

## WARNING

Many rides at Michigan's Adventure are dynamic and thrilling. There are inherent risks in riding any amusement ride. For your protection, each ride is rated for its special features, such as high speeds, steep drops, sharp turns, or other dynamic forces. If you choose to ride, you accept all of these risks. Restrictions for guests of extreme size (height or weight) are posted at certain rides. Guests with disabilities should refer to our Ride Admission Policy available at Group Sales. Participate responsibly. You should be in good health to ride safely. You know your physical conditions and limitations, Michigan's Adventure does not. If you suspect your health could be at risk for any reason, or you could aggravate a pre-existing condition of any kind, **DO NOT RIDE!**

All passenger restraint systems, including lap bars, shoulder harnesses, and seatbelts, must be positioned, fastened, and tightened properly to allow guests to ride.

Information in this guide is subject to change.



## Welcome to Michigan's Adventure!

We are glad you are here! We have plenty of exciting rides for everyone. At Michigan's Adventure we are proud to have earned one of the best safety records in the industry. We are committed to providing our guests with a safe environment and we want our guests to have a safe and enjoyable day.

Many amusement park rides incorporate safety systems designed by the manufacturer to accommodate people of moderate physical stature and body proportion. These safety systems may place restrictions on the ability of an individual to safely experience the ride. Extremely large or small individuals, guests who have heart, back or neck trouble, pregnant women, people who have had recent surgery, people with casts, braces, restrictive devices, or disabilities may not be safely accommodated by these systems. For example, height requirements are based on the size needed for safety restraints to function properly and the level of maturity usually associated with a certain height.

The Ride Admission Policy of Michigan's Adventure has been developed in consultation with a biodynamics engineer and rehabilitation specialist, based on the recommendations of the manufacturer, our past experience, and our evaluation of each ride/attraction using our knowledge of the ride in both normal and emergency operating conditions. Our prime consideration is the ability of each person to endure the dynamics of a ride without risk of injury to that person or other riders.

If you feel that you or a member of your party may be affected by this policy, you are encouraged to visit the Group Sales Office to obtain a list of rides you can safely ride. Your Ride Admission Policy list will provide information for our ride operators to help accommodate you.



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## Ride Rating System

A Ride Rating Program has been designed which provides a scale for rating the thrill factor of each ride. The intent is to provide a scale to guide park guests in determining which attractions to ride based on their own experience level, physical condition, and abilities.

Each ride/attraction is placed into one of five categories:

### Michigan's Adventure

CATEGORY	DESCRIPTION
Low Thrill Rides	<b>1</b> Rides that are generally calm and gentle in nature.
Mild Thrill Rides	<b>2</b> Rides that generally have low speeds with gentle motion and braking. Rides have smooth transitions with some changes in elevation and speed.
Moderate Thrill Rides	<b>3</b> Rides that generally have low to medium speeds and/or heights with moderate motion and braking. Riders may encounter unexpected changes in direction and/or speed during portions of the ride.
High Thrill Rides	<b>4</b> Rides that generally have medium to high speeds and/or heights with moderate to rapid braking. Riders may encounter unexpected changes in speed, direction and/or elevation.
Aggressive Thrill Rides	<b>5</b> Rides that generally have one or more of the following: high speeds and/or heights, aggressive and unexpected forces, and rapid directional or elevation change. Riders will encounter many unexpected rapid changes in speed, direction and/or elevation.

### WildWater Adventure Waterpark

CATEGORY	DESCRIPTION
Low Thrill Rides	<b>1</b> This is a low speed, and/or shallow water attraction.
Mild Thrill Rides	<b>2</b> This is a low to medium speed attraction, and/or water depth to 48". Some rider control, maneuvering and/or swimming skills required.
Moderate Thrill Rides	<b>3</b> This is a medium speed attraction. Height and water depth may vary. Moderate or unexpected forces can be generated during the ride. This attraction may require rider control and/or strong swimming skills. Physical activity may be strenuous.
High Thrill Rides	<b>4</b> This is a fast paced ride experience. Riders will encounter changes in speed, direction, elevation, strong water currents, and/or depth of water, some of which is unexpected. This attraction requires rider body control and strong swimming skills.
Aggressive Thrill Rides	<b>5</b> This is a high speed and/or deep water attraction with turbulent turns, drops and/or strong water currents with changes in speed, direction, elevation and/or deep water, which may be unexpected. This attraction requires rider body control and strong swimming skills.

### KEY TO SYMBOLS

The following symbols and ride ratings are used to define our rides on the following pages.

Ambulatory Attraction	Not recommended for guests with neck trouble	72 MPH Maximum Speed of Ride	Must be at least this height to ride.
Accommodates Wheelchair	Not recommended for pregnant women	Must be accompanied by responsible person, of proper height to ride	Cannot be any taller than this to ride/participate
Transferable Attraction	Not recommended for guests who have had recent surgery	Must be accompanied by a child to ride/participate	200 FEET HIGH Maximum Height of Ride
Not recommended for guests with back trouble	Not recommended for guests with heart trouble or high blood pressure	Life jacket is required	42" Water Depth Maximum Water Depth

## Alternate Access Entrances

The Ride Admission Policy and Alternate Access Entrances are designed to help you safely experience our facilities. Rides with Alternate Access designations will make boarding easier for guests with restricted mobility. If you require the use of an Alternate Access Entrance to enter a ride, please visit the Group Sales Office to obtain a Ride Admission Slip.

Not everyone can safely enjoy every ride. The safety of our guests and employees is the #1 Priority at Michigan's Adventure. Safety is a shared partnership between the park and our guests. Guests are asked to review and carefully consider the ride restrictions using good judgment. However, we reserve the right to make the final decision regarding eligibility of a ride based on a person's size, weight, or other limitations. Please refer to your individual Ride Admission Policy list for rides that will safely accommodate you.

