDE DESCRIPTIONS: Thrill Rides

### Ali Baba

**Health Restrictions:** A, B, C, D, E, F, G

**Height Restrictions:** Must be 42" or taller to ride

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg and one natural or prosthetic arm. Ride may not accommodate guests of larger size or those with broad shoulders.

**Ride Experience:** Flying carpet ride that swings in a vertical circular motion reaching a maximum height of 55 feet. Riders experience lateral forces and airtime.

**Accessible Entrance:** Ride Exit

### Chaos

**Health Restrictions:** A, B, C, D, E, F, G

**Height Restrictions:** Must be 48" or taller to ride.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee and one full natural arm. Ride may not accommodate guests of larger size.

**Ride Experience:** Swinging pendulum ride that takes riders upside down 60ft in the air. Riders will experience positive forces and airtime.

**Accessible Entrance:** Ride Exit



## RIDE DESCRIPTIONS: Thrill Rides

### Mega Vortex

**Health Restrictions:** A, B, C, D, E, F, G

**Height Restrictions:** Must be 48" or taller to ride.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one full natural leg and one full natural or prosthetic arm.

**Ride Experience:** A rotating circular disk travels along a 47ft tall u-shaped track.

**Accessible Entrance:** Ramp adjacent to Ride Exit

### Music Express

**Health Restrictions:** A, B, C, D, E, F

**Height Restrictions:** Must be 52" or taller to ride.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one full natural leg and one full natural or prosthetic arm with ability to grasp. Smaller riders must enter the ride vehicle first.

**Ride Experience:** Aggressive thrill ride travelling in a circular path at varying speeds both forwards and backwards with abrupt changes in elevation. Riders will experience lateral forces that will press riders to the left side of their car.

**Accessible Entrance:** Ride Exit



## RIDE DESCRIPTIONS: Thrill Rides

### Ravine Flyer II

**Health Restrictions:** A, B, C, D, F, G, H

**Height Restrictions:** Must be 48” or taller to ride.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee and one full natural arm. Ride may not accommodate guests of larger size.

**Ride Experience:** A large wooden roller coaster featuring unexpected changes in speed, direction, and elevation. Riders will experience a combination of strong positive forces, lateral forces, and airtime.

**Accessible Entrance:** Ride Exit

**WARNING:** On-ride photo utilizes strobe lights.

### Sea Dragon

**Health Restrictions:** A, B, C, D, E, F, G

**Height Restrictions:** Must be 36” or taller to ride. Riders 36-48” must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg, and one full natural or prosthetic arm. Ride may not accommodate guests of larger size.

**Ride Experience:** Swinging ship reaching a maximum height of 54’. Riders will experience strong positive forces and airtime.

**Accessible Entrance:** Ride Exit



## RIDE DESCRIPTIONS: Thrill Rides

### Steel Dragon

**Health Restrictions:** A, B, C, D, E, F, G

**Height Restrictions:** Must be 46" or taller to ride. Riders 46-50" must be accompanied by a Supervising Companion. Maximum height 78".

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee and one full natural arm. Ride may not accommodate guests of larger size.

**Ride Experience:** Compact steel roller coaster in which cars spin freely. Ride features unexpected changes in speed, direction, and elevation.

**Accessible Entrance:** Ride Exit

### Thunder River

**Health Restrictions:** A, B, C, D, F, G, H

**Height Restrictions:** Must be 36" or taller to ride. Riders 36-42" must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one full natural leg one full natural or prosthetic arm. Ride will not stop to load or unload under any circumstance. Log boats do not have seatbelts.

**Ride Experience:** Family water ride where log boats travel along a water-filled trough that features a foggy tunnel, rapids, and two large drops that will get riders wet.

**WARNING:** Fog tunnel and on-ride photo utilize strobe lights.





## RIDE DESCRIPTIONS: Thrill Rides

### Wipeout

**Health Restrictions:** A, B, C, D, E, F

**Height Restrictions:** Must be 42" or taller to ride.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee and one full natural or prosthetic arm. Ride may not accommodate guests of larger size.

**Ride Experience:** Circle ride that spins forwards and backwards while tilted. Riders will experience lateral forces.

**Accessible Entrance:** Ride Exit

### XScream

**Health Restrictions A, B, C, D, F, G**

**Height Restrictions:** Must be 48" or taller to ride.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee and one full natural arm. Prostheses must be secured or removed before riding.

**Ride Experience:** Drop tower thrill ride where riders slowly rise 140ft, then unexpectedly freefall reaching 47 mph. Riders will experience strong airtime and positive forces.

**Accessible Entrance:** Ride Exit



## ATTRACTION DESCRIPTIONS: Children's Rides

### Big Rigs

**Height Restrictions:** Must be 30" or taller to ride. Riders 30-36" must be accompanied by a Supervising Companion. Riders over 54" must accompany a rider 54" or under.

**Rider Criteria:** Must be able to sit upright or sit next to a Supervising Companion to assist.

**Ride Experience:** Convoy ride that travels slowly along a flat, winding track and through a short tunnel. Riders sit either inside truck or top seats designed to accommodate parents accompanying children.

### Frog Hopper

**Health Restrictions:** A, B, C, D, F, G

**Height Restrictions:** Must be 30" or taller to ride. Riders over 54" must accompany a rider under 54" or under.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg. Ride may not accommodate guests of larger size.

