



canobie.com

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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!



Attractions Guide



WELCOME TO CANOBIE LAKE PARK

The Attractions Guide is Canobie Lake Park's initiative to provide equal access to all Guests. This guide is available at the Guest Services office or online at Canobie Lake Park's website.

In this guide, you will find quite an extensive array of resources and recommendations to allow our Guests who have a disability a more pleasurable and memorable experience. This includes detailed information on each ride experience we offer, complete with height requirement information and accessibility guidelines.

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. 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, 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.

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.

In addition to this guide, we also offer:

- 1) Priority Boarding – To allow for easier access and transfer to ride vehicles, we offer Guests with disabilities the opportunity to enter through the priority boarding entrance of the attraction.
- 2) 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. Guests with Disabilities are NOT required to wear a red wristband to participate; however, it is recommended in order to expedite their boarding.

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

RIDE CHECKLIST

Rides		Children's Rides		Castaway Island			
Antique Carousel		Alpine Swing		Lil' Squirts Lagoon			
Antique Cars		Autobahn		Rain Fortress			
Blue Heron		Boats		River Slides			
Boston Harbor Patrol		Fire Engines		Tidal River			
Boston Tea Party		Flower Power					
Canobie 500		Helicopters					
Canobie Express		Jeeps					
Caterpillar		Jump Around					
Crazy Cups		Jungle Bounce					
DaVinci's Dream		Junior Sportscars					
Dodgem		Kiddie Canoes					
Dragon Coaster		Kiddie Carousel					
Giant Sky Wheel		Mini Dinos					
Ice Jet		Mini Scooter					
Log Flume		Pony Carts					
Mine of Lost Souls		Sea/Land Rescue					
Over the Rainbow		Sky Fighters					
Pirate		Tanks					
Psychodrome							
Rowdy Roosters							
Skater							
Sky Ride							
Star Blaster							
Time Winder							
Turkish Twist							
Twist & Shout							
Untamed							
Venetian Carousel							
Wave Blaster							
Wipeout							
Xtreme Frisbee							
Yankee Cannonball							
Zero Gravity							

Max/Min Weight Requirements

Ice Jet: 330 lbs maximum per carrier

Jump Around: 360 lbs maximum per carrier

Log Flume: 700 lbs maximum per boat

Over the Rainbow: 550 lbs maximum per carrier

Psychodrome: 510 lbs maximum per carrier

River Slides: 300 lbs maximum per single tube / 400 lbs maximum per double tube

Wave Blaster: 300 lbs maximum per carrier

Ride Height Requirements

54" Minimum, 77" Maximum

Xtreme Frisbee

48" Minimum, 77" Maximum

Zero Gravity

48" Minimum

Canobie 500 (Driver Only)

DaVinci's Dream

Dodgem

Ice Jet

River Slides

Pirate

Starblaster®

Turkish Twist

Untamed

Yankee Cannonball

48" Minimum, Unless with a Supervising Companion

Caterpillar

Giant Sky Wheel

Twist&Shout

Venetian Carousel

42" Minimum

Tidal River

(Under 42" must wear a life jacket)

Wipeout

42" Minimum, Unless with a Supervising Companion

Boston Harbor Patrol

Dragon Coaster

Over the Rainbow

42" Minimum, Under 48" Must be Accompanied by a Supervising Companion

Skater

Time Winder

Wave Blaster

40" Minimum

Rain Fortress

(Tall, Dark Green Slides)

36" Minimum, Under 48" Must be Accompanied by a Supervising Companion

Psychodrome

36" Minimum, Under 42" Must be Accompanied by a Supervising Companion

Policy Pond Log Flume

36" Minimum, Under 40" Must be Accompanied by a Supervising Companion

Boston Tea Party®

36" Minimum, 48" Maximum

Mini Dinos

36" Minimum

Jungle Bounce

36" Minimum, Unless with a Supervising Companion

Jump Around

48" Maximum

Alpine Swing

Autobahn

Boats

Fire Engines

Flower Power*

(MUST BE 3 YEARS OLD OR OLDER TO RIDE)

Helicopters

Jeeps

Junior Sportscars

Kiddie Canoes

Kiddie Carousel

Mini Scooter

Pony Carts

Sea/Land Rescue

Sky Fighter

Tanks

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 of the Park's attractions. These rules are as follows:

- Remain in riding position until the ride comes to a complete stop.
- Secure loose items (cell phones, glasses, cameras, wallets, hats, keys, etc.) or leave them with a non-riding Guest.
- Fasten your restraint and keep fastened at all times.
- No video recording or picture taking while riding.
- 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 Castaway Island attractions. Shirts may be removed to ride the Boston Tea Party® and the Policy Pond Log Flume Ride.
- You are responsible for your personal property.
- Finish food and drink before boarding.
- Smoking is permitted only in designated areas.
- No line jumping.

