WARNING

Many rides at Valleyfair 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 speed, 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 Guest Services. Participate responsibly. You should be in good health to ride safely. You know your physical conditions and limitations; Valleyfair 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 without notice.

Welcome to Valleyfair!

We are glad you are here! At Valleyfair we are proud to have earned one of the best safety records in the industry. We are committed to providing our guests with a safe environment and we want our guests to have a safe and enjoyable day. We are continually striving to improve our facilities. If you have a suggestion for an improvement or have questions not answered in this brochure, please stop at Guest Services.

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

Valleyfair’s Ride Admission Policy has been developed in consultation with industry experts, based on the recommendations of the manufacturer, our past experience and our evaluation of each ride using our knowledge of the ride in both normal and emergency operating conditions. Our prime consideration is the ability of each person to endure the dynamics of a ride without risk of injury to that person or other riders.

If you feel that you or a member of your party may be affected by this policy, you are encouraged to visit Guest Services to obtain a list of rides you can safely ride. Your Rider Access Form will provide information for our ride operators to help accommodate you.
## Ride Rating System

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

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

### VALLEYFAIR

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

### KEY TO SYMBOLS

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

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td><img src="1.png" alt="Ambulatory" /></td>
<td>Ambulatory Must be accompanied by supervising companion, of proper height to ride</td>
</tr>
<tr>
<td><img src="1.png" alt="Accommodates Wheelchair" /></td>
<td>Accommodates Wheelchair Must be accompanied by a child to ride/participate</td>
</tr>
<tr>
<td><img src="1.png" alt="Transferable" /></td>
<td>Transferable Must be at least this height to ride.</td>
</tr>
<tr>
<td><img src="1.png" alt="Maximum Speed of Ride" /></td>
<td>Maximum Speed of Ride Life jacket is required</td>
</tr>
<tr>
<td><img src="1.png" alt="Maximum Water Depth" /></td>
<td>Maximum Water Depth</td>
</tr>
<tr>
<td><img src="1.png" alt="Prohibited for guests with back trouble" /></td>
<td>Prohibited for guests with back trouble</td>
</tr>
<tr>
<td><img src="1.png" alt="Prohibited for guests who have had recent surgery" /></td>
<td>Prohibited for guests who have had recent surgery</td>
</tr>
<tr>
<td><img src="1.png" alt="Prohibited for guests with neck trouble" /></td>
<td>Prohibited for guests with neck trouble</td>
</tr>
<tr>
<td><img src="1.png" alt="Prohibited for pregnant women" /></td>
<td>Prohibited for pregnant women</td>
</tr>
<tr>
<td><img src="1.png" alt="Prohibited for guests with heart trouble or high blood pressure" /></td>
<td>Prohibited for guests with heart trouble or high blood pressure</td>
</tr>
</tbody>
</table>
Please Ride Safely
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 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 Valleyfair. 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 UNAUTHORIZED AREAS FOR ANY REASON. You may be seriously injured if you enter an unauthorized area.

Before riding, 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 or waist packs as long as they do not interfere with the restraint system. In addition, smaller items may be left in a locker or with a non-rider. Valleyfair 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

Valleyfair’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 Valleyfair. 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 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 queue line.

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. 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 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 Soak City, Alternate Access and Boarding Passes are only available at Ripple Rapids via the exit. Boarding Passes, however, are required for Halloween Haunt Mazes if the Maze has a line.
Additional Services
We strive to make Valleyfair as enjoyable and barrier free as practical. Should you find that you need assistance at any point during your visit, please do not hesitate to ask any one of our Associates. We will be happy to assist you in any possible way needed to make your visit more enjoyable. Listed below are some of the services we offer. If you need further information or have a special need that is not address here, please contact Guest Services.

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

To use the system obtain a receiver at Guest Services.

Braille & Large Print Guides
Braille and large print guides of the Park Map and Guest Assistance Guide are available at Guest Services. There are a limited number of guides available on a first-come, first-served basis.

First Aid Station
Our First Aid Station, located behind Cool & Creamy, is staffed from park open to close. Refrigeration for medical equipment and medication is available. Valleyfair has emergency medical technicians on staff who are trained in the administration of epinephrine via epinephrine auto injector (EpiPen) in the chance that a guest has an anaphylactic emergency at the park. Furthermore, it is recommended that the guest carry their own EpiPen on their person at all times but if forgotten, medical crews will also be equipped with EpiPens if a medical situation were to arise.

