

We want your day with us to be as enjoyable as possible. If you have any questions that have not been answered by this booklet, please feel free to ask any Team Member or stop by the Guest Service office at the Main Gate.

ENJOY YOUR VISIT!



canobie.com

85 North Policy Street
Salem, NH 03079



The Attractions Guide is Canobie Lake Park's initiative to provide equal access to all Guests. This program includes allowing those Guests participating along with their companions, priority boarding on most attractions.

We have put together quite an extensive array of resources and recommendations to allow our Guests who have a disability a more pleasurable and memorable experience here at Canobie Lake Park. These are the components available to them:

- 1.) Attractions Guide – We have published an Attractions Guide with detailed information on each ride experience we offer here at the park. This guide is complete with height requirement information, a detailed description of the experience, and accessibility guidelines. This guide is available at the Guest Services Office or online at Canobie Lake Park's website.
- 2.) Priority Boarding – To allow for easier access and transfer to ride vehicles, we offer Guests with disabilities the opportunity to avoid the lines, and enter through the priority boarding entrance of the attraction.
- 3.) Ease of Mind Wristbands – We offer Guests who wish to participate, the opportunity to wear a red wristband in order to make it easier for ride operators to identify them. One wristband is issued for each individual or group participating in the program with access for up to three additional Guests. Guests with Disabilities are NOT required to wear a red wristband to participate; however, it is best in order to expedite their boarding.

Our amusement rides and devices are equipped with restraint systems designed

by the manufacturer to accommodate Guests of average physical stature and body proportion. Due to the rider restraint system requirements, Guests of unique body proportion; either by height and/or weight may not fit within a seat or restraint system.

A Guest must be able to fit securely and properly in the restraint system. If a Guest cannot fit properly, the Guest will not be allowed to ride.

To provide Guests with unique body proportion an option to check if they can fit securely, we suggest Guests seek out the operations team prior to getting into a queue line. In between cycles, Guests are permitted to try the seat and confirm/deny if they can fit properly. In addition, on select attractions, we provide test seats that are exact replicas of the ride vehicle at the beginning of the queue line for Guests to confirm/deny if they can fit properly and securely.

Thank You and enjoy your day at beautiful Canobie Lake Park!



CANOBIE LAKE PARK

Our goal is to provide all Guests with a safe and enjoyable experience every time they visit us. For Guests with disabilities, we have prepared this guidebook as a detailed overview of the Park's accessibility program. Should you have any questions or need additional assistance, please stop by the Guest Services office at our Main Gate or ask a Team Member. Throughout Canobie Lake Park, Team Members will be happy to answer any questions, or when necessary to direct you to a supervisor.

Please carefully read this guidebook, or have a Companion read it to you. It contains helpful information that will assist you in enjoying our Park and its many attractions. This guidebook provides descriptions of each attraction, including access and safety information.

We hope this guidebook is helpful to you. Please keep in mind, however, that it is only intended as a general guide. Only you know whether you are able to ride a particular attraction safely. Canobie Lake Park does not know. Therefore, in deciding which attractions to ride, you should rely solely on your own judgment and not on Canobie Lake Park or any of the statements in this general guidebook. We caution all riders to make appropriately cautious judgments when deciding which attractions to ride.

GUEST SERVICES

The Guest Services office located at the Main Gate provides a variety of services including: general/ticket information, guide maps and entertainment schedules, and information on services for Guests with disabilities.

VISIT WITH A COMPANION

Guests with mobility or vision impairment may require the assistance of a Companion to approach the loading area, to load and unload an amusement ride vehicle, or to provide assistance in the event of an emergency evacuation. Guests with service animals may require the assistance of a Companion to remain with the animal while you ride the attraction. We recommend that you plan your visit with someone who is aware of your needs and can physically assist you when necessary. Team Members **do not** have the special training to physically assist guests on or off ride vehicles. When necessary, a supervisor from the rides department may be called to the ride to describe loading and unloading procedures for Guests and to oversee the process.

PARKING FOR GUESTS WITH DISABILITIES

Parking for non-ambulatory Guests is located near the Main Gate area and is clearly marked. Please ensure that your vehicle has a "Disabled" state license plate or a permit that allows you to park in this area. If you have arrived with a companion who is without a "Disabled" plaque and require parking assistance - please let us know by visiting Guest Services.

WRISTBANDS

A wristband may be obtained at Guest Services prior to boarding any attraction through the accessibility entrance. This wristband worn by the Guest with disability allows up to three additional companions to join. The Guest with disability must ride in order to utilize the accessibility entrance as a point of entry. The wristband allows for one ride cycle.

SERVICE ANIMALS

Guests with disabilities and their service animals are permitted throughout the Park and in theaters, gift shops and restaurant facilities. Service animals shall remain under the handler's control and on a leash at all times. Guests with service animals should follow the same attraction entry procedures as those recommended to Guests in wheelchairs. Due to the nature of some attractions, service animals may not be permitted to ride. In those instances, the Guest's companion must remain with the animal.

Due to the nature of the experience, Guests with service animals should check with a Team Member for attraction and boarding information at the following attractions:

Antique Carousel, Blue Heron, Canobie Express, Giant Sky Wheel, Mine of Lost Souls, and Boston Harbor Patrol. The animal must remain under the Guest's control and be placed in the ride vehicle's foot-well at all times.