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.

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 ride. For other attractions, we suggest Guests of unique body proportion seek out the operations team prior to getting into a queue line. In between cycles, they will permit the Guest to try the seat and confirm/deny if they can ride.

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

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



Blue Square

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.



Black Diamond

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 on this attraction.



Guest must transfer into ride vehicle on this attraction.



Guest must walk or stand in this attraction.



Guest must be at least this height to ride.



Guest must be under this height to ride.



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



Do not ride this attraction if you have back trouble.



Do not ride this attraction if you have neck trouble.



Do not ride this attraction if you are pregnant.



Do not ride this attraction if you have epilepsy.



Do not ride this attraction if you have had recent surgery.



Do not ride this attraction if you have heart problems or high blood pressure.

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, may allow for additional companions to join when needed. The Guest with a disability must ride in order to utilize priority boarding.

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 also 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.

REST ROOMS

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, next to the Boathouse Casino, inside Castaway Island and by the Pirate Ship. A Family/Companion restroom is located at the Main Gate.

FIRST AID

The Park has two First Aid stations, staffed with qualified medical personnel. The primary is located behind the Carousel and adjacent to the Main Gate. The second is located inside Castaway Island, however, this location is only open when Castaway Island is operational. If you require medical attention and cannot get to a First Aid station, simply contact any Team Member. They will be able to contact the proper personnel. 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.

PARKING FOR GUESTS WITH DISABILITIES

Parking for non-ambulatory Guests is located near the Main Gate 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.

VISIT WITH A COMPANION

Guests with mobility or vision impairment may require the assistance of a companion to approach, load and unload, or to provide assistance in the event of an emergency evacuation of an amusement ride vehicle. 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.

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, Antique Cars, Blue Heron, Boston Harbor Patrol, Canobie 500, Canobie Express, Giant Sky Wheel, Mine of Lost Souls, and Venetian Carousel. The animal must remain under the Guest’s control and be placed in the ride vehicle’s foot-well at all times.

Additionally, the Park features two service animal “break areas.” They are located next to First Aid and the Boathouse Casino.

GUEST SERVICES

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

RIDES AND ATTRACTIONS

Inside of this guide is a pamphlet 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 utilizing wheelchairs or with service animals a more convenient access to the attraction.

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

Alternate wheelchair entrance is identified with a wheelchair symbol sign. On some attractions, Guests utilizing 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 of the ride.

For 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 grab bars and 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, 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.



Ride Information	Description	Additional Info
Alpine Swing       	<i>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.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a swinging seat and you must ride by yourself. • Guests 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. • 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.
Antique Carousel       	<i>Our genuine Antique Carousel dates back to 1903. 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.</i>	• Wheelchair entrance is through the Exit Gate nearest Guest Services. • Wheelchair lift is available at the station. • The ride seat is a carousel animal or bench. • Guests must be able to sit balanced on carousel Animals, sit on a bench in an upright-seated Posture, or ride in wheelchair. • Companion assistance may be required to access the load area and board the ride vehicle. • Do not ride this ride if you have balance problems or are prone to motion sickness.
Antique Cars       	<i>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.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a bench seat. • Guests must be able to sit in an upright position and control seated posture. • Guests 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 ride if you are sensitive to sudden jolts.
Autobahn       	<i>The Autobahn is one of the oldest and most popular kiddie rides the Park has to offer. With its various ride vehicles, children can choose from a fire truck to a motorcycle to a spaceship.</i>	• Wheelchair access to a ride vehicle is not provided because of closeness of other vehicles. • The ride seats are 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. • This ride will be stopped for children who are crying or appear to be frightened.