Parking for Guests with Disabilities
Parking for guests with disabilities is located in the front of our main parking lot.

Interpretive Services
With advance notice (at least 7 days), we can provide interpretive services for hearing impaired guests. Please direct inquiries to our Operations Management at 952-445-7600. Live Show scripts are available at each show venue upon request and must be returned at the end of the show.

Restrooms/Washrooms
Private washroom facilities for guests needing the assistance of another guest are available at all major washroom locations. Wheelchair accessible stalls are located at all main washroom facilities.

Special Dietary Needs
Although outside food and beverages are not allowed in 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 Valleyfair. Service animals must be physically controlled on a leash or harness at all times. Due to the nature of most rides and Haunt attractions, service animals must remain with a non-participating member of the guest’s party. Valleyfair ride associates are not permitted to take control of service animals. Guests whose service animal demonstrates aggressive actions towards our guests or associates will be directed to remove the animal from the park. Limit one service animal per guest.

Service animals may be taken on the Carousel and Minnesota River Valley Railroad.

Service Animal relief station is located next to Cosmic Coaster.
Not Permitted in Haunt Attractions.
Wheelchairs and Scooters
A limited supply of wheelchairs, electric convenience vehicles (ECV), and strollers are available for rent at the Rental location by Sweet! 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. Wheelchair escorts are necessary to have rented wheelchairs taken outside the park gates to the guests’ car. Ask for an escort at Guest Services.

Definitions
Every ride entrance lists height requirements and special instructions regarding the ride. Valleyfair 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 and maintain a seated position during the forces of the ride.

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

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.

Accompanied By: Whenever a guest needs accompaniment, the accompanying person must meet all the ride requirements, as well as assist the guest. This includes helping the guest in the boarding and exiting of the ride, assisting the guest in maintaining postural control while riding and assisting the guest down stairs, catwalks or ladders in case of an evacuation. The supervising companion must be seated in the same seat (row) as the guest who needs accompaniment and can accompany the number of guests for which the seat is designed. For example, if a seat is designed for three people, the supervising companion can accompany two guests.

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:
- Carousel – must ride in chariot.
- Minnesota River Valley Railroad – must be seated in the center of the bench.
- Breakers Bay – must stay in 2 feet of water or less.
- Ripple Rapids – must be in the lap of the supervising companion.
- Splash Station
- Barefoot Beach (Non Elevated Areas)

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. Remain seated until given instructions. In Soak City, 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 of 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 a 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.


You may ask the ride operator to enter the ride via the exit to ensure the restraints will position and fasten properly prior to waiting in line. Test seats are located at the queue entrance of RipTide, Steel Venom and Xtreme Swing.

Ride operators are not permitted to apply force to lock a restraint.

**Guests Using Wheelchairs**

On most rides where guests in wheelchairs can be accommodated, guests will need to leave their wheelchairs to be seated. In most cases you can leave your wheelchair on the ride platform or walkway near the ride. Almost every ride is wheelchair accessible. A wheelchair lift is available at Corkscrew to transport a guest in a wheelchair and one companion to our 2nd story ride platforms. Please use the doorbell/phone at base of lift to request service. A standard elevator is available for self-service at Snoopy’s™ Rocket Express and PEANUTS™ Playhouse. Please ask an associate at each location for assistance. Wheelchairs and EVC’s cannot be accommodated on most rides and attractions, with the exception of wheelchairs on Minnesota River Valley Railroad, where one wheelchair can be accommodated. Please refer to the individual ride and attraction descriptions in the back of this brochure for more specific information.

If in doubt about your ability to safely experience a ride, we urge you to consult with our staff at Guest Services. Valleyfair 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 Rental location by Sweet!

**Health Restrictions**

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, should carefully heed all warning signs at each ride entrance. If you are in doubt about your ability to safely experience a ride or would like more rider information, please visit Guest Services.

**Height Requirements**

Supervise children at all times. Your child may be “officially” measured at Guest Services or at any ride of the appropriate height level. 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. Valleyfair reserves the right to ask that shoes be removed to ensure that a child’s height is not being artificially enhanced or manipulated.