Please contact a Team Member for assistance and directions to service animal "break areas." They are located next to the Tall Timber Splash, First Aid and the Boathouse Casino.

WHEELCHAIR RENTAL

Wheelchairs may be rented from Guest Services just inside the Main Gate or the Locker Pad for a daily fee. Wheelchairs are available on a first come, first serve basis and quantities are limited. There are a few Electric Service Vehicles (ESV) available for Guests to rent. Guests with a wheelchair or seated scooter of their own that they wish to bring in, are welcome to do so.

RESTROOMS

All of Canobie Lake Park's restrooms are accessible to Guests with disabilities. They are located at the Main Gate, behind Kiddieland, in the Bear Lodge, on the lakefront near the Boathouse Casino, Castaway Island and by the Pirate Ship ride. A Family/Companion restroom is located at the Main Gate, to the right of the bathroom entrances.

FIRST AID

The Park's First Aid station is located behind the Carousel and adjacent to the Main Gate. It is staffed with qualified medical personnel at all times. If you require medical attention and cannot get to the First Aid station, simply contact any Canobie Lake Park Team Member. They will be able to contact the proper personnel via radios and telephones that are networked throughout the Park. If you have any questions regarding specific First Aid services, please ask the personnel at First Aid directly.

SHOWS AND ENTERTAINMENT

All theater show seating is first come, first serve. However, there is always plenty of room for Guests in wheelchairs and their companions. We recommend you come early and ask a Team Member for seating assistance. In all theater shows, wheelchair access is through the main entrance.

GIFT SHOPS AND RESTAURANTS

All Gift Shops and restaurants in Canobie Lake Park are accessible to Guests with disabilities. In all gift shops and restaurants, wheelchair access is through the main entrance. Should you need assistance in retrieving merchandise or in restaurant seating, please ask. Our Team Members will be happy to assist you.

If you have difficulty reaching or transporting food trays, we suggest that a companion order and transport the food, or contact a Team Member for assistance.

RIDE SIGNAGE

Each ride at Canobie Lake Park is equipped with an informational sign detailing that particular attraction's features, rules, requirements, and recommendations. Additionally, each ride sign is equipped with an intensity rating of **green circle**, **blue square**, or **black diamond**.



Attractions that are mild identified by low speeds with expected movements and thrills.



Attractions that are moderate thrill rides identified by moderate speeds with unexpected movements and unusual and stressful physical forces. These rides may contain unanticipated thrills.



Attractions that are high thrill rides identified by high speeds with extremely unusual and stressful physical forces. These rides contain startling and unexpected thrills appropriate for only the most healthy and physically able riders.

The intensity ratings are based upon a series of objective and some subjective criteria and are offered as general recommendations to all of our Guests when deciding whether to ride a particular attraction. Even green circle and blue square rides may pose safety risks for certain riders with disabilities. **Only you** know whether they may pose a safety risk for you. We caution all riders to make appropriately cautious judgments when deciding which attractions to ride.

SYMBOLS

At Canobie Lake Park we use symbols to help our Guests identify services that we offer. These symbols are defined below and are used throughout this guide.



Guest may remain in wheelchair to experience attraction.



Guest must transfer into the ride vehicle if they want to experience attraction.



Guest must walk or stand in this attraction.



Do not ride attraction if you have back trouble.



Do not ride attraction if you have heart conditions or high-blood pressure.



Do not ride attraction if you have neck trouble.



Do not ride attraction if you are pregnant.



Do not ride attraction if you have had recent surgery.



Do not ride attraction if you have epilepsy.



You must be at least this height to ride.



You cannot be any taller than this height to ride.



You must be accompanied by a supervising companion of proper height to ride.

GENERAL SAFETY AND OTHER RULES

Each attraction at Canobie Lake Park has safety rules that apply for that particular attraction. However, there are several rules that apply to all the Park's attractions. These rules are as follows:

- Remain in riding position until the ride comes to a complete stop.
- Secure loose items (cellular phones, glasses, cameras, wallets, hats, keys, etc.) or leave them with a non-riding Guest.
- Fasten your seatbelt, lap bar, or shoulder harness and keep fastened at all times.
- No video recording or picture taking while riding.
- Please keep your arms and legs inside the vehicle at all times.
- Seat children in the center of the ride seat.
- Mobility devices, such as canes, crutches or walkers, are not permitted on certain rides. Please ask a Team Member for assistance.
- Please inform our Team Members if you have a prosthesis before riding attractions where your legs and feet may hang.
- Shirts and Shoes are required on all attractions except the Tall Timber Splash and Castaway Island. Shirts may be removed to ride the Boston Tea Party® and the Policy Pond Log Flume Ride.
- You are responsible for your personal property.
- Please finish food and drink before boarding.
- Smoking is permitted only in designated areas.
- No line jumping.

RIDES AND ATTRACTIONS

The following is an alphabetical list of the Park's rides and attractions. Some general information is provided that may help you in making decisions about which rides you wish to experience. Some attractions have alternate entrances for Guests with disabilities. These are provided to offer Guests in wheelchairs or with service animals a more convenient access to the attraction.

The following ride and attraction descriptions provide additional access and safety information to assist you.