In an effort to be fair to all of our guests, those requesting the use of our Alternate Access Entrances will be asked to have at least one able-bodied member of their party move through the queue in a normal fashion. Guests with restricted mobility may rest in a comfortable spot until the party member in line is ready to board, at which time the guests with restricted mobility may enter the ride via the Alternate Access Entrance. Designated Alternate Access Entrances will be identified with a sign. This service is for a guest with restricted mobility and a maximum of one riding companion.

The following guidelines will be of assistance when using Alternate Access Entrances.

1. At least one able-bodied member of the party should move through the queue in the normal fashion. Guests with restricted mobility are not allowed to "cut in line" and ride before those guests who are already waiting.
2. Until your boarding time arrives, you may rest in a comfortable location.

3. Once your party is ready to board, you may enter through the Alternate Access Entrance.
4. Michigan's Adventure personnel are not trained in helping you transfer from wheelchair to ride unit and are not permitted to do so. You should plan your visit with someone who can physically help you when necessary.
5. No more than the two guests will be permitted unless extenuating circumstances exist (i.e. only one responsible person and several children). Other members of your party are asked to enter the ride in the standard manner through the queue. Alternate Access Entrances are intended to accommodate wheelchairs and those guests with restricted mobility and not to bypass others waiting in line.
6. Not all rides have an Alternate Access Entrance. If in doubt, ask the ride host at the ride for the easiest means of boarding.
7. The guest with restricted mobility must ride in order for his/her party to use the Alternate Access Entrance. If the guest with the disability chooses not to ride, his/her party must wait in the line.

## Please Ride Safely

Section 408.668 of Act 225 of the Michigan Carnival-Amusement Safety Act of 1966 describes that a rider must obey all warnings and operator instructions (written and verbal) regarding amusement park rides and behave in a manner that will not cause or contribute to injury to himself or others.

As a rider, you are responsible for your own safety. Please read this brochure and all instructional signage before riding. Listen to and follow all operator instructions. Any person who intentionally removes a safety restraint, violates a park safety policy, or appears to be under the influence of alcohol or chemical intoxicants will be removed from the park without a refund.

### Before riding, please note all safety warnings for each ride. In general:

- Face forward and remain seated in an upright position and hold on until the ride comes to a complete stop.
- Secure loose items (glasses, hats, wallets, keys, etc.) or leave them with a non-rider.
- Fasten and tighten your seatbelt, lap bar, or shoulder harness and keep it fastened at all times.
- No picture taking or video recording while riding.
- Please keep all parts of your body inside the ride unit at all times.
- Shirt, shoes, and shorts/pants are required on all amusement park rides.
- You are responsible for your personal property.
- Please finish food and drink before boarding the ride.
- Smoking is allowed in designated areas only.




## Supervise children at all times

Children may be "officially" measured (and receive a wristband if qualified) at the Group Sales Office, Guest Relations, the First Aid Building, or at Tube Rental. For the safety of your children, a standard play shoe which does not contribute excessively to the child's height is required in the amusement park. In the waterpark height measurements are taken in bare feet.

## Special Services

We are trying to make Michigan's Adventure as enjoyable and barrier free as possible. Should you find that you need assistance at any point during your visit, please do not hesitate to ask any one of our staff members. They will be happy to assist you in any way needed to make your visit more enjoyable.

Listed below are some of the services we offer. Please feel free to suggest areas in which we might improve in the future.

1. A limited supply of wheelchairs and electric scooters are available for rental at Guest Relations at the entrance of the amusement park. However, since wheelchairs are rented on a first-come, first-served basis and cannot be reserved in advance, we urge guests to bring their own wheelchair.
2. Guests may recharge their wheelchair batteries at Guest Relations or at the First Aid Building.
3.  Our First Aid Building is located between the amusement park and waterpark.
4. Guests requiring handicap parking spaces should turn on hazard lights and ask security personnel for the exact location. Permits are required to use these spaces. Don't forget to turn off your lights.
5. Private restroom facilities for guests needing the assistance of another guest are available at the First Aid Building, at the waterpark restrooms near Beach Bites concession, and the restrooms near Adventure Falls. Wheelchair accessible stalls are located at all restrooms.
6. Although food and beverages are not allowed in the park, individuals who have special diet/need items due to a medical condition are asked to visit our Group Sales Office. Small coolers will be permitted in the park to accommodate such needs.
7. If you need further information or have a special need that is not addressed here, please visit our Group Sales Office or call 231.766.9959.

## Service Animals

Guests with service animals should follow the same procedures on the attractions as those outlined for guests with mobility impairments. Because of the aggressive nature of some attractions, service animals must be left with a non-riding member of the guest's party, on those attractions not designated for service animals.

Service animals are not permitted on waterpark attractions, due to Health Department regulations. A designated "break" area for service animals is located beside the midway to the west of the entrance to Shivering Timbers.

## Basic Information

Guests with heart, back, or neck problems, or other hidden conditions, as well as pregnant women, or those who have had recent surgery, should carefully heed all warning signs at each ride entrance.

Generally to ride, guests must have the ability to brace themselves upright in the seat and support their head and neck during the ride movements.

## Casts and Braces

Guests with casts or braces will be restricted from riding rides where the cast/brace will not fit inside the ride unit, or may present a hazard to the guest or others. Guests with full arm (elbow restricted) and full leg (knee restricted) casts or braces are restricted from most rides and slides in the waterpark. Forearm casts are permitted on a limited number of rides in the amusement park, and in the waterpark. Please consult with the Group Sales Office for additional information.

## Before You Ride

If in doubt about your ability to safely experience a ride, we urge you to consult with our staff at the Group Sales Office.



Rides using this symbol can accommodate guests who are able to transfer from the wheelchair to the ride unit by themselves or assisted by a member of their party. Michigan's

Adventure personnel are not trained in transferring guests from wheelchairs to ride units and are not permitted to do so. You should plan your visit with someone who can physically help you when necessary.

On all rides where guests in wheelchairs can be accommodated, the guests will have to leave their wheelchairs to be seated.

Guests with any type of prosthesis should not ride Flying Trapeze or Thunderhawk. A prosthetic device is permitted on waterpark attractions if it does not have any part that would damage the slide. A prosthetic device with a brace, bracket, or screws would not be permitted.

