WARNING

Many rides at Cedar Point 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 the Guest Services Office or Town Hall. Participate responsibly. You should be in good health to ride safely. You know your physical conditions and limitations, Cedar Point 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.
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

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<th>CATEGORY</th>
<th>DESCRIPTION</th>
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<tr>
<td>Low Thrill Rides</td>
<td>Rides that are generally calm and gentle in nature.</td>
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<td>Mild Thrill Rides</td>
<td>Rides that generally have low speeds with gentle motion and braking. Rides have smooth transitions with some changes in elevation and speed.</td>
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<tr>
<td>Moderate Thrill Rides</td>
<td>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.</td>
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<tr>
<td>High Thrill Rides</td>
<td>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.</td>
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<tr>
<td>Aggressive Thrill Rides</td>
<td>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.</td>
</tr>
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KEY TO SYMBOLS

These symbols along with the ride ratings are used to define our rides on the following pages.

- **Ambulatory**: Must be accompanied by supervising companion, of proper height to ride.
- **Accommodates Wheelchair**: Must be accompanied by a child to ride/participate. Cannot be any taller than this to ride/participate.
- **Transferable**: Must be at least this height to ride. Maximum Height of Ride.
- **Maximum Speed of Ride**: Life jacket is required. Maximum Water Depth.
- **Prohibited for guests with back trouble**: Prohibited for guests who have had recent surgery.
- **Prohibited for pregnant women**: Prohibited for guests with neck trouble.
- **Prohibited for guests with heart trouble or high blood pressure**:
Please Ride Safely
Under the Ohio Revised Code Section 1711.551 riders must obey all warnings and directions regarding amusement park rides and behave in a manner that will not cause or contribute to injury to themselves or others. Failure to comply is a misdemeanor.

While all amusement attractions have associated risks, certain individuals are at increased risk for injury from these attractions. Carefully evaluate each attraction to determine if you or members of your party can safely participate. We reserve the right to deny access to a ride to anyone who we feel may not be able to safely experience the ride or may be a hazard to other riders.

A Rider Safety Guide sign is posted at every ride entrance and alternate access entrance. These signs provide height requirements, health restrictions, ride ratings, ride accessibility, and special instructions regarding the ride. Please review these signs prior to accessing the ride and ensure to follow all instructions provided.

In general, all riders should be in good health and free from any conditions known or unknown that might be aggravated by riding. If you have any doubt about your ability to safely experience a ride, we urge you to consult with our staff at Guest Services. Remember, 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.

Generally, guests must have the ability to brace themselves upright in the seat and support their head and neck during the ride movements. Riders using wheelchairs will have to transfer from their wheelchair to the ride unit by themselves or assisted by a member of their party in order to be able to ride. You should plan your visit with someone who can physically help you when necessary.

As a rider, you are responsible for your own safety. Please read this guide 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 refund. FOR YOUR SAFETY, DO NOT ENTER AN UNAUTHORIZED AREA FOR ANY REASON. You may be seriously injured if you enter an unauthorized area.

Before riding, please note all safety warnings for each ride. In general:
• Face forward and remain seated in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.
• All passenger restraint systems, including lap bars, shoulder harnesses, and seat belts, must be positioned, fastened, and tightened at all times.
• Due to the nature of our rides, backpacks, purses, electronics, stuffed animals and other loose items are not permitted on most rides. Glasses must be secured. Smaller items may be secured in cargo pockets, waist packs, left in a locker or with a non-rider. Cedar Point is not responsible for lost or stolen items. You are responsible for your personal property.
• No picture taking, cell phone or electronic usage while riding.
• Keep all parts of your body inside the ride unit at all times.
• Shirt, shoes, and shorts/pants are required on most amusement park rides.
• Finish food and drink before boarding.
• Smoking, including e-cigarettes, is only permitted in designated smoking areas.

Alternate Access Entrances & Attraction Boarding Passes
Cedar Point’s Ride Admission Policy and Alternate Access Entrances are designed to help you safely experience our facilities and provide equal access to all guests.

The safety of guests and associates is our #1 priority at Cedar Point. Safety is a shared partnership between the park and our guests. Not everyone can safely enjoy every ride. 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 the eligibility of a rider based on a person’s size, weight, willingness to ride, or other limitations. Please refer to your individual Rider Access Form for rides that will safely accommodate you.

If you require the use of an Alternate Access Entrance, please visit Guest Services or Town Hall to obtain a Rider Access Form, Boarding Pass, and Guest Assistance Guide. The Guest Assistance Guide explains the ride entry guidelines and procedures and provides specific information related to each attraction. Alternate Access Entrances are intended to accommodate guests with mobility restrictions or Autism Spectrum Disorder (ASD) and not to bypass others waiting in line. This service is available for a guest with restricted mobility or ASD and up to three companions.

To provide equal access for all guests, we have developed a Boarding Pass Program which allows guests with mobility restrictions or ASD to access rides at specified times via the Alternate Access Entrance (usually a ride’s exit) in order to avoid crowds and waiting in the regular lines.

Guests who are in possession of a boarding pass will obtain a boarding or “ride” time on the boarding pass that is equal to the anticipated wait time for a particular ride from the ride associate at the alternate access entrance (usually a ride’s exit). Guests can then choose to rest comfortably away from the queue area or visit a shop, see a show or play a game until their boarding time.

Information on where guests access the ride is posted on each Ride’s Rider Safety Guide Sign. All guests, regardless of point of access, are required to meet all riding requirements for the ride, including height and medical restrictions in order to ride/participate.

**Here’s How It Works**

- The guest with a mobility impairment or ASD should visit Guest Services or Town Hall upon his/her arrival at the park to express his/her inability to wait in the regular line. Some questions are asked to ensure that the rider has the required physical criteria in order to safely experience rides, and a Boarding Pass is issued for the guest in question and up to 3 riding companions.
- In addition to a Boarding Pass, the guest with a mobility impairment or ASD will receive a “Rider Access Form” that lists the rides that the guest with a disability can safely enjoy.
- The rider (or a member of their party) obtains a boarding time from the ride associate at the Alternate Access Entrance, equivalent to the length of the ride line. The rider can then wait comfortably away from the queue area.
- The guest listed on the Boarding Pass must be present as a rider when a Boarding Pass is being utilized.
- Guests may not accumulate more than one boarding time at a time.

Due to the nature of the attractions in Cedar Point Shores, Alternate Access and Boarding Passes are only available at Cedar Creek via the entrance/exit. Boarding Passes, however, are required for Halloween Mazes/Houses if the maze has a line.

**Additional Information and Services**

We are trying to make Cedar Point 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 associates. 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.

**Assisted Listening Devices**

Assistive listening systems utilize a lightweight wireless device that receives a signal from transmitters at certain locations in order to amplify sound. These are recommended for guests with mild to moderate hearing loss.

To use the system, obtain a receiver at Guest Services. This system is located in the following Live Entertainment venues: Camp Snoopy™ Theatre, Jack Aldrich Theatre, Extreme Sports Stadium, Red Garter Saloon and Lusty Lil’s Palace Theatre.
Braille & Large Print Guides
Braille guides of the Park Map & Guest Assistance Guide are available at Guest Services. There are a limited number of guides available on a first-come, first-served basis.

Campground & Hotel Shuttle Buses
A bus is available for transportation to and from park entrances, hotels, Cedar Point restaurants and Pet Chek. Available to Resort Guests only. Phones to call a Courtesy Shuttle are located at each stop. Courtesy Shuttle locations:

Hotel Breakers & Sandcastle Suites: Front Entrance
Lighthouse Point: Bench adjacent to the Registration Office and near Shuffleboard Court & Pool
Marina: Right of the Marina Building & Famous Dave’s
Bay Harbor: Request a shuttle at the hostess stand
Cedar Point Shores: Right of the main entrance
Front Gate: In front of Season Pass Center

First Aid
Our two park First Aid Stations are staffed from 10 a.m. to closing. The Cedar Point Shores First Aid Station is open during Cedar Point Shores Operating Hours. Refrigeration for medication, with the exception of bee sting anaphylaxis kits, is available at First Aid, and medical equipment can be stored.

Emergency medical care is available for overnight guests. One First Aid Station is located behind the Snoopy™ Boutique, just off the main midway. A 2nd is located in Frontiertown, near the entrance to Fountain & Floats. The Cedar Point Shores First Aid Station is located across from Crosscurrent.

Parking for Guests with Disabilities
Guests requiring handicap parking spaces should turn on hazard lights and ask a traffic director for the exact location. Permits are required to use these spaces. Don’t forget to turn off your lights!

Interpretive Services
With advance notice (at least 7 days), we can provide interpretive services for hearing impaired guests. Please direct inquiries to our Park Admissions department at 419-627-2309.

Live Show scripts are available at each show venue upon request and must be returned at the end of the show. Ride Spiel Cards are located at Guest Services.

Restrooms
Private restroom facilities for guests needing the assistance of another guest are available at Main First Aid, Camp Snoopy™, Lakeside Pavilion, FrontierTown First Aid, Matterhorn and Barnyard rest room on the Frontier Trail. Wheelchair accessible stalls are located at all restrooms.

Special Dietary Needs
Although food and beverages are not allowed to be brought into the park, individuals who have special need/diet items due to a medical condition may bring small coolers to accommodate such needs.

Service Animals
Service animals are welcome at Cedar Point. Service animals must be physically controlled on a leash or harness at all times. Due to the nature of most rides, service animals must remain with a non-riding member of the guest’s party. Cedar Point hosts are not permitted to take control of service animals. Guests whose service animals demonstrate aggressive actions toward our guests or associates will be directed to remove the animal from the park. Limit one service animal per guest. Guests may take advantage of our Parent Swap policy for staying with the service animal. Service animals may be taken on the Carrousels and C.P. & L.E. Railroad.

TTY Devices
A TTY is available at Hotel Breakers for guests with hearing disabilities needing to use a telephone.

Wheelchair, Scooter, Stroller & ECV Rental
A limited supply of wheelchairs, electric convenience vehicles (ECV), and strollers are available for rent at Rental Center on the right just inside the front gate and at Joe Cool’s Corner Store (wheelchairs only) near the Resort Gate. However, since wheelchairs, ECV's, and strollers are rented on a first-come, first-served basis and cannot be reserved in advance, we urge guests to bring their own. Quantities are limited. For those guests who choose to use a battery-powered vehicle or
wheelchair, we require a safe speed be maintained while traveling in the park.

Wheelchairs, ECV’s, and strollers may not be taken out of the Park gates or to the parking lot. However, a park associate will be happy to provide any assistance you may need at that time. For any guest using a personal Segway, please stop by Guest Services. A wristband must be acquired at the Rental Center to be able to take the wheelchair and/or stroller out of the entrance gates to one of our resorts.

Definitions
Every ride entrance lists height requirements and special instructions regarding the ride. Cedar Point uses the following terms:

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.

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 guests 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.

Full-Arm and Full-Leg Casts: Any cast that prevents the arm from bending at the elbow or the leg from bending at the knee is considered a “full” cast.