Blue Heron 	<i>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.</i>	• Wheelchair entrance is through the entrance gate. • The ride seat is a bench seat or a wheelchair tiedown. • Guests must be able to sit in an upright seated posture or attach their wheelchair to the 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 	<i>The Boats are located inside Kiddieland and provide young children the opportunity to set sail and captain their very own vessel.</i>	• Wheelchair entrance is through the attraction's main entrance. • The ride seats 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. • This ride will be stopped for children who are crying or appear to be frightened.
Boston Harbor Patrol 	<i>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.</i>	• 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. • 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 heights.
Boston Tea Party 	<i>The Shoot the Chute water ride promises to make a huge splash. With a near 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.</i>	• Wheelchair entrance is through the Team Member entrance path next to the Dancehall Theater. • The ride seat is a floating toboggan seat. • Guests 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 navigate 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 	<i>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.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a car seat. • Guests must be able to sit in an upright position and control seated posture. • Guests must be able to control 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. • Guests must be able to be restrained by a seatbelt.
Canobie Express 	<i>Our authentic steam train provides a relaxing escape from a busy day at the Park. The scenic journey takes you along the lakeside, behind two historic buildings, the Dancehall Theater and the Skating Rink.</i>	• Wheelchair entrance is through the exit gate. • Wheelchair lift is available at the station. • The ride seat is a bench seat. • Guests must be able to sit in an upright seated 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 Island Lil' Squirts Lagoon 	<i>The Lil' Squirts Lagoon is a small activity pool designed primarily for children. However, parents and guardians accompanying their children are welcome to experience the fun as well.</i>	• Wheelchair entrance is through the zero depth entry. • Companion assistance may be required to access specific features. • Use caution, as the Tots' Aquaplay will be wet and slippery in places. • Swim diapers are required for diaper aged children in the attraction. • Do not enter this attraction if you do not want to get wet.
Castaway Island Rain Fortress 	<i>The Rain Fortress is an interactive water activity center for Guests of all ages. Guests experiencing this attraction will never run out of options but will most certainly get wet.</i>	• Wheelchair entrance is through the Tidal River pathway. • 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 slides. • Do not enter this attraction if you do not want to get wet.

Castaway Island River Slides 	<i>The River Slides are three 60' waterslides where Guests can choose to ride solo or in pairs.</i>	• Guests must navigate 4 flights of stairs using the entrance that is through the attraction's main queue. • The ride seat is a floating tube. • Guests 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. • Guests must be able to safely exit the tube through the splash pool. • 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.
Castaway Island Tidal River 	<i>The Tidal River is just like a lazy river – but, not at all! It follows a similar flowing pattern to that of a lazy river: however, waves are added into the mix every 12 seconds. Guests enter through the zero depth entry and must be at least 42 inches tall if opting not to wear a free lifejacket. It is also recommended that all weak or non-swimmers wear a free lifejacket.</i>	• Wheelchair entrance is through the zero depth entry. • Transfer is required to ride the river. • Companion assistance may be required to access the river. • Use caution, as the Tidal River will be wet and slippery in places. • Proper swimwear is required on the attraction. • Do not enter this attraction if you do not want to get wet.
Caterpillar 	<i>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.</i>	• Wheelchair entrance is through a steep, narrow exit ramp. • The ride seat is a bench seat. • Guests must be able to sit in an upright position, control seated posture and be restrained by a seatbelt. • 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 vehicle.
Crazy Cups 	<i>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.</i>	• Wheelchair entrance is through a narrow exit ramp. • The ride seat is a bench seat. • Guests 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                          

Flower Power        	<i>Riders sit in two-seater cars. As the cars go around the corners, they get turned around to the next straight away.</i>	• Wheelchair entrance is through the attraction's main entrance. • The ride seats are bench seats. • Guests must be able to sit in an upright position, control seated posture and be restrained by a seat belt. • 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.
Giant Sky Wheel        	<i>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.</i>	• Wheelchair entrance is through the exit ramp. • The ride seat is a bench seat. • Guests must be able to sit in an upright seated position and control seated posture. • Companion assistance may be required to exit the ride vehicle and walk to the exit area. • This ride is not recommended for Guests with a fear of heights and will stop at the top. • Operator can move the Wheel to require only one step up if needed.
Helicopters        	<i>The Helicopters are located inside Kiddieland and provide young children the opportunity to fly their very own helicopters. Kids can fly their individual cars by pulling on the lift bar.</i>	• Wheelchair entrance is through the attraction's main entrance. • The ride seats 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. • This ride will be stopped for children who are crying or appear to be frightened.
Ice Jet        	<i>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.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a bench seat. • Guests must be able to sit in an upright seated position, control seated posture and be restrained by a lap bar and seat belt. • Companion assistance may be required to approach the ride vehicle, enter and exit the vehicle and exit the ride area. • After all Guests exit, carriers may be jogged so that the Guest with a disability may exit nearest the exit gate. • Do not ride this attraction if you are prone to motion sickness.