**Ride Experience:** Children's ride that slowly raises riders 20 feet in the air and bounces down to the ground.

### Happy Swing

**Health Restrictions:** B, C, D

**Height Restrictions:** Must be 31" to ride. 31-36" must be accompanied by a Supervising Companion.

**Rider Criteria:** Must be able to sit upright with full upper body control. Must have a minimum of one natural leg extending to the knee or one full prosthetic leg. Ride may not accommodate guests of larger size.

**Ride Experience:** Children's swing ride that accommodates parents.

### Lil' Toot

**Health Restrictions:** C

**Height Restrictions:** Must be between 30" and 54" to ride.

**Rider Criteria:** Must be able to sit upright unassisted. Ride may not accommodate children of larger size.

**Ride Experience:** Handcar ride where children use their arms to propel their cars slowly along a flat track. Supervising companions may follow behind the handcars using a pushing rod to assist riders.



## Pony Carts

### Health Restrictions: C

**Height Restrictions:** Must be between 30" and 54" to ride.

**Rider Criteria:** Must be able to sit upright unassisted. All guests enter and exit through one gate.

**Ride Experience:** Children's ride featuring eight ponies that pull chariots that move up and down in a bouncing motion.

## Sky Fighter

### Health Restrictions: C

**Height Restrictions:** Must be between 30" and 54" to ride.

**Rider Criteria:** Must be able to sit upright unassisted. All guests enter and exit through one gate.

**Ride Experience:** Children sit in airplane themed cars that travel in a circular motion and raise 8 feet off the ground.

## Umbrella Ride

### Health Restrictions: C

**Height Restrictions:** Must be between 30" and 54" to ride.

**Rider Criteria:** Must be able to sit upright unassisted.

**Ride Experience:** Children sit in different vehicles that travel in a circular motion under a large rotating umbrella.

## Wet Boats

**Height Requirements:** Must be between 30" and 54" to ride.

**Rider Criteria:** Must be able to sit upright unassisted.

**Ride Experience:** Children's boat ride with six boats that slowly rotate around a shallow pool. Boats may tilt during boarding and unloading.



## ATTRACTION DESCRIPTIONS: Water Slides

Water slides require all riders to navigate multiple flights of stairs up to 65ft high. Riders must be able to transfer to each slide's start tub and/or into inner tube. Each attraction ends in a splash pool or runout with water depth up to 3.5ft. Hard casts and braces are not permitted on slides.

### Lake Erie Dip, Presque Isle Plunge, and Bermuda Triangle

**Health Restrictions:** A, B, C, D, F, G

**Height Restrictions:** Must be 42" or taller to slide.

**Rider Criteria:** Must have full body control with ability to slide alone. Must have the ability to cross arms and legs on Bermuda Triangle.

### Battle of Lake Erie

**Health Restrictions:** A, B, C, D, F, G

**Rider Criteria:** Must have full body control with ability to slide alone.

### Kidz Zone

**Health Restrictions:** A, B, C, D, F

**Height Restrictions:** May not exceed 54" tall.

**Rider Criteria:** Must have full body control with ability to slide alone.

### Raging River and Wild River

**Health Restrictions:** A, B, C, D, F, G

**Height Restrictions:** Must be 42" or taller to slide.

**Rider Criteria:** Must have full body control with ability to grasp onto inner tube handles.

### Awesome Twosome, Cannon Bowl, and Liquid Lightning

**Health Restrictions:** A, B, C, D, F, G

**Height Restrictions:** Must be 42" or taller to slide. 42-48" tall must be accompanied by a Supervising Companion in double tube.

**Rider Criteria:** Must have full body control with ability to grasp onto inner tube handles.

### Rocket Blast

**Health Restrictions:** A, B, C, D, F, G

**Height Restriction:** Must be 42" or taller to slide. 42-48" tall must be accompanied by a Supervising Companion. No single riders.

**Rider Criteria:** Must have full body control with ability to grasp onto raft handles. An individual rider may not weigh more than 300lbs, and groups of riders weighing over 650lbs will be separated.

### Rally Racer

**Health Restrictions:** A, B, C, D, F, G

**Height Restrictions:** Must be 42" or taller to slide.

**Rider Criteria:** Must have full body control with ability slide head-first on stomach while grasping onto



## ATTRACTION DESCRIPTIONS: Pools

### Wave Pool

**Height Restrictions:** Guests under 48" tall must wear a life jacket and be accompanied by a Supervising Companion.

**Rider Criteria:** Weak swimmers must wear a life jacket.

**Attraction Experience:** Guests experience intervals of simulated waves and currents. Maximum water depth is 6ft.

### Endless River

**Height Restrictions:** Guests under 42" tall must wear a life jacket and be accompanied by a Supervising Companion.

**Rider Criteria:** All guests must use an inner tube.

**Attraction Experience:** Guests slowly float in a artificial river path encountering water features. Maximum water depth is 28". Bump stairs available at river exit by Lake Erie Dip/Presque Isle Plunge.

### Heated Relaxing Pools

**Height Restrictions:** Guests under 48" tall must be accompanied by a Supervising Companion.

**Attraction Experience:** Water temperature is approximately 98 degrees fahrenheit. Maximum water depth is 34". Pool lift available at Heated Relaxing Pool near Kidz Zone.

### Kidz Zone and Battle of Lake Erie

**Rider Criteria:** Children must be supervised at all times. Weak swimmers encouraged to wear a life jacket. Maximum water depth 18".





Information current as of January 2024.  
All policies and regulations are subject to change.