Functioning Extremity: A functioning extremity is a limb over which a person has control. A prosthetic device is considered a functioning extremity at most attractions. GateKeeper, Maverick, maXair, Millennium Force, Raptor, Rougarou, Skyhawk, Top Thrill Dragster, Valravn, Wicked Twister and WindSeeker have additional requirements regarding prosthetic devices.

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.

A hand held infant will only be able to ride the following rides as long as the infant has a supervising companion:
• Kiddy Kingdom Carrousel — must be seated with a supervising companion in a chariot
• Midway Carrousel — must be seated with a supervising companion in a chariot
• Cedar Point & Lake Erie Railroad — must be seated with a supervising companion in the center of the bench.
• Lemmy’s Lagoon
• Cedar Creek
• Runaway Rapids
• Waterin’ Hole
• Breakwater Bay — water depth restricted to 2 feet or less and have a supervising companion.
• Marina Pool
• Hotel Breakers Indoor Pool (Towers)
• Hotel Breakers East Outdoor Pool
• Hotel Breakers Outdoor Kiddie Pool
• Lighthouse Point Resort Pool
• Sandcastle Suites Resort Pool

Supervising Companion: Many of our rides have height requirements that allow a guest under that requirement to ride with a supervising companion. A supervising companion is someone who meets all the requirements to ride the ride themselves, is 14 years of age or older, and demonstrates appropriate observed behavior. The supervising companion must be seated in the same seat (row) as the guest who needs accompaniment and can accompany the number of riders for which the seat is designed. For example, if a seat is designed for three people, the supervising companion can accompany two riders. An exception to this is at Peanuts™ Road Rally where the supervising companion does not have to be in the same row.

Evacuations
Evacuations may be required due to such causes as a mechanical problem, weather conditions, or a power interruption. 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. Ride units may also
stop at the top of lifts or on the ride course due to mechanical reasons. Certain evacuations may require guests to use additional safety equipment during the process. In Cedar Point Shores, guests may be asked to evacuate pools as quickly as possible using stairs or ladders. If an evacuation from a ride/attraction is required, for safety reasons, we may evacuate ambulatory guests prior to evacuating those guests using wheelchairs. If so, you accept any risk due to delayed evacuation if we need to physically lift or lower you. If your wheelchair can be safely accommodated on a ride, you are responsible for it being able to withstand the movement of the 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" or those who exceed 225 pounds, have a 40" waistline or 52" chest or females who exceed 200 pounds or wear a size 18 or larger.

Our larger guests may experience difficulty on Blue Streak, Corkscrew, GateKeeper, Lake Erie Eagles, Maverick, maXair, Millennium Force, Mine Ride, Pipe Scream, Power Tower, Raptor, Rougarou, Skyhawk, SlingShot, Top Thrill Dragster, Wave Swinger, Valravn and Wicked Twister.

Maximum recommended weight limits are posted at Camp Snoopy™ rides, Lake Erie Eagles, Monster, Scrambler, Sky Ride, SlingShot, Super Himalaya, Troika, Wave Swinger, WindSeeker, Planet Snoopy™ rides, Professor Delbert’s Frontier Fling and most Soak City attractions.

You may enter the ride via the exit to ensure the restraints function properly prior to waiting in line. Test seats are located at the queue entrance of GateKeeper, Maverick, maXair, Millennium Force, Raptor, Rougarou, Skyhawk, Top Thrill Dragster, Valravn and Wicked Twister.

The manufacturer requires a maximum rider height of 6'6" for the following rides: GateKeeper, Maverick, Millennium Force, Rougarou, Top Thrill Dragster, and Wicked Twister. The manufacturer requires a maximum rider height of 6'7" for Slingshot.

**Guests Using Wheelchairs**

Wheelchairs and ECV’s cannot be accommodated on most rides and attractions, with the exception of C.P. & L.E. Railroad, where two wheelchairs can be accommodated. Please refer to the individual ride and attraction descriptions in the back of this brochure for more specific information.

On most rides where guests in wheelchairs can be accommodated, guests will need to leave their wheelchairs to be seated. In most cases, a wheelchair may be left in a designated position on or near the ride platform or walkway near the ride. Almost every ride is wheelchair accessible. Wheelchair Lifts are available to transport a guest in a Wheelchair and One Companion to our 2nd story ride platforms. Please use phone at base of lift to request service, (signal host at Wilderness Run). Wheelchair Lifts are available at Corkscrew, GateKeeper, Gemini, Iron Dragon, Wilderness Run, Magnum XL-200, Mine Ride, Pipe Scream, Raptor, Rougarou. A standard elevator is available for self service at Maverick and Valravn. Please ask an associate at each location for assistance.

If in doubt about your ability to safely experience a ride, we urge you to consult with our staff at Guest Services. Cedar Point 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.

Guests may re-charge their wheelchair battery at the Guest Services Office.

**Health Restrictions**

Each ride is evaluated against 5 primary health restrictions. These restrictions are:

- Recent Surgery
• Heart Trouble/High Blood Pressure
• Neck Trouble
• Back Trouble
• Pregnancy

Guests with a history of recent surgery, heart trouble/ high blood pressure, neck trouble, back trouble, or any other condition that may be aggravated by riding, or who are pregnant, are Prohibited from riding most rides. If you are in doubt about your ability to safely experience a ride or would like more rider information, please stop by the Guest Services Office or Town Hall Museum or review the Safety Guides posted at each ride entrance and exit.

Height Requirements

Your child may be “officially” measured at one of the Guest Services, Lost Persons or at Town Hall. The measured guest will be given a wristband to indicate their height range. Wristbands are not required to ride.

For the safety of your child, a standard play shoe which does not contribute excessively to the child’s height is required. For example: a child is not permitted to wear platform shoes to help meet a height requirement. Cedar Point reserves the right to ask that shoes be removed to ensure that a child’s height is not being artificially enhanced or manipulated.

Height measurements at Cedar Point Shores are taken in bare feet.

Loose Articles

When planning your day at Cedar Point, it’s best to travel light. Bring only items that can be safely secured in cargo pockets (fastened with velcro, a button or zipper) or a waist pack fastened with a zipper. Most rides cannot accommodate loose articles including cell phones, pagers, hats, cameras, stuffed animals, purses, backpacks, basketballs, umbrellas, beverage containers, personal entertainment devices, etc. Items must be safely secured in cargo pockets, a waist pack, in a bin on the ride platform, left in a locker, or with a non-rider. Ride Operators cannot be responsible for these items. GateKeeper, Magnum XL-200, Millennium Force, Rougarou, Top Thrill Dragster and Valravn: Loose items that are not able to be stored in waist packs or cargo pockets are not permitted in line. Glasses must be secured on all rides; on GateKeeper, Maverick, maXair, Power Tower, Skyhawk, Top Thrill Dragster, Valravn and Wicked Twister glasses must be secured by an athletic strap or they cannot be worn on the ride. For safety reasons, taking pictures, videotaping and filming on rides is prohibited.

Lost Articles

Secure all loose articles such as glasses, cellular phones, pagers, loose change, cameras, keys, clothing, sunglasses, hats, wallets, etc., before you board a ride. All items found at Cedar Point are turned in to our Lost and Found Department at our main gate. If you lose an item on a ride, we will search for the article as soon as possible. In order to keep the ride in operation an immediate search may not be possible.

To report a Lost Item: On your Mobile Device and By Computer: Visit www.cedarpoint.com and select “Lost and Found” under “Plan a Visit”. You may also report items using our guest courtesy computers in Guest Services and the Season Pass Center. You will receive an email confirmation once your Lost Item Report has been submitted. Once we have located your item, we will contact you by email to arrange its return.

FOR YOUR SAFETY, DO NOT ENTER UNAUTHORIZED AREAS TO RETRIEVE LOST ARTICLES. You may be seriously injured if you enter an unauthorized area.

Magnetic Fields On Rides

Magnetics are used at the following attractions: Maverick, Wicked Twister, GateKeeper, Rougarou, Snake River Falls, Millennium Force, Top Thrill Dragster, and Valravn. Guests with medical devices sensitive to magnetic fields (pacemakers, hearing aids, etc.), should consider these factors when deciding to ride.
**Oxygen Tanks**
Due to the dynamic nature of rides, oxygen tanks are not permitted on most attractions. Please consult with Guest Services or Town Hall to speak with a member of management to discuss available rides. Oxygen tanks are permitted in all restaurants, shops and entertainment venues.

**Photosensitivity/Strobe Lighting**
Many attractions utilize special effects including strobe lighting and specialty ride lights that may impact guests with certain medical conditions. Attractions utilizing these effects include; GateKeeper, Magnum XL-200, maXair, Millennium Force, Raptor, Rougarou, Top Thrill Dragster, Valravn, WindSeeker, and Woodstock™ Express.

**Pregnancy**
Pregnant women are prohibited from riding all rides with the exception of CP & LE Railroad, Giant Wheel, Kiddy Kingdom and Midway Carrousels and Sky Ride.

**Proper Attire**
Most rides require proper riding attire including shirts and shoes. Shirts and shoes are required in queues and all park pathways at all times. Swimwear is only permitted on Snake River Falls and Thunder Canyon. For your safety, loose clothing (including scarves and other free-flowing clothing), must be significantly secured or removed to prevent any interference with the ride system. In Cedar Point Shores, appropriate swim wear is required. Thongs and transparent closing are not permitted. We reserve the right to determine appropriateness of swim wear. Swim diapers are required.

**Prosthetic Devices**
Guests with any type of prosthesis should not ride unless they can ensure the device is properly secured and will remain in place during the ride. All riders must be able to maintain the proper riding positioning. Additionally, prosthetic devices with exposed metal parts are not permitted on most Cedar Point Shores attractions. Guests should visit the Guest Services Office or Town Hall prior to waiting in line or riding to ensure a safe riding experience.

Prosthetics are NOT allowed on the following:
- GateKeeper
- maXair (leg prosthesis only)
- Raptor
- Rougarou
- Valravn
- WindSeeker (a rider with more than one lower body prothetic is not allowed)

The manufacturers of the following rides require that guests with prosthetic devices provide Cedar Point with documentation from the provider of their prosthetic device to guarantee that the device has been designed to remain securely in place while exceeding a maximum speed of 120 miles per hour with maximum G forces from -1.5 G’s to 5G’s with a sufficient safety factor for single point failure items:
- Maverick
- Millennium Force
- Top Thrill Dragster
- Wicked Twister

Guests who do not have documentation — in order to ride — must remove their prosthetic and have a below the knee amputation and sufficient lower extremities to ensure the ride restraint system adequately restrains them on the following:
- Maverick
- Millennium Force
- Top Thrill Dragster

Guests with prosthetics enjoying their day at Cedar Point Shores should consult with a member of our Aquatics Supervisory team.

**Ride Devices for Guest with Disabilities**
Transfer devices, when requested, can be used to assist a rider out of a wheelchair and into a ride unit. The following rides are equipped with a transfer device: Blue Streak, Corkscrew, Gemini, Iron Dragon, Magnum XL-200, Mine Ride and Woodstock Express.