Every ride entrance lists height requirements and special instructions regarding the ride. Height measurements at Soak City are taken in bare feet.
Loose Articles: Travel Light
When planning your day at Valleyfair, it’s best to travel light. We recommend you leave all personal belongings in a locker, with a non-rider or in the trunk of your vehicle.

All items must be taken on the following rides: Thunder Canyon, Antique Autos, Carousel, Ferris Wheel and Minnesota River Valley Railroad.

Due to the nature of all our other rides, items must be secured in a cargo pocket or waist pack that zips, buttons, or has a Velcro closure. Items that cannot be secured will not be permitted on the ride. Waist packs must be able to be lifted over a tightened seatbelt or lap bar and must not interfere with the proper function of the restraint system. The waist pack must not interfere with you properly sitting in the ride unit with your back and shoulders against the seat back. Your hands must be free to hold on during the ride; therefore, nothing can be in your hands while riding.

Items not able to be secured must be left in a locker or with a non-rider. In most cases, you may leave your items on the ride platform. It is your responsibility not to have unsecureable items. You accept all risk for items that must be left on the platform or taken by the ride operator and placed on the platform. Valleyfair and its associates are not responsible for lost, stolen or damaged items.

To ride Power Tower, RipCord, Steel Venom, Xtreme Swing and designated waterpark attractions, you must use a strap to secure eyewear.

Hearing devices and other electronic devices may be damaged by water on water rides. Please take necessary precautions to protect hearing devices and eyewear on all rides. Headphones or any type of personal entertainment device must be removed in order to hear the safety instructions. These devices must be safely secured in a cargo pocket/waist pack or left in a locker or with a non-rider.

For safety reasons, cell phone usage, taking pictures, videotaping and filming on rides is prohibited.

Any guest intentionally dropping or throwing an item from a ride will be required to leave the park.

Lost & Found Articles
All items found at Valleyfair are turned into our Lost & Found Office located in the Entrance Plaza. If you lose an item on a ride, please see a ride operator for assistance, 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. Please visit Lost & Found to complete paperwork to ensure the item is returned to you if it is found.

For your safety, do not enter restricted areas. You may be seriously injured if you enter a restricted area.

Magnetic Fields on Rides
Magnetics are used at the following attractions: Steel Venom and Renegade. 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 natures of rides, oxygen tanks are not permitted on most attractions. Please consult with Guest Services 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 Corkscrew, Renegade, & Wild Thing.

Pregnancy
Pregnant women may ride the Antique Autos, Carousel, Ferris Wheel, Flying Eagles, Minnesota River Valley Railroad and participate in Barefoot Beach, Breakers Bay, Ripple Rapids, and Splash Station.
Proper Attire
In keeping with the family image of Valleyfair, all guests are required to wear tops, pants/shorts that must fit correctly at the waist line, and shoes at all times while in the park. Swimwear tops are acceptable if they are of a modest style. Clothing that disguises or alters a person’s identity and clothing or exposed tattoos with profanity, illegal substances, and other suggestive or offensive material are prohibited. Valleyfair has the sole discretion to determine what is appropriate. Valleyfair reserves the right to refuse admission or ask anyone who is not in compliance with these rules to leave the park.

Swimwear is not permitted on rides outside of Soak City. For your safety, loose clothing (including scarves and other free-flowing clothing), must be secured or removed to prevent any interference with the ride system and moving parts.

Prosthetics
Guests with any type of prosthesis may not ride North Star. Guests with any type of prosthesis should not ride Charlie Brown’s Wind Up, Power Tower, RipTide or Xtreme Swing unless they can ensure the device is properly secured and will remain in place during the ride. Prosthesis of any type with exposed metal are not permitted on water slides. If there is any concern of the prosthesis becoming dislodged during the ride, guests should visit Guest Services for assistance.

The manufacturer of Xtreme Swing also prohibits guests with any leg prosthetic devices at or above the knee from riding. The manufacturer of Steel Venom requires documentation from the prosthetic manufacturer stating the device will remain attached during the ride. Guests with prosthetic limbs must consult with Guest Services prior to waiting in line or riding.

