



Accessibility Guide

2026 Season

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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 accessibility accommodations***

***See Pages 5-6 for specific policies and procedures regarding qualification and use of accessibility accommodations.**

Restroom Locations

Amusement Park

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

Water World

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

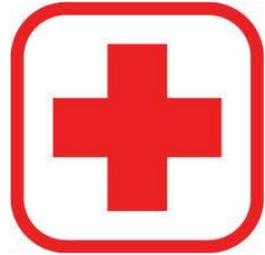
First Aid Locations

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

- Seating areas by Steel Dragon
- Picnic areas behind Mega Vortex
- Picnic areas near Peninsula Drive Admissions

Water World

- Seating area near Bermuda Triangle and Rocker Blast 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 are available for rent on a first-come, first-serve basis next to the Arcade. A driver's license is required as collateral until the wheelchair is returned.

Prohibited Mobility Devices

For safety of all Guests, golf carts, Segway personal transporters, bicycles/tricycles, wheeled shoes, skateboards, recreational scooters, hover boards, and related devices 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, pets and 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

Scope of Program

Waldameer & Water World is dedicated to providing safe and inclusive experiences to as many guests as possible. Our program is designed to provide accessibility to attractions to those with mobility impairments and other qualifying conditions, and not necessarily to bypass wait times in queues. This program does not guarantee immediate access or preferred seating. Please carefully read through the next page to understand how this program is carried out at specific attractions.

Accessible Access to Rides – Yellow Wristbands

Guests in need of helpful accessibility accommodations at rides may visit Guest Service by Merry-Go-Round or the Park Office by the Tasty Tater. Those who need alternative access to rides due to disability that prohibits the use of the standard entrance queue will be issued a yellow wristband. A guest with a yellow wristband is granted access to rides in the amusement park via the accessible entrance (typically the ride exit).

Policies for Guests Using 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 their own 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 trained to lift, carry, or transfer guests into ride vehicles. Guests needing assistance to transfer to and from ride vehicles must make necessary arrangements with their accompanying party.
- Guests using accessible entrances are subject to the same safety policies as those utilizing the standard entrance queue.
- At the end of a ride, all guests must leave their seats to allow the next group of riders to enter. See re-ride policies on the next page for more detailed information.
- *A yellow wristband does not allow a guest to bypass queues in Water World.*

USING YELLOW WRISTBANDS AT RIDES

Arrival at Rides

When a guest with a yellow wristband arrives at the accessible entrance, the ride operator will unlock the gate when it is safe to enter. Doorbells are provided at accessible entrances away from Ride Operator's view to signal arrival. Based on the length of the standard queue, there may be a short wait until guests using the accessible entrance are instructed to board the ride. If a standard entrance queue has been closed to accommodate guests in line in time for park closing, guests will no longer be admitted through the accessible entrance.

Preferred Seating – Ravine Flyer II

Upon arrival, the 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 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, the 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 - 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 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 to immediately re-ride. If there are no guests in the standard queue when a party from the accessible entrance finishes their first ride, they may immediately ride again.

GENERAL ATTRACTION SAFETY INFORMATION

Making an Informed Riding Decision

It is the responsibility of the guest to be aware of their personal health condition and how it may be impacted by various attractions. Guests are strongly encouraged to observe each ride through its cycle (loading, operating, and unloading) 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

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 in complying with safety instructions. Supervising Companions are also required to have 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 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 known to be 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.. 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, the ability to be seated properly, 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 and other large Medical Equipment

Due to the variable forces, speeds, and movements of our rides, large medical equipment such as 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 unexpectedly stop 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 ride. Please consider the potential of an evacuation before deciding to experience 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

All swimming pools in Water World except for the Heated Relaxing Pool feature modern zero-depth entry consisting of a gentle slope into the water without navigating steps or ladders. Guests in need of alternative access to the Heated Relaxing Pool are welcome to utilize the transfer lift by making a request to the pool attendant.

ATTRACTION DESCRIPTIONS

This section provides a description of each attraction in terms of height/weight 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 flashing/strobe effect lighting

Forces exerted on riders are defined as the following.

- **Positive Force:** Feeling of being pushed down into the seat.
- **Lateral Force:** Feeling of being pushed from the 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 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 expected 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: 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 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, D (unless using chariot)

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: 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 45’ 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 Experience: Family hot air balloon-themed ride featuring eight ride vehicles that riders can spin freely. Ride vehicles may sway when loading/unloading.

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 seated next to 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” or taller 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 exerting forces in all directions.

Accessible Entrance: South Exit Ramp

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: Ride Exit



RIDE DESCRIPTIONS: Family Rides

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. All guests must be ambulatory or able to walk with the assistance of a Supervising Companion.