Body Harnesses, when requested; allow certain riders with disabilities the ability to ride if they meet the ride criteria. The following rides are equipped
with a body harness: GateKeeper, Raptor, Rougarou, and Valravn.

Hand controls, when requested, can be used to assist a rider in operating a vehicle if unable to use the gas pedal. The following rides are equipped with hand controls: Antique Cars and Cadillac Cars.

In addition, specific ride vehicles are equipped with removable sides at Pipe Scream. These vehicles may further assist guests in transferring from their wheelchair to the ride unit. Please inform an associate at the ride if you wish to use that vehicle.

Please see an associate at each ride, Guest Services, or Town Hall Museum for assistance.

**Rider Criteria**

Cedar Point’s Ride Admission Policy is designed to allow our riders to participate in the enjoyment of our park as much as possible. The policy was developed by analyzing the Neutral Criteria 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 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 rider must have the body and spinal control to sit upright without the aid of other people or devices. The rider must also have sufficient muscle control to support their head, neck and upper torso during the course of the ride, including the dynamic motion of the ride. Certain ride units such as carrousel horses require the ability to form a saddle posture with the rider’s thighs.

2. **Appropriate center of gravity.**
   *Explanation:* The rider’s body must have the appropriate weight distribution for that ride.

3. **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 strong enough to allow the rider to maintain the proper riding position throughout the duration of the ride. Any arm prosthesis must remain properly secured under the dynamic forces of the ride. Due to manufacturer requirements, some rides may exclude prosthetics.

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

5. **Ability to brace self with one functioning leg.**
   *Explanation:* The rider 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, (see page 8 Prosthetic Devices) which can be used for bracing and maintaining balance when entering and exiting a ride unit. Any leg prosthesis must remain properly secured under the dynamic forces of the ride. Due to manufacturer requirements, some rides may exclude prosthetics.

6. **Ability to brace self with two functioning legs.**
   *Explanation:* Riders 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 (see page 8 for Prosthetic Devices) which can be used for bracing.

7. **Minimum of two functioning extremities.**
   *Explanation:* Riders 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.

8. **Minimum of three functioning extremities.**
   *Explanation:* Riders 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.
9. Ability to enter/exit the attraction within specified parameters without endangering self or others. 
Explanation: Riders 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 riders, ride operators are instructed not to perform any lifting of riders, other than in the children’s area.

10. Appropriate Observed Behavior:
Explanation: Rider 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.

Riders have a duty to:
• exercise good judgment
• act in a responsible manner while using amusement rides
• obey all warnings prior and during participation
• not participate while under the influence of alcohol or drugs
• properly use all ride safety equipment provided

**Casts and Braces**
Guests with casts and braces will be restricted from riding rides where the cast or brace will not fit inside the ride unit or where it will 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 water slides. We suggest you delay your visit until the cast is removed. Casts and braces with exposed metal parts are not permitted on the slides in Cedar Point Shores.
### Kiddy Kingdom

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<th>Cervical Collar or Neck Brace</th>
<th>Forearm Cast</th>
<th>Full Arm Cast</th>
<th>Braced Arm Cast</th>
<th>Foot or Lower Leg Cast</th>
<th>Full Leg Cast</th>
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<td>4x4's</td>
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### Camp Snoopy™

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<th>Ride</th>
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<th>Braced Arm Cast</th>
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### Planet Snoopy™

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<td>Kite Eating Tree</td>
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<td>Snoopy's™ Space Race</td>
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### Cedar Point Shores

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<td>Portside Plunge</td>
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<td>Lakeside Landing</td>
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<td>Fisherman's Fury (overall complex)</td>
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<td>Tube Slides—Wild Walleye</td>
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<td>Body Slides—Perch Plunge</td>
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<td>Crosscurrent</td>
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<td>Storm Surge</td>
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<tr>
<td>Waterin' Hole Pool</td>
<td>O</td>
<td>Y</td>
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<td>Waterin' Hole Slides</td>
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<td>Muffleheads Beach Bar</td>
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</table>

- **Y** – May ride with the condition
- **C** – Must ride in a chariot
- **F** – Cast/Brace must fit comfortably in the ride unit
- **O** – Not Permitted to participate on elevated activity area
- **Z** – Participation or water depth may be restricted if necessary
Access Symbols
Symbols indicate boarding procedures for each ride and are defined below.

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

Transferable
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. Guest must be accompanied by a companion who can assist with transfer, as Cedar Point associates are not permitted to physically assist guests with transferring from their wheelchairs.

Wheelchair Accessible
This symbol is used to identify rides where the guest may remain in wheelchair. This ride includes Cedar Point & Lake Erie Railroad.

RIDES
The following descriptions are designed to give you information on the type of actions caused by various rides. Each of the following attractions will identify the restrictions according to the criteria itemized above. In order to participate on attractions, guests must generally have seated postural control, appropriate center of gravity, appropriate observed behavior, and the ability to enter and exit the ride safely. Specific exceptions or qualifications to those four criteria will be noted in the information provided below. If you have been authorized for Alternate Access, follow the directions listed under each ride.

Antique Cars & Cadillac Cars
Rider-operated replica of a 1914 Cadillac. Rider should be able to brace themselves in order to maintain a seated position during the ride, including possible bumping by other cars. If rider cannot steer and depress gas pedal while seated normally, another individual must accompany the rider to drive. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders unable to maintain seated postural control or demonstrate appropriate observed behavior must ride with a supervising companion in the rear seat. Service animals are not permitted. Full leg casts must fit safely in the ride unit in order to ride.

Enter through the Alternate Access gate at the exit and wait for host. Drivers must be 48" tall. Riders must be able to transfer on their own or with the assistance of a companion.

Blue Streak
A high speed wooden coaster with a combination of banked turns and airtime humps. A lap bar and seat belt secures each rider across the thighs and pelvis. This ride may not accommodate riders of a larger size.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three
functioning extremities. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or full leg cast are not allowed to ride.

Alternate Access via the exit ramp. To facilitate boarding, a transfer device is available upon request. Riders 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.

**Camp Snoopy™**

Hand held infants are not permitted on any of the rides. Riders needing Alternate Access should enter through the regular entrance of each ride with the exception of Woodstock’s™ Airmail, Woodstock™ Express and Wilderness Run where riders should enter through the exit.

**Balloon Race**

Colorful hot air balloon ride. Riders ride in one of eight balloons that spin and raise in the air. Riders control the spin of the balloons. Maximum of four riders per balloon. A seatbelt is designed to hold guests in the ride by securing across the lap. Limit one rider over 54” per balloon. Maximum recommended weight limit of 300 pounds per balloon.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, or broken collar bone are not allowed to ride.

Rider must step up and into an elevated ride through a narrow opening. Caution: ride units may sway while entering and exiting.

**Camp Bus**

Peanuts™ character themed bus with six rows that seat four riders per row. A lap bar lowers across the laps of riders. The bus rotates in a clockwise direction reaching a height of over 20 ft. Maximum weight limit 440 pounds per row.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm & one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders with a cervical collar or neck brace are not allowed to ride.

Rider must be able to transfer into ride unit through a narrow opening on own or with the assistance of a companion.

**Charlie Brown’s™ Wind Up**

Chair swing ride. 16 swings accommodate two riders each with total weight limit of 275 pounds per swing. The swings are free hanging and suspended from an elevated, turning and slanting pylon. A lap bar secured by a safety restraint is designed to hold guests in the seat.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be below the knee. Riders with a cervical collar, neck brace, broken collar bone, braced arm cast, or full leg cast are not allowed to ride.

Rider must be able to transfer into the swings which move while entering and exiting.

**PEANUTS™ 500**

Riders ride in their own race car that whips around an oblong track. Maximum of two riders per car. Maximum recommended weight of 275 pounds per car. A seatbelt is designed to hold guests in the ride by securing across the lap.
Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone or braced arm cast are not allowed to ride.

Riders must be able to transfer on their own or with the assistance of a companion.

**Red Baron™**

Riders fly World War I byplanes and as the ride rotates, the pilot can control a lever that allows each flyer to maneuver the plane up or down. Riders must be between 36” and 54” tall to ride. A seatbelt is designed to hold guests in the ride by securing across the lap. Maximum recommended weight limit 220 pounds per plane.

Riders must have at least one functioning arm and one functioning leg. Riders with a cervical collar, neck brace or full leg cast are not allowed to ride. Rider must be able to step up & into elevated ride unit.

**Snoopy™ Bounce**

The Snoopy™ Bounce is an air filled mattress located inside a large inflated Snoopy™. Riders must be between 36” and 54” tall. Riders must be 36” tall in bare feet to participate.

Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or full leg cast are not allowed to ride.

**Tilt-A-Whirl**

A circular ride with independent, free spinning gondolas. Riders must be 46” tall or accompanied by a supervising companion. Riders less than 6 years old must be accompanied by a supervising companion. Maximum recommended weight limit of 800 pounds per car. A lap bar is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be at knee or below the knee. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

Due to the nature of the undulating ride platform, transfer may be difficult.

**Wilderness Run**

Junior coaster featuring small hills and rapid directional changes. A lap bar and seatbelt are designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, or braced arm cast are not allowed to ride.

Alternate Access is via Wheelchair Lift to exit platform or exit stairs if ambulatory. Signal host for assistance. Limit one rider in wheelchair and one companion in lift at a time. Rider must be able to transfer on own or with the assistance of a companion.

**Woodstock’s™ Airmail**

Junior Power Tower. Maximum recommended weight limit per ride 400 pounds. Riders must be between 36” and 54” tall. A lap bar and seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and two functioning legs, with a minimum of
three functioning extremities. Riders with two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at the knee or below the knee. Riders must have sufficient lower extremities to ensure the ride restraint system adequately restrains him. Riders with a cervical collar, neck brace, broken collar bone, braced arm cast, or full leg cast are not allowed to ride.

Riders must be able to transfer on their own or with the assistance of a companion to an elevated ride unit.

Woodstock™ Express

A family roller coaster that travels up 38 feet at speeds of 25 miles per hour. Riders must be 36" tall to ride Woodstock™ Express. Riders between 36" tall and 48" tall must be accompanied by a supervising companion. Maximum recommended weight limit is 300 pounds per car. May not accommodate riders of larger size. A lap bar and seatbelt are designed to hold guests in the ride by securing across the lap.

WARNING: This ride contains strobe lighting.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be at knee or below the knee. Riders with a cervical collar, neck brace, broken collar bone, braced arm cast, or full leg cast are not allowed to ride.

To facilitate boarding, a transfer device is available upon request. Riders must be able to transfer on their own or with the assistance of a companion.

Carrousel - Midway & Kiddy Kingdom

Located inside the Main Gate and in Kiddy Kingdom, a carrousel which has chariot seating available.

Riders must have the ability to straddle the ride unit, maintain seated postural control, have an appropriate center of gravity, demonstrate appropriate observed behavior or possess at least one functioning arm. Those riders unable to do so will be asked to ride in the chariots, as well as riders with full leg casts.