Transfer Devices
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:
- Corkscrew
- Renegade
- Cosmic Coaster
- High Roller
- Wild Thing
- Snoopy’s™ Rocket Express

Criteria
Valleyfair’s Ride Admission Policy is designed to allow our guests to participate in the enjoyment of our parks as much as possible. The policy was developed by analyzing the 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 ten (10) criteria which may be required to ride a particular ride safely.

Ability to exhibit independent seated postural control under the dynamic conditions of the ride.
Explanation: The guest must have the body and spinal control to sit upright without the aid of other people or devices. The guest 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 guest’s thighs.

Appropriate center of gravity.
Explanation: The guest’s body must have the appropriate weight distribution for that ride.
### Ability to hold on with one functioning arm.
Explanation: A functioning arm is an upper extremity or prosthesis exhibiting good grip control, the ability to brace, and enough strength to allow the guest to maintain the proper riding position throughout the duration of the ride. Any arm prosthesis must remain properly secure under the dynamic conditions of the ride. Due to manufacturer requirements, some rides may exclude prosthetics.

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

### Ability to brace self with one functioning leg.
Explanation: Guests must have one functioning leg to be used for bracing the body during the course of the ride. A functioning leg may be a normal leg or a prosthesis which can be used for bracing. Any leg prosthesis must remain properly secure under the dynamic conditions of the ride. Due to manufacturer requirements, some rides may exclude prosthetics.

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

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

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

### Ability to enter/exit the attraction within specified parameters without endangering self or others.
Explanation: Guests must be able to enter and exit the ride without jeopardizing themselves or others and to assist with their own evacuation, if necessary. This may include special arrangements such as entering through an alternate access or having someone aid you in boarding. For the safety of our associates and guests, ride operators are instructed not to perform any lifting of guests.

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

### Guests have a duty to:
- Exercise good judgment
- Act in a responsible manner while using amusement rides
- Obey all warning prior and during participation
- Not participate while under the influence of alcohol or drugs
- Properly use all ride safety equipment provided

### Braces and Casts
Riders 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. Riders with full arm (elbow restricted) and full leg (knee restricted) casts or braces are restricted from most rides and water slides at Valleyfair. We suggest you delay your visit until the cast is removed. Braces with exposed metal parts are not permitted on the slides in Soak City.

The following chart displays the cast and brace rules for all rides and attractions.
<table>
<thead>
<tr>
<th>Amusement Park</th>
<th>Cervical Collar or Neck Brace</th>
<th>Broken Collar Bone</th>
<th>Full Arm Cast</th>
<th>Braced Arm Cast</th>
<th>Full Leg Cast</th>
<th>Forearm Cast</th>
<th>Foot or Lower Leg Cast</th>
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<tbody>
<tr>
<td>Antique Autos</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
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<tr>
<td>Bumper Cars</td>
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<td>Carousel</td>
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<td>Corkscrew</td>
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<td>Excalibur</td>
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**TABLE KEY**

- **Y** May ride with this condition
- **c** Must ride in chariot
- **Z** Must stay in 2 feet of water or less
- **A** Arm cast must not be positioned next to riding companion

The table shown should be used as a planning guide only. Each individual rider has different capabilities, and the suggestions in the above table do not guarantee that an individual will be able to participate on a specific attraction. Height requirements are subject to change.
Access Symbols
Symbols indicate boarding procedures for each ride and are defined below.

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

This symbol is used to identify rides where guests must be able to walk independently or be assisted by a member of their party. A wheelchair may be left in a designated position on or near the ride platform.

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

To facilitate boarding, a transfer device or pool life may be available.

RIDES
The following descriptions give information on the types of actions created by various rides. If you have been authorized to use an Alternate Access Entrance, follow the directions listed under each ride.

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 safety. Specific exceptions or qualifications to those three criteria will be noted in the information provided below.

Antique Autos
Guest operated Antique cars are powered by a gasoline engine and travel around a 1,500 foot track with a center guide rail to keep them on the track.

Guest who do not have independent seated postural control, the ability to hold on with one functioning arm, the ability to brace with one functioning leg or who do not have appropriate observed behavior must ride in the rear seat. Guests with a full leg cast must fit appropriately inside ride unit. Guests must have sufficient visual acuity to operate the car.

Alternate Access is available at the exit of the ride. Guests must be able to transfer into the seat of the ride unit on their own or with the assistance of a companion.

Driver must be at least 48” tall.