Except for rides where Guests stand throughout the experience, all Canobie Lake Park amusement rides:

- 1) Are accessed through the entrance/exit gate, door or ramp;
- 2) Are accessed by transfer from a wheelchair;
- 3) Require that Guests be able to control their upper and lower body; and
- 4) Require that Guests sit in an upright-seated posture at all times.

Alternate wheelchair entrance is identified with a wheelchair symbol sign. Guests in wheelchairs must be able to transfer themselves from their wheelchair into and out of the ride vehicle or with the assistance of their companion. Team Members are not trained to physically assist you in transfer. The following amusement ride descriptions note unique conditions where a wheelchair cannot be positioned adjacent to a ride vehicle.

At the [Blue Square](#) and [Black Diamond](#) thrill rides that you conclude you can safely enjoy, we recommend that you have one or two companions ride with you (this may not be possible on all attractions) and provide seating postural support, in addition to assisting you to transfer into and off the ride.

The children or kiddie rides you conclude your child can safely enjoy, we recommend that a parent or adult assist the child with transferring into and out of the ride vehicle. Children's rides will be stopped for children who are crying or appear to be frightened.

Due to the directions of ride forces placed on each rider for all attractions, Guests must be able to sit in an upright seated posture and by holding onto grip areas be in control of their upper body. If you are not able to perform this on your own, we recommend that you have one or more companion(s) ride with you (this may not be possible on all attractions) to provide this support. If you do not have such support from one or more companions, or if even with their assistance you cannot safely enjoy the ride, then you should avoid the attraction.

Evacuations may be required due to such circumstances as a power failure, weather conditions, or a mechanical problem. If an evacuation is required, Guests may need to maneuver across catwalks from the highest point of a ride, and down steeply inclined stairs or steps. Ride carriers may also stop at the top of lifts or on the ride course for mechanical reasons. You should bear these potential occurrences in mind when deciding whether to ride a particular attraction.



ALPINE SWING



The Alpine Swing is a scaled down version of the DaVinci's Dream specifically designed for children who are unable to ride the adult version. Children sit in swings that are raised and spun in a circle.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a swinging seat and you must ride by yourself.
- Guest must be able to sit in an upright seated posture and be restrained by a lap bar.
- Children should be assisted on and off the ride by a parent or adult.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.
- This ride will be stopped for children who are crying or appear to be frightened.



ANTIQUÉ CAROUSEL



Our genuine Antique Carousel dates back to 1903, with 46 various animals. An authentic 1922 Wurlitzer Duplex Orchestral Organ provides the music. The Carousel has both standers (animals that are stationary) and jumpers (animals that gently rise and fall) as well as benches, so there is seating for everyone.

About this attraction:

- Wheelchair entrance is through the exit gate.

- The ride seat is a Carousel animal or bench.
- Guests must be able to sit balanced on a Carousel animal or sit in a bench in an upright seated posture.
- Companion assistance may be required to access the ride vehicle.
- Do not ride this ride if you have balance problems or are prone to motion sickness.
- Wheelchair access to bench seat is not provided because of closeness of Carousel animals.



ANTIQUÉ CARS



These go-carts are styled after the famous Model-A cars of the early 1900's. They travel at a top speed of 3 mph, with a maximum capacity of four adults per car.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright position and control seated posture.
- Guest must be able to operate hand and foot controls to drive.
- Companion assistance may be required to access the ride vehicle.
- Do not ride this attraction if you are sensitive to sudden jolts.



AUTOBAHN

The Autobahn is one of the oldest and most popular kiddie rides the Park has to offer. With its 19 ride vehicles, children can choose from a fire truck to a motorcycle to a spaceship.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat for the Autobahn offers a variety of bench seats and single seats.
- Guests must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- The ride will be stopped for children who are crying or appear to be frightened.



BLUE HERON

The Blue Heron Lake Cruise is a forty-foot pontoon boat that takes you on a 20 minute scenic cruise of Canobie Lake. During your cruise, you will pass along the shore of Canobie Lake and see the park from a unique perspective as well as the intriguing real estate, architecture and horizons of the towns of Salem and Windham, New Hampshire.

About this attraction:

- Wheelchair entrance is through the entrance gate.
- The ride seat is a bench seat or a wheelchair tie-down.
- Guest must be able to sit in an upright

- seated posture or attach to wheelchair tie down.
- Companion assistance may be required to assist in the loading and unloading process.
 - Do not ride this attraction if you are prone to motion sickness.



BOATS

The Boats are located inside Kiddieland and provide young children the opportunity to set sail and captain their very own vessel.

About this attraction:

- Wheelchair entrance is through the attraction's main entrance.
- The ride seats for the Boats are bench seats.
- Guests must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- The ride will be stopped for children who are crying or appear to be frightened.



BOSTON HARBOR PATROL

Boston Harbor Patrol is a ride for children and adults simulating a voyage on the high seas. The jostling of the carrier replicates the motion of the ocean and provides the entire family with a pleasant ship going experience.

About this attraction:

- Wheelchair entrance is through the exit ramp.
- The ride seat is a bench seat.
- Guest must be able to sit in a bench in an upright seated posture.

- Companion assistance may be required to assist in the loading and unloading process.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.



Boston Tea Party®

The Shoot the Chute water ride promises to make a huge splash. With a fifty-foot drop and nearly 250,000 gallons of water, Guests will experience what it was like to be a box of tea during the Boston Tea Party®. A large, 20-passenger boat travels up a hill and through a trough much like a flume. When the boat reaches the bottom of the hill, it creates a wall of water 50 feet high and 100 feet wide.