See operator for Alternate Access which is mainstreamed via entrance. Rider must be able to leave wheelchair and step up onto ride table.

Cedar Downs Racing Derby

A high-speed, circular ride somewhat resembling a carrousel. This ride is deceiving. It generates a high level of centrifugal force due to the speed and size of the ride table. Riders must be able to hold on to horse and also grip horse with legs.

Riders must have at least one functioning arm and two functioning legs, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone, braced arm cast, or full leg cast are not allowed to ride.

Riders should be able to board horses on own to ride. Alternate Access is via the exit ramp.

Cedar Point & Lake Erie Railroad

Authentic coal-fired steam engines transport passengers along a track that circles the back section of the park. There are two stations, Main Station located near Millennium Force and Frontier Station located near Maverick. Riders less than 46" tall should sit in the center of the bench, not on the outside edge.

Riders must be able to demonstrate seated postural control and appropriate observed behavior or ride with a supervising companion.
The Alternate Access is to the right of the turnstile at Main Station and in center of station at Frontier Station. See host for boarding instructions. Wheelchairs can be folded and loaded on train. A special car and ramp are available for those unable to board without leaving their wheelchair.

**Corkscrew**

The Corkscrew is a high-speed, looping roller coaster which turns riders upside down three times. Riders will experience weightlessness and rapid movements from side to side. It is recommended that earrings be removed prior to riding. The shoulder harness must be lowered securely across the chest at all times and the seatbelt must be fastened. This ride may not accommodate riders of a larger size. Do not use the ride restraints for entering and exiting as they may shift.

Riders must have at least one functioning arm and one functioning leg. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg, if the rider is able to form a saddle posture with leg remnants sufficient to brace themselves upright in the seat against the shoulder harness. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast, or full leg cast are not allowed to ride. Riders must have sufficient lower extremities to ensure the ride restraint system adequately restrains them.

Alternate Access is via Wheelchair Lift to exit platform or via exit stairs if Ambulatory. Use phone at the base of lift to request assistance. Limit One rider in Wheelchair and One Companion in lift at a time. To facilitate boarding, a transfer device is available upon request. Riders must be able to transfer on their own or with the assistance of a companion.

**GateKeeper**

GateKeeper is a wing coaster which will take you on an exhilarating journey of flight. Riders will sit in pairs, on seats extending from either side of the train, with nothing above or below them but air. GateKeeper is 4,164 feet long and riders will enjoy 10 elements including an Immelman and be inverted six times. The shoulder harness and seatbelt must be fastened and tightened securely at all times. GateKeeper may not accommodate riders of larger size, please try out the test seat at the entrance to ensure that all restraints fasten before waiting in line. Maximum rider height is 6’6” (78”).

Glasses must be secured with an athletic strap. Riders must have at least one functioning arm with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be below the knee. Riders with a cervical collar, neck brace, broken collar bone, any arm cast, or any leg cast are not allowed to ride. Rider must have below the knee amputation and sufficient lower extremities to ensure the ride restraint system adequately restrains them.

**Dodgem**

Bumper car ride. Rider should be able to brace to maintain seated position during ride, including bumping other cars. If rider cannot steer and depress accelerator while seated normally, another individual must accompany the rider to drive. Riders must be at least 42” tall to ride. Riders between 42” tall and 48” tall must be accompanied by a supervising companion. Lap bar must be secured on lap during ride.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride. Riders must have sufficient visual acuity to operate the car safely within ride requirements or be accompanied by a Supervising Companion.

Alternate Access is available via the gate to the left of the entrance.
Riders with any prosthesis must consult Guest Services for assistance prior to riding. The manufacturer prohibits prosthetic devices.

Alternate Access is via Wheelchair Lift to ride platform or via exit stairs if Ambulatory. Use phone at the base of the Wheelchair Lift to request boarding assistance. Limit One Rider in Wheelchair and One Companion in lift at a time. Riders must be capable of entering and exiting elevated ride units.

Do not use the ride restraints for entering and exiting as they may shift.

Guests with certain amputations may be able to ride GateKeeper with the use of a separate full body harness provided the guest has remaining leg and arm remnants to be secured by the harness. Guests should check with Guest Services to determine if they are eligible to ride using the full body harness.

Warning: this ride contains strobe lighting.

**Gemini**

The Gemini is a high-speed roller coaster with a combination of high speed banked turns, airtime humps and rapid directional changes. The lap bar and seatbelt must be fastened and tightened securely at all times.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or a full leg cast are not allowed to ride.

Alternate Access is via Wheelchair Lift to exit platform or via exit stairs if Ambulatory. Use phone at base of lift for assistance. Limit One Rider in Wheelchair and One Companion in lift at a time. To facilitate boarding, a transfer device is available upon request. Rider must be able to transfer on their own or with the assistance of a companion. Do not use the ride restraints for entering or exiting as they may shift.

**Iron Dragon**

The Iron Dragon is a suspended roller coaster with cars that hang down from the track and swing out to the sides as the ride drops and turns. The shoulder harness must be lowered securely across the chest at all times.

Riders must have at least one functioning arm and one functioning leg. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg, if the rider is able to form a saddle posture with leg remnants sufficient to brace themselves upright in the seat against the shoulder harness. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or full leg cast are not allowed to ride.

Alternate Access is via wheelchair lift to exit platform or via exit stairs if Ambulatory. Use phone at base of the lift to request boarding assistance. Limit One Rider in Wheelchair and One Companion in lift at a time. To facilitate boarding, a transfer device is available upon request. Riders must be able to
transfer on their own or with the assistance of a companion. Do not use ride restraints for entering and exiting as they may shift.

**KIDDY KINGDOM**

Eleven kiddie rides including Kiddy Kingdom Carrousel. Riders should enter through the regular entrance of each ride unless otherwise indicated.

**4 x 4’s**

Miniature jeep ride that operates on an electric track. A seatbelt is designed to hold guests in the ride by securing across the lap. No hand-held infants.

Riders must have at least one functioning arm and one functioning leg.

Alternate Access via exit. Rider must be able to transfer into an elevated ride unit.

**Dune Buggies, Mustangs, Police Cars**

Themed kiddie circular ride. A seatbelt is designed to hold guests in the ride by securing across the lap. No hand-held infants.

Riders must have at least one functioning arm and one functioning leg.

Alternate Access via ride entrance. Rider must be able to transfer in and out of ride units on own or with assistance of companion.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities.

**Helicopters**

Kiddie helicopter ride. Riders control the elevation of each unit. A seatbelt is designed to hold guests in the ride by securing across the lap. No hand-held infants.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities.

Alternate Access via exit. Riders must be able to transfer to an elevated ride unit that may shift while entering and exiting.

**Motorcycles**

Kiddie motorcycle ride. Both feet must simultaneously touch the floor. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and two functioning legs, with a minimum of three functioning extremities. Riders with a full leg cast are not allowed to ride.

Alternate Access via ride entrance. Riders must be able to transfer to ride unit on own.

**Rock, Spin & Turn**

Junior tea cup spinning ride. Alternate Access mainstreamed through ride entrance. No hand-held infants. Riders must be able to step up and into an elevated ride unit on own or with assistance. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, or braced arm cast are not allowed to ride. Riders with two arm casts are not allowed to ride.

**Roto-Whip**

Kiddie “whip” ride. A seatbelt is designed to hold guests in the ride by securing across the lap. No hand-held infants. Alternate Access via exit. Rider must be able to transfer into ride unit.
Riders must have at least one functioning arm and one functioning leg. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

**Sky Fighters**

Kiddie plane ride. Maximum recommended weight limit 100 pounds per plane. No hand-held infants. Alternate Access via ride entrance. Rides must be able to transfer into elevated ride units. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities.

**Space Age**

Kiddie circular ride. No hand-held infants. Alternate Access mainstreamed through ride entrance. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities.

**Lake Erie Eagles**

Riders ride in suspended cars that rotate in a circle. Once the ride’s speed increases, riders use a fin on the front of the car to steer the car higher or lower. A seatbelt secures each rider across the pelvis and thighs.

Alternate Access available via the exit. Riders must be able to walk independently or be assisted by a member of the party.

Riders must have at least one functioning leg and one functioning arm. Riders with a cervical collar or neck brace are not allowed to ride.

Maximum weight of 340 lbs per car.

**Magnum XL-200**

Magnum XL-200 is a very high-speed steel roller coaster, 205 feet high, featuring steep drops, dips and turns and speeds of over 70 miles per hour. A lap bar and seat belt secures each rider across the thighs and pelvis.

Alternate Access is via Wheelchair Lift to exit platform or via exit ramp if Ambulatory. Use phone at base of the lift to request assistance. Limit One Rider in Wheelchair and One Companion in lift at a time. To facilitate boarding, a transfer device is available upon request. Riders must be able to transfer on their own or with the assistance of a companion. Do not use ride restraints for entering or exiting as they may shift.

Riders must have at least one functioning arm and two functioning legs, with a minimum of three functioning extremities. Riders with cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or a full leg cast are not allowed to ride.

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

**Matterhorn**

Flying bob ride where cars are pivoted toward horizontal position by the centrifugal force created by the ride’s rotating table. Riders must be at least 42” tall to ride. Riders between 42” tall and 46” tall must be accompanied by a supervising companion. To enter ride, rider must maneuver into free swinging car suspended several feet above the floor. Caution: Car tips when entering and exiting. Do not use ride restraints for entering or exiting as they may shift. Rider should be able to brace to maintain
seated position during side to side swings produced by the ride. Lap bar must be secure on lap during ride. A seatbelt is designed to hold guests in the ride by securing across the lap. Signal for host at the Alternate Access gate at the exit (to left of entrance).

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

**Maverick**

Maverick is a launched full circuit roller coaster featuring weightlessness, high speed banked turns and rapid directional changes. Riders must be in good health to ride this ride.

Shoulder harnesses and seatbelts must be fastened and tightened securely at all times. The horizontal part of the lap bar/shoulder harness should be in firm contact against the pelvis and muscular parts of thighs. May not accommodate riders of larger size. Maximum Rider Height 6’6” (78”). Please try test seat at the ride entrance and ensure that seatbelt fastens. Glasses must be secured with an athletic strap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

**maxAir**

maxAir is a high-energy, high capacity thrill ride. Riders sit in outward facing suspended seats that form a giant circle with their legs dangling freely. The ride swings in a pendulum motion at heights of 140 feet, while spinning in a clockwise rotation, reaching maximum speeds of 70 mph. Riders will experience feelings of weightlessness.

Each seat has an individual shoulder harness and seatbelt that must be fastened and tightened at all times. May not accommodate riders of larger size. Please try test seat at the ride entrance and ensure seatbelt fastens.

Glasses must be secured with an athletic strap.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, lower leg cast, or full leg cast are not allowed to ride.

Riders with any prosthesis must consult Guest Services prior to riding. Riders with prosthetic legs will not be permitted to ride.

Riders using Alternate Access are mainstreamed through the entrance. Riders must be able to transfer to an elevated ride unit to ride.