Jeeps 	<i>The Jeeps are located inside Kiddieland and provide young children the opportunity to race across the desert terrain off road style.</i>	• Wheelchair entrance is through the attraction's main entrance. • The ride seats 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. • This ride will be stopped for children who are crying or appear to be frightened.
Jump Around 	<i>The Jump Around is a fully interactive family ride that is sure to be popular 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.</i>	• Wheelchair entrance is through the attraction's main entrance. • The ride seats 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. • 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.
Jungle Bounce 	<i>Passengers are slowly lifted approximately sixteen feet in the air and then lowered in a hopping fashion only to repeat the exhilaration two more times.</i>	• Wheelchair entrance is through the attraction's exit gate. • The ride seat is a single seat and you must ride by yourself. • 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.
Junior Sportscars 	<i>The Junior Sportscars is an electronically driven car ride designed for our younger Guests. Each car has a maximum capacity of two children.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a car 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. • This ride will be stopped for children who are crying or appear to be frightened.

Kiddie Canoes        	<i>This is a slow moving children's ride located next to the Log Flume. The boats travel in a shallow canal of water past Native American scenery and through a man-made tunnel.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a floating toboggan 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. • This ride will be stopped for children who are crying or appear to be frightened.
Kiddie Carousel        	<i>The Kiddie Carousel provides young children the opportunity to enjoy the merry-go-round alone. Kids can choose to ride alone or next to a friend on a bench seat.</i>	• Wheelchair entrance is through the main entrance. • The ride seats are a carousel animal or bench. • Guests must be able to sit balanced on carousel animals or sit on a bench in an upright-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.
Log Flume        	<i>The Flume combines the thrill of a roller coaster with the relief of a water slide. The ride's climax is a 40-foot drop that plunges you into the water below.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a floating toboggan. • 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. • For emergency exiting, Companion assistance may be required to exit the ride vehicle and navigate 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 vehicle if more time is required for boarding and exiting. • If transfer from a wheelchair, scooter or other device is required to load or a Guest will need the station stopped to board, a Supervisor will be notified to assist in the process. • Do not ride this attraction if you do not want to get wet.
Mine of Lost Souls        	<i>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 cart converted for passenger use.</i>	• Wheelchair entrance is through the exit gate and up a step. • The ride seat is a bench seat. • Guests 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 navigate narrow pathways and a step to the unload platform. • Do not ride this attraction if you have a fear of the dark. • We recommend that you ride with one or two companions. • If transfer from a wheelchair, scooter or other device is required to load, or a Guest will need extra time to load, Mine cars will be lined up to accommodate this process.

Mini Dinos 	<i>Mini Dino's is a rotating and elevating ride that allows children to experience the dinosaur age.</i>	• Wheelchair entrance is through the exit gate to the left of the Operator's area. • The ride seats are bench seats. • Guests must be able to sit in an upright position, control seated posture and be restrained by a seatbelt. • 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 	<i>The Mini-Skooter is a scaled-down version of the Dodgem, designed especially for children. For the little ones eager to get behind the wheel, this is a good start.</i>	• Wheelchair entrance is through a narrow exit ramp. • The ride seat is a car seat. • Guests must be able to sit in an upright position and control seated posture. • Guests 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. • Do not ride this attraction if you are sensitive to sudden jolts or bumps. • Be careful, floor surface is very slippery.
Over the Rainbow 	<i>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.</i>	• Wheelchair entrance is through the exit gate. • The ride seats are bench seats. • Guests must be able to sit in an upright-seated position and be restrained by a seatbelt. • 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 heights.
Pirate 	<i>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.</i>	• Wheelchair entrance is through the exit ramp. • The ride seat is a bench seat. • Guests must be able to sit in an upright seated position, control seated posture and be restrained by a lap bar. • Companion assistance may be required to exit the ride vehicle and walk to the exit area. • 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.

Pony Carts        	<i>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.</i>	• Wheelchair entrance is through the attraction's exit gate. • The ride seats for the Pony Carts are bench seats. • Guests must be able to sit in an upright position, control seated posture and be restrained by a seatbelt. • 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        	<i>The Psychodrome is a Scrambler ride in an enclosed area accompanied by music and strobe lights. The ride itself is a dual action spinning ride.</i>	• Wheelchair entrance is through the entrance doors via the access path. • The ride seat is a bench seat. • Guests must be able to sit in an upright position, control seated posture and be restrained by a seatbelt and lap bar. • 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       	<i>"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.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a swinging two-seat bench. • Guests must be able to sit in an upright position, control seated posture and be restrained by a seatbelt. • 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.
Sea Land Rescue        	<i>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."</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a single seat and you must ride by yourself. • Guests must be able to sit in an upright position, control seated posture and be restrained by a seatbelt. • Guests must be able to operate hand controls to make a plane rise. • Children should be assisted on and off the ride by a parent or adult. • Do not ride this attraction if you have a fear of heights. • This ride will be stopped for children who are crying or appear to be frightened. • Guests must navigate stairs to board the carrier.