Bumper Cars
Cars controlled by guests and designed for bumping into each other. Guests must avoid head on collisions. A seatbelt secures each rider across the chest and under the arms. Guests under 7 years of age must be accompanied.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities. Guest who do not have appropriate observed behavior must be accompanied by a supervising companion. Guests with a neck brace, broken collar bone or braced arm cast cannot ride. Guests with a full leg cast must fit appropriately inside the ride unit.

Alternate Access is available at the exit of the ride. Guests will have to take a step down into the ride area on their own or with the assistance of a companion and be capable of entering and exiting vehicles that are low to the ground. Vehicles are not secured in place and may shift.
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<th>Appropriate Observed Behavior</th>
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<td>Two Functioning Arms</td>
<td>One Functioning Leg</td>
<td>Two Functioning Legs</td>
<td>Two Functioning Extremities</td>
<td>Three Functioning Extremities</td>
<td>Ability to Enter/Exit Ride Safely</td>
<td>Appropriate Observed Behavior</td>
<td>Minimum Height Requirement</td>
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* Must be accompanied by a supervising companion.

r Must be seated with a supervising companion and ride in the rear seat.

Y Must meet this criteria to ride.

cl Must ride in chariot and be accompanied by a supervising companion.

e Must have sufficient lower extremities to ensure the ride restraint system adequately restrains him.

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.

b Must be seated with a supervising companion in the center of the bench.

l Two functioning legs are sufficient instead of one functioning arm and one functioning leg.

q Proper function of the flight suit must be maintained.

g Two functioning arms are sufficient instead of three functioning extremities 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.

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 support weight against the restraint under the dynamic conditions of the ride.

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.

a1 Must have arms that extend at a minimum to the elbow and a non-prosthetic functioning hand on one of the two arms.

e5 Must have sufficient lower extremities to ensure the ride restraint system adequately restrains him. At a minimum legs must include the knee.
**Carousel**

Antique 48-horse Carousel also has chariot seating available. The outer and inner most rows of horse are stationary while the middle rows move up and down. Small children must be seated in a chariot or on the middle row of horses and be held by a supervising companion who is standing on the platform between the horses.

Guests who do not have independent seated postural control, an appropriate center of gravity, be able to hold on with one functioning arm, appropriate observed behavior and hand-held infants must ride in a chariot with a supervising companion. Guest who can only brace with one leg must have the ability to straddle the ride unit to ride. With a full leg cast must ride in a chariot.

Alternate Access is available at the exit of the ride. Guests will have to take a step up onto the ride platform which may shift, and be capable of entering and exiting elevated seats.

**Corkscrew**

A high speed, looping roller coaster that turns riders upside down three times. Riders will experience weightlessness and rapid movements from side to side. A shoulder harness with safety belt secures each rider over the shoulders and across the chest. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities 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.), Guest with a neck brace, broken collar bone, full or braced arm cast cannot ride. Guest with a full leg cast must fit appropriately inside the ride unit.

Alternate Access is available at the exit of the ride. To facilitate boarding, a transfer device is available upon request. Guests must be able to transfer on their own or with the assistance of a companion.

**Ferris Wheel**

Guests ride in one of 18 gondolas suspended from the outer rim of an 85-foot high wheel. A shared seatbelt secures riders across the thighs and pelvis.

Minimum of 2 guests per gondola.

Guests who do not have independent seated postural control or appropriate observed behavior must be seated with a supervising companion. Guests must have sufficient lower extremities...
to ensure the ride restraint system adequately restraints them. Guests with a braced arm or full leg cast must fit appropriately inside ride unit. Hand held infants cannot ride.

Alternate Access is available at the exit of the ride. To enter ride, guests must maneuver into free-swinging gondolas suspended above the ride platform. Guests must be able to transfer on their own or with the assistance of a companion.

Maximum weight is 1,050 pounds per gondola.

**Flying 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, neck brace, or broken collar bone are not allowed to ride.

Rider must demonstrate appropriate observed behavior unless, accompanied by a supervising companion.

Weight limit of 350 per car.

**Looping Starship**

Pirate style galleon ship with narrow bench seats. The ride starts out rocking back and forth and then turns completely upside down. A shoulder harness secures each rider over the shoulders and across the chest as well as a lap bar that secures each rider across the thighs and pelvis. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg, and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and their 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). Guests with a neck brace, broken collar bone, full arm, braced arm or full leg cast cannot ride.