**Millennium Force**

The Millennium Force is a high-speed giga roller coaster. Riders will experience high speeds, rapid changes in direction, and weightlessness. Riders must be in good health to ride this ride.

May not accommodate riders of larger size. Lap bars and seatbelts must be fastened and tightened
securely at all times. The lap bar should be in firm contact against the pelvis and muscular parts of thighs. Please try the test seat at the ride entrance and ensure seatbelt fastens and tightens one half inch. Maximum rider height of 6'6" (78’’). Riders with any prosthesis must contact Guest Services prior to waiting in line or riding.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or a full leg cast are not allowed to ride.

Alternate Access will enter via the exit. Rider must be capable of taking several steps to enter and exit ride vehicles without assistance. Do not use the ride restraints for entering or exiting as they may shift.

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

**Mine Ride 4**

A wood and steel coaster which reaches heights of 40 feet and speeds of 40 mph. Riders will experience rapid changes in direction. The lap bar must be lowered and seatbelt must be fastened and tightened securely at all times. May not accommodate riders of larger size.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

Alternate Access via Wheelchair Lift to exit platform or via exit ramp if Ambulatory. Use phone at base of lift for assistance. Limit One Rider in Wheelchair and One Companion in lift at a time. To facilitate boarding, a transfer device is available upon request. Riders must be able to transfer on their own or with the assistance of a companion.

**Monster △**

Circular ride with the sweeps moving clockwise versus the up and down counterclockwise movement of the arms. Maximum recommended weight limit 400 pounds per car. May not accommodate riders of larger size.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

Signal for host at the Alternate Access gate at the exit. Rider must be able to transfer on own or with the assistance of a companion to an elevated ride unit. Caution, ride unit may shift when entering or exiting.

**Ocean Motion △**

A swinging boat ride featuring weightlessness. The ride has a grab bar which lowers above the laps of all riders in the seat. Riders must be at least 39” tall to ride, riders between 39” and 48” must be accompanied by a supervising companion and sit in the center of the bench and in the center two rows of the boat. A supervising companion may accompany a maximum of two riders less than 48” tall.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be at knee or below the knee. Riders with a cervical collar, neck brace,
broken collar bone, or braced arm cast are not allowed to ride.

Alternate Access is mainstreamed via entrance. Rider must be able to transfer to ride unit through narrow opening on own or with assistance of a companion.

**Pipe Scream**

A family thrill ride where a 36 passenger gondola spins as it travels on a track. Riders will experience weightlessness, rapid movements from side to side, and rapidly changing forces and directions. A shared lap bar is used to secure the riders across the thighs and pelvis.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be below the knee. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride. Riders with an arm cast must not be positioned next to another rider.

Alternate access is available via the exit. To facilitate boarding, a row with a larger opening is available upon request. Riders must be able to transfer into the seat of the ride unit on their own or with the assistance of a companion.

**PLANET SNOOPY™**

Alternate Access to all rides in Planet Snoopy™ is mainstreamed through the ride entrance with the exception on Joe Cool’s™ Dodgem School which is located to the right of the entrance.

**Flying Ace™ Balloon Race**

Hot air balloon ride. Riders ride in one of eight balloons that spin and raise in the air. Riders control the spin of the balloons. Maximum of four riders per balloon. One rider over 54” per balloon. Maximum recommended weight limit of 300 pounds per balloon. No hand-held infants. Riders must be able to transfer into an elevated ride units through a narrow opening. Caution, ride units shift while entering or exiting. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone are not allowed to ride.

**Joe Cool’s™ Dodgem School**

Kiddie bumper cars. Riders must be between 35” and 53” tall to ride. No hand-held infants. A seat belt designed to hold guests in the ride by securing under the arms and across the abdomen.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders must have sufficient visual acuity to operate the car safely within ride requirements. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

Alternate Access via gate at right. Rider must be able to transfer into ride unit on own or with the assistance of a companion.

**Kite Eating Tree**

Junior Power Tower which gives the sensation of weightlessness. A lap bar and seatbelt is designed to hold guests in the ride by securing across the lap. Riders must be between 36” and 54” tall to ride. Maximum recommended weight limit per ride 660 pounds. Riders must be able to transfer to elevated ride unit on own or with assistance of a companion.
Riders must have at least one functioning arm and two functioning legs, with a minimum of three functioning extremities. Riders with two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at the knee or below the knee. Riders must have sufficient lower extremities to ensure the ride restraint system adequately restrains him. Riders with a cervical collar, neck brace, broken collar bone, braced arm cast, or full leg cast are not allowed to ride.

**PEANUTS™ Road Rally**

Miniature convoy truck ride that operates on an electric track. No hand-held infants. Maximum recommended weight limit 440 pounds. Rider must be able to transfer to elevated ride unit on own or with the assistance of a companion. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities.

**Snoopy’s™ Deep Sea Divers**

Submarine with six rows that seat four riders per row. A lap bar lowers across the laps of riders. The sub rotates in a clockwise and counter-clockwise direction reaching a height of over 20 feet. Maximum weight limit of 440 pounds per row. No hand-held infants. Rider must be able to transfer to ride unit on own or with assistance of a companion.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders with a cervical collar or neck brace are not allowed to ride.

**Snoopy’s™ Express Railroad**

Miniature railroad. Maximum weight limit 880 pounds per car. No hand-held infants. Rider must be able to transfer to ride unit on own or with the assistance of a companion. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must be able to demonstrate seated postural control and appropriate observed behavior or ride with a supervising companion.

Riders must have sufficient lower extremities to ensure the ride restraint system adequately restrains them.

**Snoopy’s™ Space Race**

Riders fly planes as the ride rotates, the pilot can control a lever that allows each flyer to maneuver the plane up or down. Riders must be between 36” and 54” tall to ride. Maximum recommended weight limit 220 pounds per plane. Rider must transfer to elevated ride unit on own or with assistance of a companion. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg. Riders with a cervical collar, neck brace or full leg cast are not allowed to ride.

**Woodstock’s™ Whirlybirds**

Junior tea cup spinning ride. No hand held infants. Limit one rider over 54” per car. Maximum weight limit 440 pounds per car. Riders must be able to transfer into ride unit on own or with the assistance of a companion.
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<th>Name</th>
<th>Seated Postural Control</th>
<th>Appropriate Center of Gravity</th>
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<th>Two Functioning Arms</th>
<th>One Functioning Leg</th>
<th>Two Functioning Legs</th>
<th>Three Functioning Extremities</th>
<th>Three Functioning Extremities</th>
<th>Ability To Enter/Exit Ride Safely</th>
<th>Appropriate Observed Behavior</th>
<th>Hand-held Infants</th>
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Seated Postural Control | Appropriate Center of Gravity | One Functioning Arm | Two Functioning Arms | One Functioning Leg | Two Functioning Legs | Three Functioning Extremities | Ability To Enter/Exit Ride | Appropriate Observed Behavior | Hand-held Infants | Minimum Height Requirement | Less than 54" | or accompanied by supervising companion | Less than 54" | or accompanied by a kidde | Maximum Height
---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---
Pipe Scream | Y | Y | Y | g | Y | Y | Y | N | 42" | 48" |
Power Tower | Y | e | Y | Y | e | Y | Y | N | 52" |
Professor Delbert's Frontier Fling | Y | Q | Y | Y | e | Y | Y | N | 48" |
Raptor | Y | e | Y | g | e | Y | Y | Y | N | 54" |
Rougarou | Y | e | Y | g | e | Y | Y | Y | N | 54" | 78" |
Scrambler | Y | Y | Y | g1 | Y | I | Y | Y | N | 36" | 48" |
Sky Ride | Y | Y | Y | Y | Y | * | * | 48" |
Skyhawk | Y | Y | Y | Y | Y | N | 48" |
SlingShot | Y | Y | Y | g3 | Y | Y | Y | N | 48" | 79" |
Snake River Falls | Y | Y | Y | Y | Y | N | 48" |
Super Himalaya | Y | Y | g1 | Y | I | Y | Y | Y | N | 52" |
Thunder Canyon | Y | Y | Y | Y | Y | Y | Y | Y | N | 46" |
Tiki Twirl | Y | Y | Y | g1 | Y | Y | Y | Y | N | 46" |
Top Thrill Dragster | Y | Y | Y | g1 | Y | Y | Y | Y | N | 52" | 78" |
Troika | Y | Y | Y | g1 | Y | Y | Y | Y | N | 42" | 54" |
Valravn | Y | e | Y | g | e | Y | Y | Y | N | 52" |
Wave Swinger | Y | Y | Y | g | Y | Y | Y | Y | N | 48" |
Wicked Twister | Y | e | Y | g | e | Y | Y | Y | N | 52" | 78" |
WindSeeker | Y | Y | Y | Y | e1 | Y | Y | Y | N | 52" |
Witches' Wheel | Y | Y | Y | Y | e1 | Y | Y | Y | N | 54" |

- **Q**: Proper functioning of flight suit must be maintained.
- **Y**: Must have this criteria in order to ride.
- **N**: May not ride if has one of these conditions.
- **X**: Must meet this requirement.
- **e**: Accompanied by a supervising companion.
- **b**: Must be seated with a supervising companion in the center of the bench.
- **c1**: Must ride in the chariot on a carousel and be accompanied by a supervising companion.
- **e**: The guest must have sufficient lower extremities to ensure the ride restraint system adequately restraints him.
- **g1**: Two functioning arms are sufficient instead of one functioning arm and one functioning leg if the guest has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputation must be at knee or below.
- **g3**: Two functioning arms are sufficient if the guest has a normal center of gravity and the lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be at the knee or below.
- **h**: Must have ability to straddle the ride unit.
- **l**: Guest may have two functioning legs instead of two functioning arms.
- **r**: Must be seated with a supervising companion and be seated in the rear seat.
- **s1**: 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 the seat against the shoulder harness.
through narrow opening on elevated platform. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone, or a braced arm cast are not allowed to ride.

**Power Tower**

Power Tower provides riders with a choice of two different thrills that gives the sensation of weightlessness. Riders may be rapidly propelled to the top of the tower, or shot down at speed of 50 miles per hour in three seconds. The shoulder harness and seatbelt must be fastened and tightened securely at all times. May not accommodate riders of larger size. Glasses must be secured with an athletic strap.

Riders must have at least one functioning arm and sufficient lower extremities to ensure the ride restraint system adequately restrains him. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or full leg cast are not allowed to ride.

Riders with any type of prosthesis should not ride unless they can ensure the device is properly secured and will remain in place during the ride. If there is any concern of the prosthesis becoming dislodged during the ride, riders should contact Guest Services Office for assistance.

Alternate Access is through the exit gate. Rider must be able to transfer to elevated ride unit on own or with the assistance of a companion.

**Professor Delbert’s Frontier Fling**

* A Skycoaster® Experience

This attraction has a separate fee. Riders must be 48” tall to fly. Professor Delbert’s Frontier Fling is a Skycoaster ride that features a 150 foot tethered free-fall at nearly 65 miles per hour. Riders wear a full body harness that supports the flyer in a prone position. The harness is connected to the flight support cables. The scale of flight is so dramatic that flyers accelerate to 60 to 80 miles per hour and receive the sensation of hang-gliding.