## Evacuations

Evacuations may be required due to such causes as a mechanical problem, weather conditions, or power interruption. Ride units may also stop at the top of lifts or on the ride course, due to mechanical reasons. If an evacuation is required, guests may need to maneuver across catwalks, from the highest point of the ride, and down steeply inclined catwalks or steps.

## Definitions

Every ride entrance lists height requirements and special instructions regarding the ride. Michigan's Adventure uses the following terms:

**Responsible Person:** A responsible person is someone who meets all the requirements to ride the ride themselves, is 16 years of age or older, and demonstrates appropriate observed behavior.

**Accompanied By:** Whenever a guest needs accompaniment, the accompanying person must meet all the ride requirements, as well as assist the guest. This includes helping the guest in the boarding and exiting of the ride, assisting the guest in maintaining postural control while riding, and assisting the guest down stairs, catwalks, or ladders in case of an evacuation.

**Hand-held Infant:** A hand-held infant is a child who is unable to walk to the ride unit independently or maintain independent seated postural control.

**Functioning Extremity:** A functioning extremity is a limb over which a person has control. A prosthetic device is considered a functioning extremity.

**Ability to Hold On or Brace:** Ability to use one's arms to maintain a grasp on an assist bar and support one's body during normal and emergency procedures on a ride and to use one's legs to brace to maintain a seated position during the forces of the ride.

## Criteria

Michigan's Adventure Ride Admission Policy is designed to allow our guests to participate in the enjoyment of our parks as much as possible. The policy was developed by analyzing the physical and mental attributes required to safely ride each particular ride. Each ride was evaluated for the criteria necessary for an individual to ride safely. It is our policy to allow anyone to ride who meets all these requirements and is not a hazard to himself or others. We continue to evaluate and update our Ride Admission Policy as necessary.

The evaluation of each ride considered the following eleven (11) criteria which may be required to ride a particular ride safely.

### 1. Ability to exhibit independent seated postural control under the dynamic conditions of the ride.

*Explanation: The guest must have the body and spinal control to sit upright without the aid of other people or devices and be able to maintain the proper riding posture even during bumping or other characteristic movements of the ride. Certain ride units such as carousel horses require the ability to form a saddle posture with the guest's thighs.*

### 2. Appropriate center of gravity.

*Explanation: The guest's body must have the appropriate weight distribution for that ride.*

### 3. Control of upper torso including neck and head.

*Explanation: The guest must have sufficient muscle control to support head, neck, and upper torso during the course of the ride, including the dynamic motion of the ride (fast accelerations, quick decelerations, steep inclines, etc.).*

### 4. Ability to hold on with one functioning arm.

*Explanation: A functioning arm is an upper extremity or prosthesis exhibiting good grip control, the ability to brace, and enough strength to allow the guest to maintain the proper riding position throughout the duration of the ride.*

### 5. Ability to hold on with two functioning arms.

*Explanation: Ability to hold on with two functioning arms as defined above.*

### 6. Ability to brace self with one functioning leg.

*Explanation: Guests must have one functioning leg to be used for bracing the body during the course of the ride. A functioning leg may be a normal leg or a prosthesis which can be used for bracing.*

### 7. Ability to brace self with two functioning legs.

*Explanation: Guests must have two functioning legs to be used for bracing the body during the course of the ride and maintaining balance when entering and exiting a ride unit. A functioning leg may be a normal leg or a prosthesis which can be used for bracing.*

## 8. Minimum of two functioning extremities.

*Explanation: Guests must have a minimum of two functioning extremities (two legs, two arms, or one arm and one leg) to brace themselves during the ride and assist in entering and exiting the ride unit.*

## 9. Minimum of three functioning extremities.

*Explanation: Guests must have a minimum of three functioning extremities (two legs and an arm or two arms and one leg) to brace themselves (with tripod bracing) during the ride.*

## 10. Ability to enter/exit the attraction within specified parameters without endangering self or others.

*Explanation: Guests must be able to enter and exit the ride without jeopardizing themselves or others and to assist with their own evacuation, if necessary. This may include special arrangements such as entering through the exit or having someone aid you in boarding. For the safety of our team members and guests, ride hosts are instructed not to perform any lifting of guests, other than in the children's area.*

## 11. Appropriate Observed Behavior:

*Explanation: Guest demonstrates appropriate observed behavior indicating a willingness and ability to participate and/or follow rider requirements. Appropriate observed behavior may include, but not be limited to maintaining proper riding position, attention and compliance to safety instructions, proper use of all ride safety equipment and willingness to participate.*

In addition to the basic physical and mental requirements defined above, each ride was evaluated relative to specific temporary conditions which may prevent a guest from safely riding a particular ride. Specific conditions evaluated were:

- Cervical collar or neck brace
- Broken collar bone
- Full arm cast

- Braced arm cast
- Full leg cast
- Bilateral abduction leg casts (brace between legs)
- The suitability of safely carrying hand-held infants on each ride
- Minimum Height Requirement
- Maximum Height Requirement
- Riders accompanied by a responsible person
- Ability to accommodate Service Animals

Guests with temporary physical conditions as listed above should stop by the Group Sales Office for a list of available attractions that they can ride.

## Guests of Larger Size

All passenger restraint systems, including lap bars, shoulder harnesses, and seatbelts must be positioned and fastened properly to allow guests to ride. Due to rider restraint system requirements, guests of larger size may not be accommodated on some of our rides. This may apply, but not be limited to, guests who exceed 6' 2" in height, those who exceed 250 pounds, have a 46" waistline or 54" chest, or women size 18 or larger. You may enter the ride via the exit to ensure that restraints function properly prior to waiting in line.

Our larger guests may experience difficulty on Adventure Falls, Be Bop Blvd., Corkscrew, Flying Trapeze, Go-Karts, Mad Mouse, Shivering Timbers, Thunderhawk, Winky the Whale, Wolverine Wildcat, and Zach's Zoomer.