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.	• Access is through the exit gate and stairs. • The ride seat is an individual seat. • Guests must be able to sit in an upright position, control seated posture and be restrained by a t-bar. • 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 heights.
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.	• Wheelchair entrance is through the main entrance. • The ride seats are single seats that you must ride by yourself. • Guests must be able to sit in an upright position, control seated posture and be restrained by a seatbelt. • 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.	• Wheelchair entrance is through the exit gate. • The ride seat is a swinging two seat bench. • Guests must be able to sit in an upright seated 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. • The Operator can stop the moving ride vehicle if more time is required for boarding or exit. • Guests utilizing the accessibility program at the Sky Ride will be loaded at the station bull wheel with the ride stopped.
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.	• Wheelchair entrance is through the exit gate. • The ride seat is a single seat on a 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 are prone to motion sickness or have a fear of heights. • We recommend you ride with one or two companions.

Tanks 	<i>The Tanks are located inside Kiddieland and provide young children the opportunity to battle each other in the desert.</i>	• Wheelchair entrance is through the attraction's main entrance. • The ride seats are bench seats. • Guests must be able to sit in an upright position, control seated posture and be restrained by a seatbelt. • 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.
Time Winder 	<i>Time Winder is a family thrill ride with fast circular movements which are mechanically synchronized. Each gondola holds 4 riders. The central tower rotates about a vertical axis, while the arms swing about a horizontal axis in a circular motion. The arms move in opposite directions when viewed from one side. The gondolas always remain upright.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a single seat on a moving ride vehicle. • Guests must be able to sit in an upright position and control seated posture. • Guest must have one fully functioning leg and one fully functioning arm. • Guest must have functioning vision or hearing. • 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 heights.
Turkish Twist 	<i>"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. Riders stand against the wall, and 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. The Turkish Twist is physically demanding on riders, and not for the faint of heart.</i>	• Access is through the exit stairs and main entry. 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, are taking any medication or have recently eaten.

Twist & Shout  	<i>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.</i>	• Wheelchair entrance is through the exit gate and ramp. • The ride seat is a bench seat. • Guests 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 access the load area and board the ride vehicle. • Do not ride this ride if you are prone to motion sickness.
Untamed  	<i>Untamed 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.</i>	• Wheelchair access is through the exit gate and exit ramp. • The ride seat is a single seat and you must sit by yourself. • Guests must be able to sit in an upright position, control seated posture and be restrained by an over the shoulder restraint. • 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 heights. • For emergency exiting, Companion assistance may be required to exit the ride vehicle and navigate stairs to the exit area. • We recommend that you ride with one or two companions.
Venetian Carousel  	<i>The Venetian Carousel is fun for both adults and children! Riders can choose from a number of animals or bench or rocking seats.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a carousel animal or bench. • Guests must be able to sit balanced on carousel animals or sit on a bench in an upright-seated posture. • Companion assistance may be required to access the load area and board the ride vehicle. <i>Do not ride this ride if you have balance problems or are prone to motion sickness.</i>

Wave Blaster 	<i>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.</i>	• Wheelchair entrance is through the exit gate. • The ride seat is a single seat on a moving ride vehicle. • Guests 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 heights.
Wipeout 	<i>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.</i>	• Wheelchair access is through the exit gate. • The ride seat is a bench seat. • Guests 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. • We recommend that larger Guests sit towards the outside of the carrier.
Xtreme Frisbee 	<i>Ever wonder what you'd get if you combine Zero Gravity and the Pirate? The 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 46 feet back and forth in a pendulum motion.</i>	• Wheelchair entrance is through the exit ramp, then must navigate stairs. • The ride seat is a single seat on a moving ride vehicle. • Guests must be able to sit in an upright position, control seated posture and be restrained by and over-the-shoulder restraints. • 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 navigate steps to the unload platform. • Do not ride this attraction if you are prone to motion sickness or have a fear of heights.

Yankee Cannonball        	<i>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.</i>	• Wheelchair entrance is through the exit ramp. • The ride seat is a single seat and you must ride by yourself. • Guests 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 to the load platform. • For emergency exiting, companion assistance may be required to exit the ride vehicle and navigate stairs to the unload platform. • Do not ride this attraction if you have a fear of heights. • We recommend that you ride with one or two companions.
Zero Gravity  AND         	<i>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...</i>	• Access is through the exit gate and the Guest must navigate several stairs. • All Guests must walk into and stand for the duration of this ride. • 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 have epilepsy.