About this attraction:

- Wheelchair entrance is through the path next to the Dancehall Theater.
- The ride seat is a floating toboggan seat.
- Guest must be able to sit in an upright seated posture and be restrained by a lap bar.
- Companion assistance may be required to access the load area and board the ride vehicle.
- For emergency exiting, Companion assistance may be required to exit the ride vehicle and negotiate stairs to the unload platform or exit area.
- Do not ride this attraction if you do not want to get wet.
- Do not ride this attraction if you have a fear of heights.



CANOBIE 500

These go-carts have bodies that are modeled after new and old style sports cars. They travel at a top speed of 5 mph, with two people per car.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a car seat.
- Guest must be able to sit in an upright position and control seated posture.
- Guest must be able to operate hand and foot controls to drive.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Do not ride this attraction if you are sensitive to sudden jolts.



CANOBIE CORKSCREW

The Corkscrew is a steel roller coaster featuring one large drop and two corkscrew loops.

About this attraction:

- Wheelchair entrance is a long, steep and narrow exit ramp.
- The ride seat is a single seat and you must ride by yourself.
- Guest must be able to sit in an upright seated posture and be restrained by a shoulder restraint.
- Companion assistance may be required

to access the load area and board the ride vehicle.

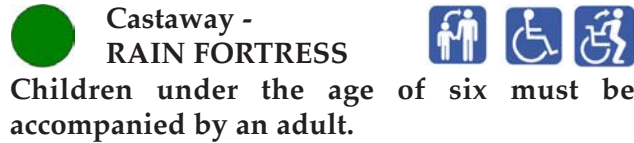
- Companion assistance may be required to travel up the long, steep and narrow exit ramp to the load platform.
- For emergency exiting, Companion assistance may be required to exit the ride vehicle and negotiate stairs to the exit area.
- Do not ride this attraction if you are pregnant or have had recent surgery.
- We recommend you ride with one or two companions.
- Do not ride this attraction if you have a fear of heights.



Our authentic steam train provides a relaxing escape from a busy day at the Park. The scenic journey takes you through the Park, down to the lakeside near the exciting Castaway Island and behind two historic buildings, the Dancehall Theater and the Skating Rink.

About this attraction:

- Wheelchair entrance at the Main Station is through the left exit gate.
- Wheelchair entrance at the Lakeside station is through the exit gate.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to assist in the loading and unloading process.
- Folded wheelchairs and strollers are permitted on this ride.



Castaway - RAIN FORTRESS
Children under the age of six must be accompanied by an adult.



Rain Fortress is an interactive water activity center for Guests of all ages featuring water slides, pull ropes, water guns, turn valves, geyser jets, water curtains, bridges, water wheels, a large overhead tipping bucket and so much more. Guests experiencing this attraction will never run out of options but will most certainly get WET.

About this attraction:

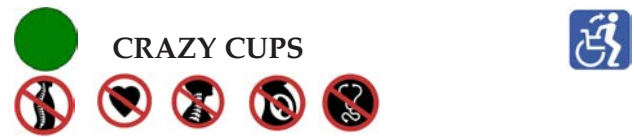
- Wheelchair entrance for Rain Fortress is through the entrance gate.
- Contact a Team Member for access to the individual slides.
- The ride seat is a water slide.
- Guest must be able to sit in an upright position and control posture.
- No headfirst sliding – riders must be lying on back or sitting faced forward.
- Companion assistance may be required to access the individual slide load area(s).
- Tandem or group riding is not permitted.
- Use caution, as the Rain Fortress will be wet and slippery in places.
- Proper swimwear is required on the attraction.
- Do not ride this attraction if you do not want to get wet.



The Caterpillar is a continuous, circular train of cars that travels over a soft undulating track. It has a heavy cloth cover that when closed, puts the riders in almost total darkness. The ride gets its name from its appearance when the cover is closed. Each car has a maximum capacity of two adults.

About this attraction:

- Wheelchair entrance is through a steep exit ramp and exit gate.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Do not ride this attraction if you are prone to motion sickness or have a fear of enclosed spaces.
- We recommend that larger guests sit towards the outside of the carriers.



Spinning is the sensation most people associate with the Crazy Cups. That is exactly what you will get on this attraction modeled after a traditional tea cup ride. Six cups travel in a large figure eight pattern while spinning around on their own axis.

About this attraction:

- Wheelchair entrance is through the narrow exit ramp to the left of the operator's area.

- The ride seat is a bench seat.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Do not ride this attraction if you are prone to motion sickness.
- Wheelchair access to a ride vehicle is not provided because of closeness of other vehicles.



DaVinci's Dream allows the Guest to simulate a floating sensation in a swing-style seat all the while getting a scenic view of beautiful Canobie Lake.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a swinging single seat and you must ride by yourself.
- Guest must be able to sit in an upright seated posture and be restrained by a lap bar.
- Companion assistance may be required to assist in the loading and unloading process.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.

DODGEM



The Dodgem, or bumper cars, is one of the few amusement rides from the turn of the century that is still very popular today. It combines the skill of driving with the stress-relieving ability of bumping into someone. This means that the other Guests on the ride also have the ability to bump into you. This also means that you have the ability to run into other Guests, at any time, from any angle.