You may enter the ride via the exit to ensure that the restraints can function properly prior to waiting in line. A test seat is also located at the entrance to the Thunderhawk

## Guests Using Wheelchairs

A limited supply of wheelchairs and electric scooters is available for rental at Guest Relations on a first-come, first-served basis. However, wheelchairs cannot be reserved in advance.


## If evacuation is required:


If evacuation from a ride/attraction is required, for safety reasons, we may evacuate ambulatory guests prior to those guests using wheelchairs. If so, you accept any danger due to delayed evacuation or if we need to physically lift or lower you.


## Guests with Medication

Our First Aid Building is available during park hours. Refrigeration for medication is offered at the First Aid Building. The First Aid Building is located on the midway between the waterpark and the ride park. Medical equipment can be stored at our First Aid Building.

## Access Symbols

 This symbol is used to identify rides where guests may remain in their wheelchair.

 This symbol is used to identify rides where guests must be able to walk independently or be assisted by a member of their party.

 Rides using this symbol can accommodate guests who are able to transfer from the wheelchair to the ride unit by themselves or assisted by a member of their party.

# AMUSEMENT PARK

## Adventure Falls 4



This is a water flume ride with a large 20 passenger boat. The ride produces a large and forceful splash. Whether riding or standing on the Adventure Falls Bridge, you will become completely soaked. A lap bar secures across the laps of all riders on the bench. This ride may not accommodate guests of a larger size. Access is through the Fast Lane entrance to the right of the main entrance. Guests will have to take several steps and be capable of entering and exiting the boat, which may shift. Do not use the ride restraints for entering and exiting as they may shift. Guests experiencing the splash on the bridge must hold on at all times.

## Airplanes 2



This is a children's ride that travels a circular path and can go up into the air. A seatbelt is designed to hold guests in the ride by securing across the lap. Seatbelts must be fastened and tightened at all times. Weight limit is 75 pounds per seat. No hand-held infants. Access is available through the entrance. Guests must be able to take several steps and climb into the ride unit on their own, or with the assistance of a companion.

## Be-Bop Blvd. 2



This is a self-propelled electrical car ride designed for families which travels along a track. Due to the unique nature of the cars, seating may not accommodate very large or very tall individuals. No hand-held infants. The restraint mechanism is a seatbelt designed to hold guests in the ride by securing across the lap. Seatbelts must be fastened at all times. Alternate access is available through the gate which is located to the left of the exit. To facilitate boarding, a transfer device is available upon request. Guests must be able to transfer on their own, or with the assistance of a companion.

## Big Dipper 3



This is a family roller coaster. A lap bar is designed to hold guests in the ride by securing across the lap of the riders, and a seatbelt is designed to hold guests in the ride by securing across the lap. Seatbelts must be fastened and tightened at all times. Due to the nature of a family roller coaster, seating may not accommodate very large or very tall individuals. Weight limit is 340 pounds per bench. Access is available through the entrance. To facilitate boarding, a transfer device is available upon request. Guests must be able to transfer on their own, or with the assistance of a companion.

## Bumper Boats 2



These are motorized boats controlled by guests, designed for bumping into each other. Maximum weight of 300 pounds per boat. All participants must wear life jackets. Alternate access is available through the ride's exit, where guests will encounter a ramp. Guests will have to walk several steps on their own or with the assistance of a companion, including stepping down into a wet, unsteady boat while loading and unloading.

## Carousel 1



This is a circular ride with seats mounted on animals that move up and down. Guests must be able to hold on to the animal and also grip the animal with his/her legs. Riders must be capable of straddling the animal on which he/she is riding. Chariot seating is available. Weight limit is 170 pounds per animal and 680 pounds per chariot. Access is available through the entrance. Guests will need to take several steps on their own or with the assistance of a companion, including stepping up onto an unsteady platform.

## Corkscrew 5



This is a high speed looping roller coaster that turns riders upside down twice. Riders will experience weightlessness and rapid movements from side to side. A shoulder harness with safety belt secures each rider over the shoulders and across the chest. This ride may not accommodate guests of a larger size. Guests requiring alternate access should enter and exit via the elevator, located near the exit of the ride. To facilitate boarding, a transfer device is available upon request. Guests must be able to transfer on their own or with the assistance of a companion. Do not use the ride restraints for entering and exiting as they may shift.

## Dodgem Cars 4



This is a bumper car ride. Guests should be able to brace to maintain seated position during ride, including bumping into other cars. If guest cannot steer and depress accelerator while seated normally, another individual must accompany the guest to drive. The seatbelt must be fastened across the chest and under the arms of each rider at all times. Alternate access is available through the gate located to the right of the entrance. Guests will need to take several steps on their own or with the assistance of a companion, including stepping up onto a vehicle which may shift. Do not use the ride restraints for entering and exiting as they will shift.

## Drummer Boy 1



This is a family ride that travels a circular path while individual seats rotate on an axis. Each rider must be secured by a seatbelt which secures across the riders' laps. Seatbelts must be fastened and tightened at all times. Maximum weight is 1,000 pounds per drum. Alternate access is available through the exit. Guests will need to take several steps on their own or with the assistance of a companion, including stepping up into the ride unit which may shift.

## Elephants 2



This is a children's ride that travels a circular path and can go up into the air. A seatbelt is designed to hold guests in the ride by securing across the lap. Seatbelts must be fastened and tightened at all times. Weight limit is 75 pounds per seat. No hand-held infants. Access is available through the entrance. Guests must be able to take several steps and climb into the ride unit on their own, or with the assistance of a companion.

# Rider Safety Guidelines

The table below lists rider requirements for each attraction based on the evaluations listed above. The numbered column headings correspond to the numbered evaluation listed above. The letter key for the table is listed at the bottom of the table.