Proper functioning of flight suit must be maintained. 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.

Flyers with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or full leg cast are not allowed to ride.

Maximum recommended weight limit 850 pounds per flight.

**Raptor®**

This exciting inverted roller coaster turns riders upside down a total of six times, includes a 100-foot tall vertical loop, two inverted corkscrews, a zero-gravity roll and cobra, which flips riders twice. The Raptor uses chair lift-like vehicles suspended below an inverted track that sends passengers looping upside down on the outside of the structure.

The shoulder harness and seatbelt must be fastened and tightened securely at all times. May not accommodate riders of larger size, please try out the test seat at the entrance to ensure that all restraints fasten before waiting in line. Maximum chest size of 54 inches.

Riders with any prosthesis must consult Guest Services for assistance prior to riding. The manufacturer prohibits prosthetic devices.

Riders must have at least one functioning arm with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be below the knee. Riders with a cervical collar, neck brace, broken collar bone,
any arm cast, or any leg cast are not allowed to ride. Rider must have below the knee amputation and sufficient lower extremities to ensure the ride restraint system adequately restrains them.

Alternate Access is via Wheelchair Lift to exit platform or via exit stairs if Ambulatory. Follow signs to rear of ride for lift. Use phone at the base of lift to request boarding assistance. Limit One Rider in Wheelchair and One Companion in Lift at a time. Riders must be capable of entering and exiting elevated ride units. Do not use the ride restraints for entering or exiting as they may shift.

Guests with certain amputations may be able to ride Raptor with the use of a separate full body harness provided the guest has remaining leg and arm remnants to be secured by the harness. Guests should check with Guest Services to determine if they are eligible to ride using the full body harness.

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

**Rougarou**

This exciting floorless roller coaster turns riders upside down a total of four times, includes a 137-foot drop at a 52 degree angle. It is recommended that earrings be removed prior to riding. The shoulder harness and seatbelt must be fastened and tightened securely. May not accommodate riders of larger size. Please try the test seat at the ride entrance and ensure the all restraints fasten before entering line. Maximum rider height is 6’6” (78”).

Riders with any prosthesis must consult Guest Services for assistance prior to riding. The manufacturer prohibits prosthetic devices. Riders must have at least one functioning arm with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders may have two functioning legs instead of two functioning arms. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

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

**Scrambler**

Rotating cars are mounted on counter-rotating arms, which produces strong accelerations, changing force and direction rapidly. Riders must be 36” tall to ride. Riders between 36” and 48” tall must be accompanied by a supervising companion. Maximum recommended weight limit 510 pounds per car. A shared lap bar and seat belt per car is used to secure the riders.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders may have two functioning legs instead of two functioning arms. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

Signal for host at the Alternate Access gate at the exit (to left of entrance). Riders will have to take several steps and be capable of entering and exiting elevated vehicles which may shift.
Sky Ride

Cable car ride with gondolas suspended from overhead moving cable. Maximum recommended weight limit 660 pounds per cabin. Riders must be able to walk up stairs to second story platform and step into a ride unit that shifts upon entry and exit.

Riders must have at least one functioning arm with a minimum of two functioning extremities. Riders unable to demonstrate appropriate observed behavior must ride with a supervising companion.

Alternate Access is via the exit stairs to a second-story station. Wheelchairs cannot be accommodated in the gondolas, please leave them on the midway. Caution: Cabin may shift when entering and exiting.

Skyhawk

Skyhawk features two giant swinging arms, each 84 feet in length, with 20 seats on each arm. Each set of 20 seats consists of two rows of 10 seats, positioned back to back, providing riders with a front row view. Riders will be pushed toward the sky and then experience weightlessness as they reverse direction. At the peak of the arc, riders will be 125 feet in the air and will reach speeds of 60 mph in both directions.

The lap bar and seatbelt must be fastened and tightened at all times. May not accommodate riders of larger size. Please try test seat at the ride entrance and ensure restraints fasten.

Glasses must be secured with an athletic strap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be at knee or below the knee. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or full leg cast are not allowed to ride.

Riders with any type of prosthesis should not ride unless they can ensure the device is properly secured and will remain in place during the ride. The manufacturer prohibits riders with any leg prosthetic devices at or above the knee from riding. Riders with any prosthesis must consult with Guest Services or Town Hall prior to waiting in line or riding.

The manufacturer prohibits persons with a fear of heights from riding Skyhawk.

Riders using Alternate Access are mainstreamed through the ride queues. Riders must be capable of stepping up into an elevated ride vehicle on own or with the assistance of a companion.

Sling Shot

A two-person capsule that is attached to steel cables and propels riders into the air. Riders will experience weightlessness, rapid movements from side to side, and rapidly changing forces and directions. A shoulder harness and seatbelt secures each rider over the shoulders and across the chest.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, full leg cast, or full leg cast are not allowed to ride.

Alternate access is available via the entrance. Riders must be able to transfer on their own or with the assistance of a companion.

This attraction is a pay-to-ride attraction. Weight minimum is 110 pounds per launch. Maximum rider height of 6’7” (79”)
Snake River Falls 5

You will get soaked! Water flume ride with a large 20 passenger boat. Riders must be able to brace self for plunge down steep hill to maintain seated position. A lap bar secures across the laps of all riders on the bench. Please sit upright and hold on to the assist bars at all times.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or a full leg cast are not allowed to ride.

Alternate Access is via the gate on the right side of the entrance. Riders must be capable of transferring down into and up out of a boat that is low in ride station on own or with the assistance of a companion.

Super Himalaya 3

High-speed circular ride which follows a steeply rolling up and down table. Riders will experience side to side forces on this ride. The grab bar must remain closed at all times. Maximum recommended weight limit 495 pounds per car. Riders less than 8 years old must be accompanied by a supervising companion.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders may have two functioning legs instead of two functioning arms. Riders with a cervical collar, neck brace, broken collar bone, or braced arm cast are not allowed to ride.

Signal for host at the Alternate Access entrance near the ride exit.

Thunder Canyon 4

A 12-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. Riders must be capable of transferring down and into wet rafts that may shift. Caution: Raft may shift or move when entering and exiting. A seatbelt is designed to hold guests in the ride by securing across the lap.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with cervical collar, neck brace, broken collar bone, full arm cast, or braced arm cast are not allowed to ride.

Alternate Access entrance is located near the ride exit.

Tiki Twirl 3

Circular ride with sweeps moving in the opposite direction as the ride table. Riders will experience side to side motion. The grab bar and seatbelt must be fastened and tightened securely at all times.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders with a cervical collar, neck brace, broken collar bone, braced arm cast, or full leg cast are not allowed to ride.

Signal for host at the Alternate Access gate at the exit (to right of entrance). Riders will have to step up onto platform and take several steps to enter and exit ride unit.
Top Thrill Dragster®

Top Thrill Dragster, the first coaster to break the 400 foot tall milestone is termed a strata-coaster. Riders will be launched out of the station reaching speeds of 120 miles per hour in four seconds. Trains will travel up the 420 foot tall hill at a 90 degree angle where the train will spiral 270 degrees in a free fall prior to crossing the finish line. Riders will experience strong positive forces and weightlessness.

Riders must be in good health to ride this ride. Lap bars must be positioned firmly against the pelvis and the muscular parts of the thighs. If your physical characteristics prevent the lap bar or seatbelt from functioning properly, or if your head cannot be supported by the seatback, you will not be permitted to ride. May not accommodate riders of larger size. Try the test seat at the ride entrance and ensure seatbelt fastens and tightens one half inch. Maximum rider height of 6’6” (78”). Riders with any prosthesis must contact Guest Services or Town Hall prior to waiting in line or riding. Glasses must be secured with an athletic strap.

Occasionally, a launched train will not clear the hill. You should not be concerned; the train will slowly return to the launch position, and will be launched again.

Riders using Alternate Access may enter via the exit. Riders must be capable of taking several steps to enter and exit ride vehicles without assistance. Do not use ride restraints for entering or exiting as they may shift.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or a full leg cast are not allowed to ride.

Warning: this ride contains strobe lighting.

Troika

Circular ride with three sweeps of gondolas moving counterclockwise against the ride’s main clockwise rotation. To enter ride, rider must maneuver into free swinging car suspended approximately two feet above the ground. The lap bar must remain down at all times. Recommended weight limit 330 pounds per car.

Riders must have at least one functioning leg and one functioning arm. Riders with two functioning arms are sufficient instead of one functioning arm and one functioning leg if the rider has a normal center of gravity and lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride. Amputations must be at knee or below knee. Riders with a cervical collar, neck brace, or a braced arm cast are not allowed to ride.

Signal for host at the Alternate Access gate at the exit.

Valravn®

Valravn is the fastest and longest dive coaster. Riders are carried more than 20 stories up to the top of the coaster’s 223-foot-tall first hill, then dropped 214 feet at a completely vertical, 90-degree angle, reaching a top speed of 75 mph.

The shoulder harness and seatbelt must be fastened and tightened securely at all times. Valravn may not accommodate riders of larger size, please try out the test seat at the entrance to ensure that all restraints fasten before waiting in line.

Glasses must be secured with an athletic strap. Riders must have at least one functioning arm with a minimum of 3 functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be below the knee. Riders with a cervical collar, neck brace,
broken collar bone, any arm cast, or any leg cast are not allowed to ride. Riders must have below the knee amputation and sufficient lower extremities to ensure the ride restraint system adequately restrains them. Riders with any prosthesis must consult Guest Services for assistance prior to riding. The manufacturer prohibits prosthetic devices.

Alternate Access is via an elevator to the ride platform or via exit stairs if Ambulatory. Riders must be capable of entering and exiting elevated ride units. Do not use the ride restraints for entering and exiting as they may shift.

Guests with certain amputations may be able to ride Valravn with the use of a separate full body harness provided the guest has remaining leg and arm remnants to be secured by the harness. Guests should check with Guest Services to determine if they are eligible to ride using the full body harness.

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

**Wave Swinger**

Chair swing ride with free hanging swings suspended from elevated, turning, slanted pylon. Maximum recommended weight of 230 pounds per person. A lap bar secured by a safety restraint is designed to hold guests in the seat.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be below the knee. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, lower leg cast or full leg cast are not allowed to ride.

Riders with any type of prosthesis should not ride unless they can ensure the device is properly secured and will remain in place during the ride. If there is any concern of the prosthesis becoming dislodged during the ride, riders should contact Guest Services or Town Hall for assistance.

Signal for host at the Alternate Access gate at the exit. Rider must be able to take a few steps and enter an elevated swing that will move when entering & exiting.

**Wicked Twister**

Wicked Twister consists of one train operating on a double-ended track. The heartline of both ends of the towers (track) are designed with 450-degree vertical twists to provide an exciting ride effect. The shoulder harness and seatbelt must be fastened and tightened securely at all times. Riders must be in good health to ride this ride. Not recommended for riders who are sensitive to backwards motion.