About this attraction:

- Wheelchair entrance is through the exit gate and ramp located to the right of the Zero Gravity.
- The ride seat is a car seat.
- Guest must be able to sit in an upright position and control seated posture.
- Guest must be able to operate hand and foot controls to drive.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Do not ride this attraction if you are pregnant or have had recent surgery.
- Be careful, the floor surface can be slippery.

FIRE ENGINES



Every kid wants to be a real-life firefighter and on the Fire Engines - kids get the chance. Kids get to opportunity to ride "Engine #1" with working bells to signify their upcoming arrival.

About this attraction:

- Wheelchair entrance is through the exit to the ride.
- The ride seats for the Fire Engines are single seats that you must ride by yourself.

- Guest must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- The ride will be stopped for children who are crying or appear to be frightened.

FLOWER POWER

Must be at least three years old to ride.



Riders sit in two-seater cars. As the cars go around the corners, they get turned around to the next straight away.

About this attraction:

- Wheelchair entrance is through the entrance to the ride.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright position, control seated posture, and be restrained by a lap bar.
- Children should be assisted on and off the ride by a parent or adult.
- The ride will be stopped for children who are crying or appear to be frightened.

GIANT SKY WHEEL



The highest point in the Park is at the top of our 80 foot tall Giant Sky Wheel. From here you can catch a bird's eye view of most of the surrounding area. The Wheel features 20 gondolas, each with a maximum capacity of four adults. Because the Giant Sky Wheel loads and unloads one colored section at a time, there will be a time when each section is stopped at the top during every cycle.

About this attraction:

- Wheelchair entrance is through the entrance ramp or a steep exit ramp.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright

- position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle and navigate the exit ramp.

HELICOPTERS



The Helicopters are located inside Kiddieland and provide young children to opportunity to fly their very own helicopters. Kids are able to fly their individual cars by pulling on the lift bar.

About this attraction:

- Wheelchair entrance is through the attraction's main entrance.
- The ride seats for the Helicopters are bench seats.
- Guests must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- These rides will be stopped for children who are crying or appear to be frightened.

ICE JET



This attraction brings back the nostalgic feeling of our classic Matterhorn with flashing lights. Riders spin and swing both forwards and backwards during this high speed adventure.

About this attraction:

- Wheelchair entrance is through the exit ramp.
- The ride seat is a bench seat.
- Guests must be able to sit in an upright position and control seated posture restrained by a seatbelt and lap bar.
- Companion assistance may be required to approach the ride vehicle, enter and exit the vehicle and exit

the ride area.

JEEPS



The Jeeps are located inside Kiddieland and provide young children the opportunity to race across the desert terrain off road style.

About this attraction:

- Wheelchair entrance is through the attraction's main entrance.
- The ride seats for the Jeeps are bench seats.
- Guests must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- These rides will be stopped for children who are crying or appear to be frightened.

JUMP AROUND



The Jump Around is a fully interactive family ride that is sure to be hot amongst kids of all ages. The Jump Around combines beautifully themed ride vehicles with a unique interactive bouncing motion. Up to four children or one adult and two children can be accommodated in each vehicle.

About this attraction:

- Wheelchair entrance is through the entrance/exit gate to the left of the Operator's area.
- The ride seat is a bench seat.
- Guests must be able to sit in an upright

position and control seated posture.

- Children should be assisted on and off the ride by a parent or adult.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.
- This ride will be stopped for children who are crying or appear to be frightened.



Passengers are slowly lifted approximately eighteen feet in the air and then lowered in a hopping fashion only to repeat the exhilaration three more times.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a single seat.
- Guest must be able sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.
- This ride will be stopped for children who are crying or appear to be frightened.



The Junior Sportscars is an electronically driven car ride designed for our younger Guests. Each car has a maximum capacity of two children.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a car seat.
- Guest must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- The ride will be stopped for children who are crying or appear to be frightened.



This is a slow moving children's ride located next to the Log Flume. The boats are painted as birch bark canoes, traveling in a shallow canal of water past Native American scenery and through a man-made tunnel.

About this Attraction:

- Wheelchair entrance is through the attraction's exit gate and ramp.
- The ride seat is a floating toboggan seat.
- Guest must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- This ride will be stopped for children who are crying or appear to be frightened.



The Kiddie Carousel provides young children the opportunity to enjoy the merry-go-round alone. Their first "big" ride! The Kiddie Carousel has "jumpers" (horses that go up and down) and "standers" (horses that do not move). Kids can choose to ride alone or next to a friend on a bench seat.

About this attraction:

- Wheelchair entrance is through the attraction's main entrance.
- The ride seat for the Kiddie Carousel is a carousel animal or bench.
- Guests must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- For the Kiddie Carousel, Guests must be able to sit balanced on Carousel animals or sit on a bench in an upright-seated posture.
- This ride will be stopped for children who are crying or appear to be frightened.



The Kiddie Dragon Coaster is designed especially for children, however adults may also ride. The unique bodies of the cars are designed to resemble a dragon, complete with a head and a tail. The ride includes moderate up and down action along with swift turns.

About this attraction:

- Wheelchair entrance is through a narrow and steep exit ramp and must negotiate a step.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- For emergency exiting, Companion assistance may be required to exit the ride vehicle and walk to the exit area.