Attraction Name	Rider Requirements																					
	Seated Postural Control	Appropriate Center of Gravity	Upper Torso Control	One Functioning Arm	Two Functioning Arms	Two Functioning Leg	Two Functioning Legs	Three Functioning Extremities	Ability To Enter/Exit Ride Safely	Appropriate Observed Behavior	Cervical Collar or Neck Brace	Broken Collar or Neck Brace	Full Arm Cast	Braced Arm Cast	Full Leg Cast	Braced Between Legs	Hand-held Infants	Minimum Height	Maximum Height Requirement	or accompanied by responsible person	Accommodates Service Animals	
<b>Amusement Park</b>																						
Adventure Falls	Y	Y	Y	Y		Y		Y	Y	N	N	N	N	N	F	N	46"			N		
Airplanes	Y		Y	Y		Y		Y	Y	Y				F			N	36"	54"		N	
Be-Bop Blvd.	*		Y	*				Y	*	N			F	F	F	N				42"	N	
Big Dipper	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	F	F	N	36"		42"	N	
Bumper Boats	Y	Y	Y	Y		Y		Y	Y	*	N	N		N	F	F	N	44"		54"	N	
Carousel	C1	C1	C1	C1		H			*	C1					C	C	C1			46"	Y	
Corkscrew	Y		Y	Y	S1	Y		E		Y	Y	N	N	N	N	N	F	N	48"		N	
Dodgem Cars	Y	Y	Y	Y		Y		Y	Y	*	N	N		N	F	F	N	48"			N	
Drummer Boy	Y	*	Y	Y		Y		Y	Y	*				F	F	F	N				N	
Elephants	Y		Y	Y		Y		Y	Y	Y				F			N	36"	54"		N	
Flying Trapeze	Y	Y	Y	Y	G	Y		Y	Y	Y	N			N	N	F	N	48"			N	
Frog Hopper	Y	Y	Y	Y	G		Y		Y	Y	Y	N	N		N	N	F	N	36"		N	
Go-Kart Driver	Y		Y	Y		Y		Y	Y	Y	N	N	N	N	N	F	N	60"			N	
Gondola Wheel	*							Y	*					F	F	F	*			48"	Y	
Grand Rapids	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	F	F	N	42"		46"	N	
HydroBlaster	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	N	F	N	48"			N	
Jr. Go-Karts	Y		Y	Y		Y		Y	Y	Y	N	N	N	N	N	F	N	42"	54"		N	
Kiddie Cars	Y		Y	Y		Y		Y	Y	Y				F	F	F	N		54"		N	
Logger's Run	Y	Y	Y	Y	G1	Y		Y	Y	Y	N	N		N		F	N	36"		46"	N	
Mad Mouse	Y	Y	Y	Y	G	Y		Y	Y	Y	N	N	N	N	F	F	N	44"		48"	N	
Mini Enterprise	Y		Y	Y		Y		Y	Y	Y				F			N	36"	54"			
Motorcycles	Y		Y	Y		Y		Y	Y	Y				F	N	N	N		54"		N	
RipCord	Y	Q	Y		Q	Y		Y	Y	Y	N	N	N	N	N	N	N	48"			N	
Scrambler	Y	Y	Y	Y	G1	Y	L	Y		Y	Y	N	N		N	F	F	N	36"		48"	N
Sea Dragon	Y	Y	Y	Y	G	Y		Y	Y	Y	N			N	N	F	F	N		48"	N	
Shivering Timbers	Y	Y	Y	Y	G	Y		Y	Y	Y	N	N	N	N	N	F	N	48"			N	
Speed Splashers	Y		Y	Y		Y		Y	Y	Y				F	F	F	N				N	
Swan Boats	Y	Y	Y	*		Y		Y		Y	Y	N			F		N		54"		N	
Thunderbolt	Y	Y	Y	Y	G1	Y	L	Y		Y	*	N	N		N		N	42"		46"	N	
Thunderhawk	Y	E	Y	Y	S1	E		Y		Y	Y	N	N	N	N	N	F	N	52"	78"	N	
Tilt-A-Whirl	Y	Y	Y	Y	G	Y		Y	Y	*	N	N		N	F	F	N			46"	N	
Timbertown Railway	B							Y	B					F			B			46"	Y	
Trabant	Y	Y	Y	Y	G1	Y		Y		Y	*	N	N		N	F	F	N	42"		48"	N
Winky the Whale	Y		Y	Y		Y		Y	Y	Y				F	F	F	N				N	
Wolverine Wildcat	Y	Y	Y	Y	G	Y		Y	Y	Y	N	N	N	N	F	N	N	48"			N	
Zach's Zoomer	Y	Y	Y	Y	G	Y		Y	Y	Y	N	N	N	N	F	N	N	40"		46"	N	
<b>Waterpark</b>																						
Beach Party			*						Y	Y	O						O				N	
Beach Party Slides	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	N	N	N	36"			N	
Boogie Beach	*		*				*		Y	*	N	N	Z	N	Z	N	Z*			42"	N	
Commotion Ocean	*		*				*		Y	*	N	N	Z	N	Z	N	Z*			42"	N	
Cyclone Zone	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	N	N	N	42"			N	
Funnel of Fear	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	N	N	N	48"			N	
Half Pint Paradise	Y	Y	Y	Y		Y		Y		*	Y	N	N	N	N	N	N		48"		N	
Lagoon	*		*						*	*							*				N	
Lazy River	*		*				*		Y	*	N	N		N	N	N	*				N	
Mammoth River	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	N	N	N	48"			N	
Mine Shaft	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	N	N	N	48"			N	
Pirate's Plunge/Gang Plank	Y	Y	Y	Y		Y		Y		*	Y	N	N	N	N	N	N				N	
Slidewinders	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	N	N	N	48"			N	
Snake Pit	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	N	N	N	42"			N	
Tidal Wave Pool	*		*				*		Y	*	N	N	Z	N	Z	N	Z*			42"	N	
Wild Slide/Ridge Rider	Y	Y	Y	Y		Y		Y	Y	Y	N	N	N	N	N	N	N	48"			N	

The table above should be used as a planning guide only. Each individual rider has different capabilities, and the suggestions in the above table do not guarantee that an individual will be able to participate on a specific attraction. Height requirements are subject to change.