Glasses must be secured with an athletic strap. May not accommodate riders of larger size, please try test seat at ride entrance and ensure that seatbelt fastens. Maximum rider height of 6’6” (78”).

Riders with any prosthesis must contact Guest Services or Town Hall prior to waiting in line or riding.

Riders must have at least one functioning arm with a minimum of three functioning extremities. Two functioning arms are sufficient instead of three functioning extremities if the rider has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride. Amputations must be below the knee. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, or full leg cast are not allowed to ride. Riders must have below the knee amputation and sufficient lower extremities to ensure the ride restraint system adequately restrains them.

Riders using Alternate Access may enter via the exit. Rider must be able to enter elevated ride unit on own or with the assistance of a companion.

**WindSeeker**

WindSeeker ascends nearly 301 feet while spreading its metal arms swinging riders at a
45 degree angle at speeds up to 30 miles per hour above the Lake Erie shoreline. Seated in 32 two-person swings, riders will begin rotating in a circular motion as the swings climb the tower providing riders with a sensational feeling as their feet dangle at heights never experienced before.

Each seat has an individual over the shoulder lap bar and seatbelt that must be fastened at all times. May not accommodate riders of larger size. Maximum weight per ride unit of 304 pounds.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders must have a minimum of one full functioning leg (excluding prosthesis) and one leg amputated below the knee. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm cast, or full leg cast are not allowed to ride.

Riders with any prosthesis must contact Guest Services or Town Hall prior to waiting in line or riding.

Riders using Alternate Access are mainstreamed through the entrance. Rider must be able to take a few steps and transfer into an elevated ride unit that will shift while entering and exiting.

**Warning:** This ride contains Strobe Lighting.

### Witches’ Wheel

4

Gondolas start out hanging from ride, then go to horizontal by centrifugal force of spinning ride, which then lifts to a vertical position, turning riders upside down. To enter ride, rider must maneuver into free swinging car suspended approximately one foot above the ground. Cabin door must remain closed at all times.

Riders must have at least one functioning arm and one functioning leg, with a minimum of three functioning extremities. Riders with a cervical collar, neck brace, broken collar bone, braced arm cast, or full leg cast are not allowed to ride.

Alternate Access is via the exit gate, signal for host to assist. Caution: Car may tip when entering and exiting.

### SHOWS/ENTERTAINMENT

Due to the popularity of our shows, we suggest that you arrive early as seating may be limited. Show schedules are available at Guest Services, Town Hall and at any theatre entrance.

All Entertainment venues are accessible to guests who are mobility impaired. Assisted listening devices are available for guests who are hearing impaired. Large print scripts may also be available. Ask any employee at the venue for assistance.

**Red Garter Saloon**  
*Location: Entrance to Frontier Trail across from the Millennium Force*

Offers a variety of live entertainment shows. Cold beer, pop and various sandwiches are also available.

**Lusty Lil’s Palace**  
*Location: FrontierTown next to train station.*

Offers a variety of live entertainment shows. Cold beer, pop and various sandwiches are also available.

**Jack Aldrich Theatre**  
*Located in the front of the park across from the Sky Ride.*

**Camp Snoopy™ Theatre**  
Various performances of fun from Charlie Brown™ and the PEANUTS™ gang.

**Extreme Sports Stadium**  
*All Wheels Extreme, located between Wicked Twister & WindSeeker.*
**DINOSAURS ALIVE!**

Dinosaurs Alive is Cedar Point’s unique, multi-sensory, interactive dinosaur park with over 50 full-sized creations made to replicate nearly every feature of the dinosaurs. Several dinosaurs have interactive consoles which allow guests to guide dinosaur movement so they can see how scientists believe each dinosaur moved its arms, tail, mouth and eyes. There is also an excavation site replica, a kids’ paleontological dig site where visitors can uncover prehistoric fossils, and a dinosaur-themed gift shop.

The Dinosaurs Alive entrance and exit is located beside the Dino Store and next to Camp Snoopy™. The entire trail is wheelchair accessible. At the dig site, guests must be able to transfer to ground level on their own or with the assistance of a companion. To facilitate the transfer, a transfer device is available. Please ask a Dino Guide for assistance.

A separate admission ticket is required for this attraction. The trail closes at dusk.

**HALLOWEENDS®**

**Warning**

Theatrical Fog effects, areas of low lighting, loud music and sound effects and strobe lighting are used throughout the park during HalloWeekends, including on our midways, outdoor scare zones, indoor mazes, live entertainment venues and children’s attractions.

Guests with respiratory sensitivities, history of seizures or epilepsy, or sensitivities to loud music and sound effects are advised not to participate in these attractions.

Please adhere to all posted and verbal warnings and directions. Characters in our HalloWeekend attractions will not touch you: please do not touch them in any manner. Guests who do will be removed from the park without refund. Rowdy behavior and profanity are also cause for removal from the park.

Alternate Access is available via the entrance. Guests in Electric wheelchairs must transfer to a manual wheelchair to enter Mazes.

**VIRTUAL REALITY ATTRACTIONS**

Some attractions may be equipped with the use of a virtual reality (VR) headset. The use of VR attractions is participatory in nature. Guests participating in any VR experience must be at least 13 years old, must not be under the influence of alcohol or drugs, not have digestive problems, not have emotional stress or anxiety, and be free from the suffering of any cold, flu, headaches, migraines, or earaches. Guests with a history of seizures must not participate in any VR attraction. Guests with a pacemaker or other implanted medical device, or are pregnant, may also not participate in any VR attraction. Eyeglasses may not be worn with the VR headset, but the optics of the headset may be adjusted to focus the device. When participating in any VR attraction, please note any additional safety requirement that may be highlighted on the attraction’s Rider Safety Guide sign.
CEDAR POINT SHORES

Cedar Point Shores offers slides, activity areas and a wave pool and is open to the public. Cedar Point admission is not required. This attraction has a separate fee. Please note height requirements at the entrance to each attraction. Height measurements at Cedar Point Shores are taken in bare feet. Swim diapers are required.

Appropriate swimwear is required. Thongs and transparent clothing are not permitted. We reserve the right to determine the appropriateness of swimwear.

In an ongoing effort to provide a safe and enjoyable waterpark experience for our guests, we routinely utilize training exercises to improve our lifeguards’ skills and vigilance. These exercises will occur during normal operating hours and may consist of the following: submersible water mannequins and shadow dolls; the use of video surveillance equipment; internal and external audits; and active water rescue and/or first aid scenarios.

The Cedar Point Shores First Aid Station is open during Cedar Point Shores Operating Hours and is located across from Crosscurrent slide complex. Refrigeration for medication, with the exception of bee sting anaphylaxis kits, is available at First Aid, and medical equipment can be stored.

Life Jackets Life jackets are required for children who are less than 48” tall in bare feet or those who are inexperienced or non-swimmers. Life jackets are available for all guests needing special consideration. Children who are less than 42” tall must wear life jackets and be accompanied by a supervising companion. Only Coast Guard approved life jackets are allowed as flotation devices. Life jackets are provided free of charge for guests who require one.
## Cedar Point Shores

<table>
<thead>
<tr>
<th>Ride</th>
<th>Seated Postural Control</th>
<th>Appropriate Center of Gravity</th>
<th>One Functioning Arm</th>
<th>Two Functioning Arms</th>
<th>One Functioning Leg</th>
<th>Two Functioning Legs</th>
<th>Two Functioning Extremities</th>
<th>Three Functioning Extremities</th>
<th>Ability To Enter/Exit Ride Safely</th>
<th>Appropriate Observed Behavior</th>
<th>Hand-held Infants</th>
<th>Minimum Height Requirement</th>
<th>Accompanied by a supervising companion</th>
<th>Minimum Age to Participate</th>
<th>Accommodates Service Animal</th>
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<tbody>
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<td>Lake Erie Nor'easter</td>
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<td>Cedar Creek &amp; Runaway Rapids</td>
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<td>Y</td>
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<td></td>
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<td>46&quot;</td>
<td>N</td>
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</tbody>
</table>

### Must have this criteria in order to ride:
- **Y**
- **E2**
- **Z**
- **must stay in 2 feet of water or less.**
- **must have sufficient upper extremities to maintain the proper riding position.**
- **accompanied by a supervising companion.**

### Must not ride if has these conditions:
- **N**

### Category Description:

#### Low Thrill Rides
- **1** This is a low speed, and/or shallow water attraction.

#### Mild Thrill Rides
- **2** This is a low to medium speed attraction, and/or water depth to 48 inches. Some rider control, maneuvering and/or swimming skills required.

#### Moderate Thrill Rides
- **3** 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
- **4** 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
- **5** 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.
**Breakwater Bay Wave Pool**

A large wave pool with depths ranging from zero to six feet. Waves run on a “10 minutes on, 10 minutes off” cycle. Persons less than 48 inches tall must wear a life vest. Persons less than 42” tall must also be accompanied by a supervising companion. At this attraction, a supervising companion may accompany up to two children. Please note depth markers. Hand-held infants permitted only in 1 feet of water or less. Participation and water depth may be restricted if necessary. Only strong swimmers are recommended in deep water.

In order to participate, riders must have a minimum of two functioning extremities or be accompanied by a supervising companion. Cervical collars, neck braces, and broken collar bones are not recommended. Braced arms casts are not allowed. Participation and water depth may be restricted for riders with a full arm cast or full leg cast.

Access to the pool is available at the beach. Wheelchairs are permitted in the wave pool up to a depth less than or equal to the seat height. An aquatic wheelchair is available on a first-come, first-served basis. Please see a lifeguard supervisor prior to taking a wheelchair into the wave pool.

**Cedar Creek**

1,200 foot winding river tube ride which is 36 inches deep with a tunnel. Persons less than 48 inches tall must wear a life vest. Persons less than 42 inches tall must also be accompanied by a supervising companion. At this attraction, a supervising companion may accompany up to two children. In order to ride, riders must be able to safely enter/exit the attraction and demonstrate appropriate observed behavior. Cervical collars, neck braces, and broken collar bones are not recommended to participate. Braced arm casts and full leg casts are not allowed. Hand-held infants must be accompanied by a supervising companion.

To facilitate entry, a transfer device is available upon request.

**Crosscurrent**

Two single rider partially enclosed serpentine tube slides ending in a 42 inch (3 ft 6 inch) deep pool. Access to tower requires riders to walk up 90 steps. Maximum recommended weight limit 300 pounds per tube.
Great Lakes Cove/Lilly Pad Walk

An interactive pool with floatables and a lilly pad walk. Maximum water depth is 48” deep. Riders must be 46” tall to participate in the lilly pad walk. All riders less than 46” tall must be accompanied by a supervising companion. All riders less than 52” tall must wear a life vest. At this attraction, a supervising companion may accompany up to two children. Cervical collars, neck braces, broken collar bones, braced arm casts, full leg casts, and hand-held infants are not allowed. Participation and water depth may be restricted for riders with a full arm cast.

To facilitate entry, a transfer device is available upon request.