Alternate Access is available at the exit of the ride. Guests must be able to transfer on their own or with the assistance of a companion.

**High Roller**

A traditional out and back wooden rollercoaster with airtime humps. A shared lap bar and seatbelt secures the riders across the thighs and pelvis. This ride may not accommodate guests of a larger size.

In order to ride, guest must be able to hold on with one arm, brace with one functioning leg, and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and their 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). Guests with a neck brace, broken collar bone, full arm, braced arm or full leg cast cannot ride.

Alternate Access is available at the exit of the ride. Guests must be able to transfer on their own or with the assistance of a companion.
Mad Mouse

Steel roller coaster with abrupt descents and turns. A lap bar and seatbelt secures each rider across the thighs and pelvis. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities 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, amputations must be a the knee or below). Guests with a neck brace, broken collar bone or full or braced arm cast cannot ride. Guests with a full leg cast must fit appropriately inside ride unit.

Alternate Access is available to the left of the entrance. Guests must be able to transfer on their own or with the assistance of a companion.

Minnesota River Valley Railroad

Replica of a steam powered train that stops at 2 stations (at the front of the park & in Planet Snoopy™).

Alternate Access for both stations is available at the entrance. For those guests unable to board without leaving their wheelchair, special cars are available. Ask operator for assistance.

Monster

A circular ride in which the arms move clockwise and up and down while the cars spin freely. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg (two functioning arms are sufficient instead of one arm and one leg if the guest 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). Guest who do not have appropriate observed behavior must be accompanied by a supervising companion. Guests with a neck brace, broken collar bone or braced arm cast and hand-held infants cannot ride. Guests with a full leg cast must fit appropriately inside ride unit.

Alternate Access is available to the left of the entrance. Guests must be able to take a big step up and transfer on their own or with the assistance of a companion. Use caution when entering and exiting the car as it may move.

Maximum weight of 400 pounds per car.

North Star

North Star ascends nearly 230 feet while swinging riders up to 40 miles per hour. Seated in two-person chain-link swings that allow feet to dangle, riders will begin rotating in a circular motion as the swings ascend and descend the tower. Seat belts must be fastened securely across the chest and between the legs of each rider at all times. This ride may not accommodate guests of a larger size.

Must have sufficient lower extremities to ensure the ride restraint system adequately restrains him. At a minimum legs must include the knee. Must have arms that extend at a minimum to the elbow and a non-prosthetic functioning hand on one of the two arms.

Prosthetics are not allowed.

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 available at the exit of the ride.
Northern Lights

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. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and their 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). Guests with a neck brace, broken collar bone or braced arm cast cannot ride. Arm casts must not be positioned next to another rider; full leg cast must fit appropriately inside the ride unit.

Alternate access is available via the exit. Guests must be able to transfer into the seat of the ride unit on their own or with the assistance of a companion.

Power Tower

A Space Shot and two Turbo Drop towers each 275 feet tall. Guests are taken to a height of approximately 250 feet on each tower. Space Shot propels guests up and Turbo Drop propels guests down. A shoulder harness with safety belt secures each rider over the shoulders and across the chest. This ride may not accommodate guests of a larger size.

In order to ride guests must be able to hold on with one functioning arm. Guest must have sufficient lower extremities to ensure the ride’s restraint system adequately restrains them. Guests with a neck brace, broken collar bone, full or braced arm cast, or full leg cast cannot ride.

Renegade

A high speed wooden coaster with a combination of high speed banked turns and airtime humps. A lap bar and seatbelt secures each rider across the thighs and pelvis. This ride may not accommodate guests of a larger size. No casts permitted.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and their 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). Guests with a neck brace, broken collar bone, full or braced arm cast, or full leg cast cannot ride.

Alternate access is available at the exit of the ride.

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

Note: This ride contains strobe lighting.
RipCord

Riders are secured in a harness attached to 3 cables and taken to a height of 180 feet and then allowed to free fall in a pendulum motion. The experience is similar to skydiving and hang gliding.

In order to ride, guests must be able to brace with one leg and possess two arms sufficient to be contained and restrained by the shoulder pads (proper functioning of the flight suit must be maintained). Guests with a neck brace, broken collar bone, full or braced arm cast or full leg cast cannot ride.