TABLE KEY		
<b>*</b> Must be accompanied by a responsible person.	and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputation(s) must be at the knee or below.	<b>O</b> Not permitted to participate on elevated activity area.
<b>B</b> Must be seated with a responsible person in the center of the bench.	<b>G1</b> Two functioning arms are sufficient instead of one functioning arm and one functioning leg if the guest has normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputation(s) must be at knee or below.	<b>Q</b> Proper functioning of the flight suit must be maintained.
<b>C</b> Must ride in chariot.	<b>H</b> Must have the ability to straddle ride unit.	<b>S1</b> Two functioning arms are sufficient instead of one functioning arm and one functioning leg if the guest is able to form a saddle posture with leg remnants sufficient to brace self upright in seat against the shoulder harness.
<b>C1</b> Must ride in chariot and be accompanied by a responsible person.	<b>L</b> Guest may have two functioning legs instead of one functioning arm and one functioning leg.	<b>X</b> Must meet this requirement.
<b>E</b> Guest must have sufficient lower extremities to ensure the ride restraint system adequately restrains them.	<b>N</b> May not ride with this condition.	<b>Y</b> Must have this criteria to ride.
<b>F</b> Cast/Brace must fit appropriately inside ride unit.		<b>Z</b> Must stay in two feet of water or less.
<b>G</b> Two functioning arms are sufficient instead of three functioning extremities if guest has a normal center of gravity		

### Flying Trapeze 3



This is a swing ride with free hanging swings suspended from an elevated, turning, slanted tower. The restraint mechanism is a lap bar secured by a safety restraint designed to hold guests in the seat. A seatbelt also is meant to secure the guest in the seat around the chest. Seatbelts must be fastened and tightened at all times. Due to the unique double restraint mechanism of this ride unit, seating may not accommodate very large individuals. Weight limit is 210 pounds per seat. Guests with any type of prosthesis should not ride this attraction. Alternate access is available through the exit. Guests will be required to take several steps on their own or with the assistance of a companion, including maneuvering into a free hanging swing seat.

### Frog Hopper 2



This is a children's ride that goes up in the air and provides a bouncy trip down. A lap bar is designed to hold guests in the ride by securing across the thighs. There is also a seatbelt designed to hold guests in the ride by securing across the lap. Seatbelts must be fastened and tightened at all times. Due to the unique restraint mechanism of this unit, seating may not accommodate larger individuals. There is a 600 pound total weight limit per ride. Alternate access is available through the exit. Guests will be required to take several steps on their own or with the assistance of a companion, including maneuvering up and into a seat.

### Go-Karts 4



To drive, guests need to be able to steer the car and operate the brake and gas pedals, which requires both feet due to car design. Drivers must have sufficient visual acuity to maneuver in traffic. A three point over-the-shoulder harness is designed to hold guests in the ride by securing between the legs. The harness must be fastened and tightened at all times. Access is available through the main entrance. Guests will have to take several steps on their own or with the assistance of a companion. Guests will have to climb over the side of and then into the ride vehicle which is low to the ground.

### Gondola Wheel 2



Similar to a Ferris wheel, this is a family ride that travels 360 degrees in the air with 20 gondolas suspended from the outer rim of the wheel. Maximum weight per gondola is 1,296 pounds. Single riders are not permitted. Alternate access is available through the gate to the left of the main entrance. Guests will need to take several steps on their own or with the assistance of a companion. Guests will need to step down and through a narrow gate into a ride unit which will sway.

### Grand Rapids 4



This is a nine-person-raft, river rapids ride. You will get soaked! Rafts float and bounce down high-speed rapids, often rotating rapidly after impacting with the bank of the ride. Guests must transfer in and out of wet rafts. The restraint mechanism is a seatbelt designed to hold guests in the ride by securing across the bench. Seatbelts must be fastened at all times. Alternate access is available through the exit of the ride. Guests will need to take several steps, on their own or with the assistance of a companion. Guests will have to step over and down into wet rafts which will shift.

### HydroBlaster 4



This ride consists of two enclosed slides for one or two passengers that will give the riders roller coaster type drops as they slide through a wet and winding course. Minimum weight per raft is 90 pounds, and maximum weight is 350 pounds. Access is available through the main entrance. Guests will need to ascend several flights of stairs, on their own or with the assistance of a companion.

### Jr Go-Karts 2



To drive, guests need to be able to steer the car and operate the gas pedal, which requires one foot due to car design. Drivers must have sufficient visual acuity to maneuver in traffic. A seatbelt is designed to hold guests in the ride by securing both diagonally across the shoulder and across the pelvis. Seatbelts must be fastened and tightened at all times. Guests requiring alternate access should enter through the entrance, avoiding the queue. Guests will have to take several steps on their own or with the assistance of a companion. Guests will have to climb over the side of and then into the ride vehicle which is low to the ground.

### Kiddie Cars 1



This is a slow moving themed children's circular ride. A seatbelt secures each rider across the thighs and pelvis. No hand-held infants. The weight limit is 100 pounds per seat. Access is available through the main entrance. Guests will need to take several steps on their own or with the assistance of a companion. Guests will need to step up into a vehicle, or climb on to a vehicle.

### Logger's Run 4



This is a water flume ride; riders will get wet. To ride, guests must be able to maneuver into a rocking boat and brace for a plunge down a chute, and a splash of water. Alternate access is available along the walkway to the right of the exit. Guests will have to take several steps on their own or with the assistance of a companion, including stepping down into a wet, unsteady boat while loading.

**Warning:** This ride contains strobe lighting.

### Mad Mouse 4



This is a medium-high speed roller coaster with quick dips and sharp curves. A lap bar is designed to hold guests in the ride by securing across the thighs, and a seatbelt is designed to hold guests in the ride by securing across the lap. Seatbelts must be fastened and tightened at all times. Alternate access is available through the exit, located to the right of the main entrance. Guests will need to take several steps on their own or with the assistance of a companion, and up into the ride unit, between a 10" wide side-opening. Do not use the ride restraints for entering and exiting as they may shift.

## Mini Enterprise 2



This is a children's ride that travels a circular path and can go up into the air. A seatbelt is designed to hold guests in the ride by securing across the lap. Seatbelts must be fastened and tightened at all times. Weight limit is 75 pounds per seat. No hand-held infants. Access is available through the entrance. Guests must be able to take several steps and climb into the ride unit on their own, or with the assistance of a companion.