Lake Erie Nor’easter

Three single rider completely enclosed serpentine tube slides ending in a 42” splash pool. Riders are required to maintain the proper riding position – sitting face forward in a tube, holding onto tube handles with legs extended forward. In order to ride, riders are required to have one functioning leg, one functioning arm, and a total of three functioning extremities to maintain proper riding position. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm casts, full leg casts, and hand-held infants are not allowed to ride. Maximum weight limit 300 pounds per tube.

Access to the tower requires riders to walk up several flights of stairs.

Lakeslide Landing

An interactive water playground with slides and mini water thrills. Maximum water depth is 24” deep.

In order to participate in the pool, riders must be able to safely enter/exit the attraction, demonstrate appropriate observed behavior or be accompanied by a supervising companion. At this attraction, a supervising companion may accompany up to two children.

In order to participate on the Lakeslide Landing slides, riders must have seated postural control, appropriate center of gravity, a minimum of two functioning extremities (one arm and one leg), and demonstrate appropriate observed behavior. Cervical collars, neck braces, broken collar bones, braced arm casts, full leg casts, and hand-held infants are not allowed. Riders must be 36” to participate.

Lemmy’s Lagoon

A zero-depth interactive water playground featuring slides and water features. Anyone over 54” tall must be accompanied with a child in order to participate. Riders unable to maintain seated postural control, have the ability to safely enter and exit the attraction or demonstrate appropriate observed behavior must be accompanied by a supervising companion. The ground level attractions are fully accessible.

Please see a lifeguard supervisor prior to taking a wheelchair onto the pad.
Muffleheads Beach Bar

A 21 years old and over adult pool and bar. ID required for entry. Water depth is zero to 42". Pool contains a waterfall.

In order to participate in the pool, riders must have a minimum of seated postural control and appropriate observed behavior or be accompanied by a supervising companion. Hand-held infants are not permitted in the pool.

Access to the pool is available at the beach. Wheelchairs are permitted in the pool up to a depth less than or equal to the seat height. An aquatic wheelchair is available on a first-come, first-served basis. Please see a lifeguard supervisor prior to taking a wheelchair into the pool.

To facilitate entry, a transfer device is available upon request.

Perch Plunge

Three single rider partially enclosed serpentine body slides ending in a 42" splash pool. Riders are required to maintain the proper riding position – arms crossed over their chest, legs crossed at the ankles, and back flat against the slide. In order to ride, riders are required to have one functioning leg, one functioning arm and a total of three functioning extremities to maintain proper riding position. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm casts, full leg casts, and hand-held infants are not allowed to ride.

Maximum weight limit 300 pounds per rider.

Access to the tower requires riders to walk up several flights of stairs.

Plunge Slide

One single rider straightaway humpbacked tube slide ending in a 42" deep pool. In order to ride, riders are required to have one functioning leg, one functioning arm and a total of three functioning extremities to maintain proper riding position, and demonstrate appropriate observed behavior. Cervical collars, neck braces, broken collar bones, full arm casts, braced arm casts, full leg casts, and hand-held infants are not allowed. Riders must be 48" to participate.

Maximum weight limit 400 pounds per tube.

Riptide Raceway

A 44 foot tall complex of six separate slides which start in tunnels and end on a run-out. Riders are required to maintain the proper riding position – stomach flat on a mat, head first, and holding on to handles at all times. In order to ride, riders are required to have one functioning leg and two functioning arms to maintain proper riding position. Riders with a cervical collar, neck brace, broken collar bone, full arm cast, braced arm casts, full leg casts, and hand-held infants are not allowed to ride.

Maximum weight limit 300 pounds per rider.

Access to the tower requires riders to walk up several flights of stairs.

Runaway Rapids

1,200 foot activity flume which is 30 inches deep with many tipping buckets, waterfalls, waves, and geysers. Persons less than 48 inches tall must wear a life vest. Persons less than 42 inches tall must also be accompanied by a supervising companion. At this attraction, a supervising companion may accompany up to two children. In order to ride, riders must be able to safely enter/exit the attraction.
and demonstrate appropriate observed behavior. Cervical collars, neck braces, and broken collar bones are not recommended to participate. Braced arm casts and full leg casts are not allowed. Hand-held infants must be accompanied by a supervising companion.

To facilitate entry, a transfer device is available upon request.

**Splash2O**

Interactive play structure with various play elements including a giant tipping bucket, sprayers, tipping pails, net crawls, rope bridges, and seven body slides. Pool depth is between 0” – 6” deep. Some slides have varied height requirements anywhere between 36” and 48” depending on slide. In order to ride, riders are required to have two functioning legs and a total of two functioning extremities to maintain proper riding position, and demonstrate appropriate observed behavior. Riders are required to maintain the proper riding position – arms locked behind head, legs crossed at the ankles, and back flat against the slide. Hand held infants must remain on the ground with a supervising companion. Maximum weight limit 300 pounds per rider Access to upper level requires climbing stairs.

**Storm Surge**

Family tube slide with high-banked turns, sudden drops, and a winding twisting pathway ending in a 24” deep pool. Each tube hold a maximum of 4 riders. In order to ride, riders are required to have one functioning leg, one functioning arm and a total of three functioning extremities to maintain proper riding position, and demonstrate appropriate observed behavior. Cervical collars, neck braces, broken collar bones, full arm casts, braced arm casts, full leg casts, and hand-held infants are not allowed. Riders must be 46 inches to participate. Maximum weight limit 1,000 pounds per tube. Access to the tower requires riders to walk up several flights of stairs.

**Waterin’ Hole**

An interactive water playground for children with slides and play elements. Maximum water depth is 15” deep. In order to participate in the pool, riders must be able to safely enter/exit the attraction, demonstrate appropriate observed behavior or be accompanied by a supervising companion. Hand-held infants must be accompanied by a supervising companion. At this attraction, a supervising companion may accompany up to two children.

**Wild Walleye**

Two single rider serpentine tube slides ending in a 42” deep pool. In order to ride, riders are required to have one functioning leg, one functioning arm and a total of three functioning extremities to maintain proper riding position, and demonstrate appropriate observed behavior. Cervical collars, neck braces, broken collar bones, full arm casts, braced arm casts, full leg casts, and hand-held infants are not allowed. Riders must be 48” to participate. Maximum weight limit 300 pounds per tube.
**RESORT POOLS & SPAS**

**Lake Erie Beach**
Cedar Point’s famous 1-mile long beach situated along Lake Erie. In order to participate, patrons are required to have exhibit independent seated postural control or be accompanied by a supervising companion. Full leg casts and service animals are not allowed. Hand-held infants must be accompanied by a supervising companion.

**Hotel Breakers Indoor Pool (Towers)**
Indoor resort pool located near the Hotel Breakers Towers section. Maximum pool depth is 36” deep. In order to participate, patrons are required to demonstrate appropriate observed behavior. Full leg casts and service animals are not allowed. Life jackets are available free of charge for those needing special consideration. Hand-held infants must be accompanied by a supervising companion.

To facilitate entry, a transfer device is available upon request.

**Hotel Breakers Indoor Spa (Towers)**
Indoor resort spa located near the Hotel Breakers Towers section. Spa water depth: 36” deep. In order to participate, patrons must have a minimum of seated postural control and appropriate observed behavior. Hand-held infants and service animals are not allowed. Patrons must be 16 years of age.

To facilitate entry, a transfer device is available upon request.

**Hotel Breakers East Outdoor Pool**
Outdoor resort pool located near the Hotel Breakers East section. Maximum pool depth is 60” deep. In order to participate, patrons are required to demonstrate appropriate observed behavior. Full leg casts and service animals are not allowed. Life jackets are available free of charge for those needing special consideration. Hand-held infants must be accompanied by a supervising companion.

To facilitate entry, a transfer device is available upon request.

**Hotel Breakers East Outdoor Spa**
Outdoor resort spa located near the Hotel Breakers East section. Spa water depth is 36” deep. In order to participate, patrons must have a minimum of seated postural control and appropriate observed behavior. Hand-held infants and service animals are not allowed. Patrons must be 16 years of age.

**Hotel Breakers Kiddie Outdoor Pool**
An interactive water playground for children with slides. Maximum water depth is 24” deep. In order to participate in the pool, riders must be able to safely enter/exit the attraction, demonstrate appropriate observed behavior or be accompanied by a supervising companion. Patrons must be less than 52 inches tall or accompanied by a kiddie to participate. Hand-Held infants must be accompanied by a supervising companion. In order to participate on the slides, riders must have seated postural control, appropriate center of gravity, a minimum of two functioning extremities (one arm and one leg), and demonstrate appropriate observed behavior. Cervical collars, neck braces, broken collar bones, full arm casts, braced arm casts, full leg casts, and hand-held infants are not allowed. Patrons must be at least 36” to participate.

**Lighthouse Point Resort Outdoor Pool**
Outdoor resort pool located at the Lighthouse Point campground. Maximum pool depth is 54” deep. In order to participate, patrons are required to demonstrate appropriate observed behavior. Full leg casts and service animals are not allowed. Life jackets are available free of charge for those needing special consideration. Hand-held infants must be accompanied by a supervising companion.

To facilitate entry, a transfer device is available upon request.
**Lighthouse Point Resort Outdoor Spa**
Outdoor resort spa located at the Lighthouse Point campground. Spa water depth: 36” deep. In order to participate, patrons must have a minimum of seated postural control and appropriate observed behavior. Hand-held infants and service animals are not allowed. Patrons must be 16 years of age.
To facilitate entry, a transfer device is available upon request.

**Cedar Point Marina Outdoor Pool**
Outdoor pool located at the Cedar Point marina. Pool water depth: 48” deep. In order to participate, patrons are required to demonstrate appropriate observed behavior or be accompanied by a supervising companion. Full leg casts and service animals are not allowed. Life jackets are available free of charge for those needing special consideration. Hand-held infants must be accompanied by a supervising companion.
To facilitate entry, a transfer device is available upon request.

**Cedar Point Marina Outdoor Spa**
Outdoor spa located at the Cedar Point marina. Spa water depth: 36” deep. In order to participate, patrons must have a minimum of seated postural control and appropriate observed behavior. Hand-held infants and service animals are not allowed. Patrons must be 16 years of age.
To facilitate entry, a transfer device is available upon request.

**Sandcastle Suites Resort Outdoor Spa**
Outdoor spa located at the Sandcastle Suites hotel. Spa water depth: 42” deep. In order to participate, patrons must have a minimum of seated postural control and appropriate observed behavior. Hand-held infants and service animals are not allowed. Patrons must be 16 years of age.
To facilitate entry, a transfer device is available upon request.

**Sandcastle Suites Resort Outdoor Pool**
Outdoor pool located at the Sandcastle Suites hotel. Maximum pool depth is 60” deep. In order to participate, patrons are required to demonstrate appropriate observed behavior. Full leg casts and service animals are not allowed. Life jackets are available free of charge for those needing special consideration. Hand-held infants must be accompanied by a supervising companion.
To facilitate entry, a transfer device is available upon request.