WARNING: Attraction utilizes strobe lights and special effect lights.

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



RIDE DESCRIPTIONS: Family Rides

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.

Additional Restrictions: NO SINGLE RIDERS.

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

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 extending 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.



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 slowly or quickly 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 which 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

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 rises and rotates in an oscillating motion. Ride may not accommodate guests of larger size.

Accessible Entrance: Ride Exit

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 with a naturally formed foot and one full natural arm/hand or prosthetic arm/hand.

Ride Experience: A rotating circular disk travels along a 47ft tall u-shaped track. Riders experience positive forces and airtime.

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

Ravine Flyer II

Health Restrictions: A, B, C, D, F, G, H (at night)

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 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 stobe lights.



RIDE DESCRIPTIONS: Thrill Rides

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

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



RIDE DESCRIPTIONS: Thrill Rides

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, and 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.

Time Twister

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 and one full natural arm. Ride may not accommodate guests of larger size.

Ride Experience: Gondolas are attached to arms that travel in a vertical circular motion while the center of the ride rotates. Riders will experience positive forces and airtime. Riders will be stopped 30ft in the air as gondolas are loaded and unloaded.

Accessible Entrance: Ride Exit



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/hand. 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/hand.

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



RIDE 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 36" or taller to ride. Riders over 54" must accompany a rider 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 before lowering in a bouncing motion giving children a feeling of airtime.



RIDE DESCRIPTIONS: Children's Rides

Happy Swing

Health Restrictions: B, C, D, F

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 prosthetic leg. Ride may not accommodate guests of larger size.

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

Lil' Toot

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

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.



RIDE DESCRIPTIONS: Children's Rides

Sky Fighter

Health Restrictions: A, B, C, F

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: A, B, C, F

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:

Inner Tube/Raft Slides

Inner tube/raft slides require all riders to navigate multiple flights of stairs. Riders must be able to transfer to their inner tube or raft. Each attraction ends in a splash pool or runout with water depth up to 3.5ft. Hard casts, braces, and devices with sharp components are not permitted on slide.

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.

Attraction Experience: Inner tube slides consisting of enclosed and open flume section with unexpected changes in speed and direction. Each slide ends in a splash pool up to 3.5’ deep.

Big Water Bend

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. 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 875lbs will be separated.

Attraction Experience: Riders are seated facing the center of a 5-person raft. Slide features enclosed and open flume sections with unexpected changes in direction. Slide ends in a splash pool up to 22” deep.



Inner Tube/Raft Slides

Presque Isle Plunge

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

Height Restrictions: Must be 48” or taller to slide. 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 700lbs will be separated.

Attraction Experience: Riders are seated facing the center of a 5-person raft. Slide features enclosed and open flume sections with unexpected drops and sudden changes in speed and direction. Slide ends in a splash pool up to 22” deep.

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.

Attraction Experience: Fast-paced 4-person raft slide featuring open flume and enclosed sections, uphill and downhill sections, and unexpected changes in speed and direction. Slide ends in a splash pool up to 22” deep.

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 alone head-first on stomach while grasping onto raft handles.

Attraction Experience: 6-lane racing slide with enclosed and open flume sections with fast unexpected turns. Each slide ends in a shallow runoff section with water up to 9” deep.



ATTRACTION DESCRIPTIONS:

Body Slides

Body slides require all riders to navigate multiple flights of stairs. Riders must be able to transfer to each slide's start tub. Riders do not utilize inner tubes or rafts to experience these attractions. Each attraction ends in a splash pool or runout with water depth up to 3.5ft. Hard casts, braces, and devices with sharp components are not permitted on body slides.

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. Life jackets and footwear are not permitted.

Attraction Experience: Fast enclosed body slides with moments of darkness or minimal lightning. Orange slide consists of a near-vertical drop. Blue and green slides consist of a descending helix. Each slide ends in a splash pool up to 3.5' deep.

Battle of Lake Erie Slides

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

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

Attraction Experience: Enclosed and open flume body slides from a water playground structure with changes in speed and direction which may be unexpected. Each slide ends in a shallow runout up to 9" deep.

Kidz Zone Slides

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.

Attraction Experience: Enclosed and open flume body slides with gradual changes in speed and direction. Each slide ends in a pool up to 1.5' deep.



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 6’.

Winding Waters

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 along an artificial river path encountering various water features. Maximum water depth is 32”.

Heated Relaxing Pool

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”.

Kidz Zone and Battle of Lake Erie Pools

Rider Criteria: Children must be supervised at all times. Weak swimmers encouraged to wear a life jacket. Maximum water depth is 1.5’.



Information current as of February 2026.
All policies and regulations are subject to change.