## Motorcycles 1



This is a children's ride that travels a circular path and pops-wheelies. A seatbelt is designed to hold guests in the ride by securing across the lap. Seatbelts must be fastened and tightened at all times. Weight limit is 100 pounds per seat. Children must be able to touch both feet simultaneously on the floorboards as they straddle the motorcycles. Access is available through the main entrance. Guests will need to take several steps and climb on to the ride, either on their own or with the assistance of a companion.

## RipCord 5



This is a SkyCoaster ride that features a 180 foot tethered free-fall at high speeds. Guests wear a full body harness that supports the flyer in a prone position. The harness is connected to the flight support cables. By reason of the restraint system inherent in the flight suits, it is necessary that the flyers possess two arms sufficient to be contained and restrained by the shoulder pads, and at least one leg sufficient to be contained and restrained by a leg strap. Access is available through the main entrance. Guests will need to take several steps on their own or with the assistance with a companion. Guests will need to climb several steps into the flight box, and stand independently for several minutes.

## Scrambler 3



Rotating cars are mounted on counter-rotating arms, which produces strong accelerations and side to side movement, changing force and direction rapidly. A shared lap bar and seatbelt per car is used to secure the riders. Maximum weight limit is 510 pounds per car. Alternate access is available through the exit. Guests will have to take several steps and be capable of entering and exiting elevated vehicles which may shift.

## Sea Dragon 3



This is a swinging boat ride. A lap bar is designed to hold all guests in the seat by securing across thighs. Due to the unique restraint mechanism of this unit, seating may not accommodate larger individuals. Weight limit is 680 pounds per row. Access is available through the main entrance. Guests will have to take several steps on their own or with the assistance of a companion, stepping up and into the ride unit. Do not use the ride restraints for entering and exiting as they may shift.

## Shivering Timbers 5



A high speed, wooden roller coaster with a combination of high speed banked turns and airtime humps. A lap bar and seatbelt secures each rider across the thighs and pelvis. This ride may not accommodate guests of a larger size. Alternate access is available via the exit ramp. To facilitate boarding, a transfer device is available upon request. Guests must be able to transfer on their own or with the assistance of a companion. Do not use the ride restraints for entering and exiting as they may shift.

**Warning:** this ride contains strobe lighting.

## Speed Splashers 1



This is a family attraction that travels in a circular path in water. Seating may not accommodate larger individuals. Maximum weight is 260 pounds per boat. A seatbelt which spans the seat is designed to keep guests seated. Seatbelts must be fastened and tightened at all times. Alternate access is available at the exit. Guests will need to take several steps on their own or with the assistance of a companion, including stepping across a gap of approximately 4" and down into the ride unit.

## Swan Boats 2



These are swan-shaped 1-2 person paddle boats. Boats are paddled with foot pedals similar to a bicycle and controlled with a tiller. At least one rider must be able to reach the pedals and pedal the boat sufficiently. All participants must wear life jackets which are provided. The maximum weight limit is 300 pounds per person, and 600 pounds per boat. No hand-held infants. Alternate access is available at the exit. Guests will need to take several steps on their own or with the assistance of a companion, including stepping down into a wet, unsteady boat while loading and unloading.

## Thunderbolt 3



This is a high speed, circular ride that follows a rolling up and down platform. A lap bar is designed to hold guests in the ride by securing across the lap and a seatbelt secures the rider across the pelvis. Seatbelts must be fastened and tightened at all times. Weight limit 340 pounds per car. Alternate access is available at the exit located at the front of the ride. Guests will need to take several steps on their own or with the assistance of a companion. Guests will need to climb a ramp and then step over and into a suspended ride unit which will sway. Do not use the ride restraints for entering and exiting as they may shift.



## Thunderhawk 5



This is a suspended roller coaster with cars that hang down from the track as the ride drops and turns. Riders will experience high speeds, weightlessness, and rapid movements from side to side and upside down. The shoulder harness must be fastened securely across the chest at all times with the safety belt fastened. Seating may not accommodate larger individuals. Alternate access is available via the exit, to the left of the entrance. Guests will need to take several steps, on their own or with the assistance of a companion. They will need to step up and hoist themselves into the ride seat. Do not use the ride restraints for entering and exiting as they may shift.

**Warning:** This ride contains strobe lighting.

## Tilt-A-Whirl 3



This is a circular ride where cars pivot by centrifugal force created by the ride's rotating table. A lap bar is designed to hold guests in the ride by securing across the lap. Maximum weight limit is 800 pounds per car. No hand-held infants. Alternate access is available through the Fast Lane entrance on the right side of the attraction. Guests will need to take several steps, on their own or with the assistance of a companion. Guests will need to maneuver into the ride seat, on a floor which may be at an angle, and which may sway. Do not use the ride restraints for entering and exiting as they may shift.

## Timbertown Railway 1



This is a traditional train ride. Riders should appear to be comfortably seated and be capable of hanging on. Hand-held infants must be seated in the center of the bench with a responsible person. Weight limit is 430 pounds per seat. Alternate access is available through the exit of the ride. This ride is able to accommodate wheelchairs. Please notify the ride host for assistance.

## Trabant 3



This is a circular ride that rises to a tilted position while rotating forward producing changes of force and direction rapidly. A lap bar is designed to hold guests in the ride by securing across the lap. Weight limit is 340 pounds per seat. Alternate access is available through the exit of the ride. Guests will need to take several steps, on their own or with the assistance of a companion. Guests will need to step up and shift sideways to enter the ride unit. Do not use the ride restraints for entering and exiting as they may shift.

## Winky the Whale 1



This is a family ride that travels a circular path and dips up and down. A seatbelt is designed to hold guests in the ride by securing across the lap. Seatbelts must be fastened and tightened at all times. Seating may not accommodate larger or taller individuals. No hand-held infants. Alternate access is available through the exit. Guests will need to take several steps on their own or with the assistance of a companion, including stepping up and into the ride unit which may shift.