The Mine of Lost Souls tells the story of two boys from Salem, Billy and Bobby Hollander, and their adventures in the Mine. It is a slow journey on a nineteenth century mine car converted for passenger use. There are singing miners, creepy Grim Reapers and many more surprises as you venture further into the Mine.

About this attraction:

- Wheelchair entrance is through the exit gate and then must negotiate a step.
- The ride seat is a bench seat.
- Guest must be able to sit in a bench in an upright seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- For emergency exiting, Companion assistance may be required to exit the ride vehicle and negotiate narrow pathways to the exit area.
- Young children may be frightened by this ride.



Mini Dino's is a rotating and elevating ride that allows children to experience the dinosaur age. Each seat is equipped with a buzzer that when pushed, makes the Dino "roar."

About this attraction:

- Wheelchair entrance is through the exit gate to the left of the operator's area.
- The ride seat is a bench seat.

- Guest must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.
- This ride will be stopped for children who are crying or appear to be frightened.



MINI-SKOOTER

The Mini-Skooter is a scaled-down version of the adult bumper cars, designed especially for children. Some of the cars can accommodate two children, while others are only designed for one. For the little ones eager to get behind the wheel, this is a good start.

About this attraction:

- Wheelchair entrance is through the attraction's narrow and steep exit ramp.
- The ride seat is a car seat.
- Guest must be able to sit in an upright position and control seated posture.
- Guest must be able to operate hand and foot controls to drive.
- Children should be assisted on and off the ride by a parent or adult.
- Do not ride this attraction if you are prone to motion sickness.
- Be careful, floor surface is very slippery.



OVER THE RAINBOW

Over The Rainbow is a multi-faceted family ride that allows Guests to spin their individual carts at their own pace while the carrier system rotates and ascends 20 feet into the air.

About this attraction:

- Wheelchair entrance is through the exit gate to the right of the entrance.
- The ride seat is a bench seat.
- Guest must be able to sit in a bench in an upright seated posture.
- Companion assistance may be required to assist in the loading and unloading process.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.



PIRATE

Modeled after an Old Spanish Galleon, the Pirate is one of our most popular thrill rides in the Park. Up to 45 passengers at a time get to experience the feeling of life on the high seas. As the ship swings higher and higher, Guests get a good view of the ground below from nearly a 90 degree angle.

About this attraction:

- Wheelchair entrance is through the exit gate and then must negotiate steps.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright position, control seated posture and be restrained by a lap bar.

- Companion assistance may be required to assist in the loading and unloading process.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.
- We recommend you ride with one or two companions.



POLICY POND LOG FLUME RIDE

One of our most popular attractions on a hot day, the Flume combines the thrill of a roller coaster with the relief of a water slide. Your journey begins as you travel up and then down a small hill, meander through the woods, and then try your luck as you shoot the rapids. The ride's climax is a 40-foot drop that plunges you into the water below.

About this Attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a floating toboggan.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to assist in the loading and unloading process.
- For emergency exiting, Companion assistance may be required to exit the ride vehicle and negotiate stairs to the exit area.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.

- The operator can stop the moving ride vehicle if more time is required for boarding or exit.
- Do not ride this attraction if you do not want to get wet.



PONY CARTS

On the Pony Carts, our younger guests can go back in time to experience the simple times and gallop through the country on pony drawn carriages.

About this Attraction:

- Wheelchair entrance is through the attraction's exit gate.
- The ride seats for the Pony Carts are bench seats.
- Guest must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- This ride will be stopped for children who are crying or appear to be frightened.



PSYCHODROME

The Psychodrome is a Scrambler ride in an enclosed area accompanied by music, fog and strobe lights. The ride itself is a dual action spinning ride, meaning that the riders are seated in one car in a series of four that spins in a small circle, while at the same time, all the cars are connected to a center shaft that spins in a larger circle.

About this attraction:

- Wheelchair entrance is through the main entrance doors accessed through the North Grove pathway.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Do not ride this attraction if you are prone to motion sickness.
- Do not ride this attraction if you are prone to the effects of strobe lights.
- We recommend larger guests sit towards the outside of the vehicle.

ROWDY ROOSTERS



“Down on the Farm” is the theme of the Rowdy Roosters. Join the cows, pigs, lambs and geese for an exciting adventure as you and your rooster take flight. This ride is an updated version of the older Flying Scooters ride, which allows you to take control of your flight path using a large fin resembling the rooster’s head. It is a fun and refreshing ride, very popular with all of our Guests. Each rooster has a maximum capacity of two adults.

About this attraction:

- Wheelchair entrance is the exit gate.
- The ride seat is a swinging two seat bench.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to assist in the loading and unloading process.
- Do not ride this attraction if you are prone to motion sickness.

SEA/LAND RESCUE

The Sea/Land Rescue is a rotating and elevating ride which features eight World War I “Red Baron” style biplanes. Each seat is equipped with a push button that when pushed by the child, the plane “takes off.”

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a single seat and you must ride by yourself.
- Guest must be able to sit in an upright position and control seated posture.
- Guest must be able to operate hand controls.
- Children should be assisted on and off the ride by a parent or adult.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.
- This ride will be stopped for children who are crying or appear to be frightened.

SKATER AND



Once the competition begins, the Skater takes riders on a whirling, daring, fun filled romp through the sky, giving each and every rider the sensation of riding a skateboard through a half pipe. The Skater seats up to twenty-four riders, seated four abreast in six rows with a lap bar safety restraint.