## Wolverine Wildcat 5



This is a high speed, wooden roller coaster. A lap bar is designed to hold guests in the ride by securing across the thighs. A seatbelt secures the rider across the pelvis. Seatbelts must be fastened and tightened at all times. Seating may not accommodate larger or taller individuals. Alternate access is available via the exit ramp. To facilitate boarding, a transfer device is available upon request. Guests must be able to transfer on their own or with the assistance of a companion. Do not use the ride restraints for entering and exiting as they may shift.

## Zach's Zoomer 4



This is a junior wooden roller coaster. A lap bar is designed to hold guests in the ride by securing across the thighs, and a seatbelt which spans the bench. Seatbelts must be fastened and tightened at all times. Because it is a junior roller coaster, seating may not accommodate larger or taller individuals. Alternate access is available via the exit ramp. To facilitate boarding, a transfer device is available upon request. Guests must be able to transfer on their own or with the assistance of a companion. Do not use the ride restraints for entering and exiting as they may shift.

**Warning:** This ride contains strobe lighting.

## WATERPARK

### Life Jackets

A life jacket is required for anyone who is less than 48" tall in bare feet or is an inexperienced or non swimmer. Guests under 42" are required to wear life jackets and be accompanied by a responsible person. This policy will be enforced in the Tidal Wave Pool, Boogie Beach, and Commotion Ocean. Only Coast Guard approved life jackets are allowed as flotation devices. Life jackets are provided free of charge for guests who require one.

Height measurements in WildWater Adventure are taken in bare feet.

### Beach Party 2



This is an interactive play structure with various elements including a giant tipping bucket, sprayers, tipping pails, net crawls, rope bridges, and body slides. Pool depth is between 0" – 6" deep. Slides have varied height requirements. Guests need to have proper head and neck control and a minimum of two functioning extremities to use the slides. Guests must ride feet first, sitting, or lying on their backs. Access to upper levels requires climbing stairs.

### Boogie Beach 4



This is a large wave pool with depths ranging from zero to 7', with larger waves. Only strong swimmers are recommended in deep water. This attraction does accommodate wheelchairs to depths no more than the seat of the chair. A water wheelchair is available for guest use. Please inquire for availability at the Tube Rental Building.

## Commotion Ocean 4



This is a family wave pool with depths ranging from zero to 5', with smaller waves. This attraction does accommodate wheelchairs to depths no more than the seat of the chair. A water wheelchair is available for guest use. Please inquire for availability at the Tube Rental Building.

## Cyclone Zone 4



Three slides where guests choose one slide to ride down on a tube. Single rider tubes and double rider tubes may be used. Guests must carry tubes to top of the tower. Maximum water depth is 3' 6". Access to tower requires guests to walk up steps. Guests should be aware that one of the slides empties into the Lazy River. Access through the main entrance. Guests will need to ascend several flights of stairs, on their own or with the assistance of a companion.

## Funnel of Fear 5



This is a large tube slide for two to four riders who will travel through an enclosed slide before entering a funnel. Weight limit per tube is 700 pounds. Guests must carry tubes to top of tower. Access to tower requires guests to walk up steps. Maximum water depth is 3'. Access through the main entrance. Guests will need to ascend several flights of stairs, on their own or with the assistance of a companion.

## Half Pint Paradise 1



Water play area with two small slides. Maximum water depth is 1' 6".

## Lagoon 1



The Lagoon is a wading pool with three water fountains. Maximum water depth is 2' 8". This attraction does accommodate wheelchairs to depths no more than the seat of the chair. A water wheelchair is available for guest use. Please inquire for availability at the Tube Rental Building.

## Lazy River 2



This is a slow moving river tube ride which is 2' 8" deep. Single rider tubes and double rider tubes may be used. Guests must accompany a tube in the river. Alternate access is available at the west entrance to the river. Guests will need to transfer on their own or with the assistance of a companion, to a device and then progress into the Lazy River. A wheelchair lift is available for alternate access. Please ask a lifeguard for assistance.

## Mammoth River 5



This is a large raft slide for two or three riders. Weight limit per raft is 600 pounds. Maximum water depth is 3'. Access is available through the main entrance. Access to tower requires guests to walk up steps. Guests will need to climb several flights of stairs, and ascend a steep incline, on their own or with the assistance of a companion. Guests must carry a raft to top of the tower.

## Mine Shaft 5



This is a large, dark, enclosed raft slide for two or three riders. Weight limit per raft is 600 pounds. Maximum water depth is 3'. Access is available through the main entrance. Access to tower requires guests to walk up steps. Guests will need to climb several flights of stairs, and ascend a steep incline, on their own or with the assistance of a companion. Guests must carry a raft to top of the tower.

## Pirate's Plunge / Gang Plank 2



Two small body slides ending in a catch pool. Guests must ride feet first, sitting, or lying on their backs. There are no height requirements. However, hand-held infants are not permitted. Maximum water depth is 3'.

## Ridge Rider / Wild Slide 4



These are two high speed body slides with sudden drops designed for single riders. Access is available through the main entrance. Access to tower requires guests to walk up steps. Guests will need to ascend several flights of stairs, on their own or with the assistance of a companion.

## Slidewinders 5



These are three single-rider, partially enclosed serpentine body slides. Maximum water depth is 3' 6". Access is available through the main entrance. Access to tower requires guests to walk up steps. Guests will need to ascend several flights of stairs, on their own or with the assistance of a companion.

## Snake Pit 5



Three dark, enclosed tube slides where guests choose one slide to ride down on a tube. Only single-rider tubes may be used. Maximum water depth is 3' 8". Access is available through the main entrance. Guests will need to walk up several flights of stairs, on their own or with the assistance of a companion. Guests must carry tubes to the top of the tower.

## Tidal Wave Pool 4



This is our original wave pool with depths ranging from zero to 6', and medium waves. This attraction does accommodate wheelchairs to depths no more than the seat of the chair. A water wheelchair is available for guest use. Please inquire for availability at the Tube Rental Building.