About this attraction:

- Access is through the exit gate and you must negotiate stairs.
- The ride seat is a single seat.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to assist in the loading and unloading process.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.
- Do not ride this attraction if you are pregnant or have had recent surgery.

SKY FIGHTERS



In 3...2...1...Blast Off! Up, Up and away on the Sky Fighters. Kids get their first opportunity to fly to the moon aboard NASA flight CLP. But watch out, alien invaders roam the sky above - be prepared to target any unwanted space ships in your travels. Good luck young astronauts.

About this attraction:

- Wheelchair entrance is through the entrance/ exit gate.
- The ride seat is a single seat and you must ride by yourself.
- Guest must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- This ride will be stopped for children who are crying or appear to be frightened.

SKY RIDE



The Sky Ride imitates the action of a ski lift. Traveling slowly over the north end of the Park, riders get the opportunity to rest their feet and enjoy a relaxing escape from a busy day.

About this attraction:

- Wheelchair entrance is through the exit gate. Contact a Team Member so that the ride can be temporarily stopped while riders in wheelchairs board the ride.
- The ride seat is a swinging two seat bench.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to assist in the loading and unloading process.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.
- The operator can stop the moving ride vehicle if more time is required for boarding or exiting.

STARBLASTER®



The Starblaster® ride is one of the most extreme attractions in the Park combining the anticipation of a space shuttle lift off with the thrills and excitement of a bungee jump. Riders are blasted not once, but twice up the 80-foot tower in a brief but exhilarating ride all the while experiencing forces equivalent to 3 G's.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a single seat on a moving ride vehicle.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to assist in the loading and unloading process.
- Do not ride this attraction if you are pregnant or have had recent surgery.
- We recommend you ride with one or two companions.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.



TALL TIMBER SPLASH



The Tall Timber Splash is a wet/dry water slide type ride. It contains all the excitement of a water slide, while allowing riders to remain fully clothed. Guests sit in rubber rafts that careen through straight-aways and high banking turns at swift speeds.

About this attraction:

- Entrance is through the attraction's main entrance and then must negotiate five flights of stairs.
- The ride seat is a floating raft.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Do not ride this attraction if you do not want to get wet.
- Do not ride this attraction if you are have a fear of heights.

TANKS



The Tanks are located inside Kiddieland and provides young children the opportunity to battle each other in the desert.

About this attraction:

- Wheelchair entrance is through the attraction's main entrance.
- The ride seats for the Tanks are bench seats.
- Guest must be able to sit in an upright position and control seated posture.
- Children should be assisted on and off the ride by a parent or adult.
- This ride will be stopped for children who are crying or appear to be frightened.



"It's just like the spin cycle of a washing machine." This is what many Guests say when they see what this ride actually does - and it is a pretty accurate description. Riders step into

a cylinder that is 14 feet in diameter and stand against the wall. As the cylinder starts to spin and pick up speed, riders get the sensation of being stuck up against the wall. Once the ride reaches top speed, the floor drops out, leaving the riders "floating" in mid-air. At this point, the force exerted on the riders to keep them from sliding down the wall is just under 3 times that of the Earth's gravitational pull. In other words, the riders will be experiencing almost 3 G's. The Turkish Twist is physically demanding on riders, and not for the faint of heart.

About this attraction:

- Access is through the main entrance and you must negotiate stairs. All Guests must walk into and stand during the duration of this ride.
- Do not ride this attraction if you are prone to motion sickness or have a fear of enclosed spaces.
- Do not ride this attraction if you have asthma, high blood pressure or are taking any medication or have recently eaten.



The Twist & Shout is a dual-action spinning attraction that also travels up and down throughout the ride. Dual-action simply means that Guests are riding in a car that spins in a small circle, while the car sits on a platform that spins in a larger circle.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Do not ride this ride if you are prone to motion sickness.



With grizzly-bear-themed cars holding eight riders each and support columns designed to look like birch trees, the coaster features an initial climb of 72 feet straight up and a first drop that is "beyond vertical," curving in at 97 degrees. Riders will also experience a series of banked curves, loops, twists, turns and zero-gravity rolls.

About this attraction:

- Wheelchair entrance is through the exit gate and ramp.
- The ride seat is a single seat and you must sit by yourself.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Companion assistance may be required to travel up a ramp to the load platform.
- For emergency exiting, Companion assistance may be required to exit the ride vehicle and negotiate stairs to the unload platform.

- Do not ride this attraction if you are pregnant or have had recent surgery.
- We recommend that you ride with one or two companions.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.



Wave Blaster is the adult version of the Jump Around. The Wave Blaster allows riders to create their own unique ride experience with varying degrees of bouncing depending on the combined weight for each row. In other words, the more weight in a row, the greater the bounce.

About this attraction:

- Wheelchair entrance is through operator gate.
- The ride seat is a single seat, moving ride vehicle.
- Guests must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to assist in the loading and unloading process.
- Do not ride this attraction if you prone to motion sickness or have a fear of heights.



WIPEOUT! Wipeout is an intense ride with a lot of thrill. Looks can be deceiving on this multifaceted ride. Riders begin spinning in a circle, the carrier rises adding increased thrill, but it doesn't stop here. As the ride rotates in one direction, the carrier rotates the other way - skewing your perception. Just when you think you are finished, the ride reverses itself - try to catch your bearings.

About this attraction:

- Wheelchair entrance is through the exit gate.
- The ride seat is a bench seat.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Do not ride this attraction is you are prone to motion sickness.
- We recommend that larger guests sit towards the outside of the carriers.



Ever wonder what you'd get if you combine Zero Gravity and the Pirate? The Huss designed Xtreme Frisbee would probably be close. The circular ride carrier thrills 40 passengers spinning in both directions while simultaneously the center shaft takes riders over sixty feet back and forth in a pendulum motion.

About this attraction:

- Wheelchair entrance is through the exit ramp and you must negotiate steps.
- The ride seat is a single seat and you must sit by yourself.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Companion assistance may be required to travel up a long ramp and stairs to the load platform.
- For emergency exiting, Companion assistance may be required to exit the ride vehicle and negotiate stairs to the unload platform.
- Do not ride this attraction if you are prone to motion sickness or a fear of heights.
- We recommend that you ride with one or two companions.



The Yankee Cannonball is a fine example of a traditional wooden roller coaster. With quick drops and lots of air time, this is the most popular attraction in the Park. It packs plenty of thrills into a 60 second ride.

About this attraction:

- Wheelchair entrance is through the exit gate and ramp.
- The ride seat is a single seat and you must sit by yourself.
- Guest must be able to sit in an upright position and control seated posture.
- Companion assistance may be required to access the load area and board the ride vehicle.
- Companion assistance may be required to travel up a ramp to the load platform.
- For emergency exiting, Companion assistance may be required to exit the ride vehicle and negotiate stairs to the unload platform.
- We recommend that you ride with one or two companions.
- Do not ride this attraction if you have a fear of heights.



The Zero Gravity does just what a Round-Up does; it goes around, then it goes up. Each Guest stands by themselves in their own “cage.” After the ride accelerates to top speed, it then tips up to a sixty-degree angle. This creates an interesting perspective as the riders get to see the ground and sky pass by very quickly, again and again and again...

About this attraction:

- Access is through the exit gate and you must negotiate stairs.
- All Guests must walk into and stand during the duration of this ride.
- Do not ride this attraction if you are prone to motion sickness or have a fear of heights.

Max/Min Weight Requirements

- Policy Pond Log Flume**
700 lbs maximum per boat
- Tall Timber Splash**
90 lbs minimum per raft
300 lbs maximum per raft
- Wave Blaster**
300 lbs maximum per carrier
- Xtreme Frisbee**
250 lbs maximum per seat

Ride Height Requirements

- 54" minimum, 77" maximum**
Xtreme Frisbee
- 52" minimum**
Starblaster®
- 48" minimum, 77" maximum**
Zero Gravity
- 48" minimum**
Canobie 500 (Drivers only)
Canobie Corkscrew
DaVinci's Dream
Dodgem
Ice Jet
Pirate
Turkish Twist
Untamed
Yankee Cannonball
- 48" minimum, unless with a supervising companion**
Caterpillar
Giant Sky Wheel
Twist & Shout
- 42" minimum**
Tall Timber Splash
Wipeout
- 42" minimum, unless with a supervising companion**
Boston Harbor Patrol
Kiddie Dragon
Over The Rainbow
- 42" minimum, under 48" accompanied by a supervising companion**
Skater
Wave Blaster
- 36" minimum, under 48" accompanied by a supervising companion**
Psychodrome
- 36" minimum, under 42" accompanied by a supervising companion**
Policy Pond Log Flume
- 36" minimum, under 40" accompanied by a supervising companion**
Boston Tea Party®
Mini Dinos
- 36" minimum**
Jungle Bounce
- 36" minimum, unless with a supervising companion**
Jump Around
- 48" maximum**
Alpine Swing
Flower Power* *Must be at least THREE YEARS OLD or older to ride*
Junior Turnpike
Kiddie Canoes
Kiddieland
Mini Skooter
Sea/Land Rescue

- Alpine Swing
- Antique Carousel
- Antique Cars
- Autobahn
- Blue Heron
- Boats
- Boston Harbor Patrol
- Boston Tea Party®
- Canobie 500
- ◆ Canobie Corkscrew
- Canobie Express
- Castaway - Rain Fortress
- Caterpillar
- Crazy Cups
- DaVinci's Dream
- Dodgem
- Fire Engines
- Flower Power
- Giant Sky Wheel
- Helicopters
- Ice Jet
- Jeeps
- Jump Around
- Jungle Bounce
- Junior Sportscars
- Kiddie Canoes

RIDE CHECKLIST

- Kiddie Carousel
- Kiddie Dragon
- Mine of Lost Souls
- Mini Dinos
- Mini Skooter
- Over the Rainbow
- ◆ Pirata
- Policy Pond Log Flume
- Pony Carts
- ◆ Psychodrome
- Rowdy Roosters
- Sea/Land Rescue
- Sky Fighters
- Skater
- Sky Ride
- ◆ Starblaster®
- Tall Timber Splash
- Tanks
- ◆ Turkish Twist
- Twist & Shout
- ◆ Untamed
- Wave Blaster
- ◆ Wipeout
- ◆ Xtreme Frisbee
- Yankee Cannonball
- Zero Gravity