Alternate access is located at the ride entrance. Guests must be able to remain in a standing position on their own or with the assistance of a companion long enough to be fitted with the appropriate harness and be hooked up to flight cables.

Maximum weight of 850 pounds per flight.

Note: this is an extra charge attraction.

RipTide

A 38 person suspended gondola, which spins between two pillar-type arms while at the same time the arms rotate. You could get wet. A shoulder harness with safety belt secures each rider over the shoulders and across the chest. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm and brace with one functioning leg (two functioning arms are sufficient instead of one arm and one leg if the guest 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, two functioning legs are sufficient instead of one arm and one leg). Guests with a neck brace, broken collar bone or braced arm cast cannot ride. Guests with a full leg cast must fit appropriate inside ride unit.

Alternate Access is available at the exit of the ride. Guests will have to take a several steps and be capable of entering and exiting elevated vehicles which may shift. Guests must be able to transfer on their own or with the assistance of a companion.

Maximum weight limit is 510 pounds per car.

Scrambler

Rotating cars are mounted on counter-rotating arms, which produces strong accelerations and side to side movement, changing force and direction rapidly. A shared lap bar and seatbelt per car is used to secure the riders.

In order to ride guest must be able to hold on with one functioning arm and brace with one functioning leg (two functioning arms are sufficient instead of one arm and one leg if the guest 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, two functioning legs are sufficient instead of one arm and one leg). Guests with a neck brace, broken collar bone or braced arm cast cannot ride. Guests with a full leg cast must fit appropriate inside ride unit.

Alternate Access is available at the exit of the ride. Guests will have to take a several steps and be capable of entering and exiting elevated vehicles which may shift. Guests must be able to transfer on their own or with the assistance of a companion.

Maximum weight limit is 510 pounds per car.
Steel Venom

A twisting impulse coaster using linear induction motors to launch riders both forward and backward. A shoulder harness with safety belt secures each rider over the shoulders and across the chest. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm and have a minimum of three functioning extremities (guest must have sufficient lower extremities to ensure the ride restraint system adequately restrains them, two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and their lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride). Guest with a neck brace, broken collar bone, full or braced arm cast or full leg cast cannot ride.

Alternate Access is available at the exit of the ride. Transfer may be difficult due to platform design. Guests must be able to transfer on their own or with the assistance of a companion.

SuperCat

Circular ride that follows an undulating course. A shared lap bar and seatbelt per car is used to secure the riders. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm and brace with one functioning leg (two functioning arms are sufficient if the guest has a normal center of gravity and their lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride, amputation must be at the knee or below, two functioning legs are sufficient instead of one functioning arm and one functioning leg). Guests who do not have appropriate observed behavior must be accompanied by a supervising companion. Guests with a neck brace, broken collar bone or braced arm cast cannot ride. Guests with a full leg cast must fit appropriately inside ride unit.

Alternate Access is available at the exit of the ride. Transfer may be difficult due to platform design. Guests must be able to transfer on their own or with the assistance of a companion.

Thunder Canyon

Six-person river raft ride. Rafts float and bounce down high-speed rapids, often rotating rapidly after impact with the wall of the ride. You will get wet. A seatbelt secures each rider across the thighs and pelvis.

In order to ride, guest must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and lower extremities are sufficiently strong to maintain proper riding posture under the dynamic condition of the ride, amputation must be at the knee or below) Guests with a neck brace, broken collar bone, full or braced arm cast or full leg cast cannot ride.

Alternate Access is available by entering through the entrance and staying to the right-hand side at the Y in the queue. Transfer may be difficult due to platform design. Guests must be able to transfer on their own or with the assistance of a companion.

This ride may close if the temperature is below 65 degrees F.
Tilter 3
Circular ride with independent, free spinning cars. Guests are secured by an assist bar that closes over their lap. Guests should be at least 6 years old or accompanied by a supervising companion to ride.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and their lower extremities are sufficiently strong to maintain proper riding posture under the dynamic conditions of the ride, amputation must be at the knee or below). Guests who do not have appropriate observed behavior must be accompanied by a supervising companion. Guests with a neck brace, broken collar bone, braced arm cast and hand-held infant cannot ride. Guests with a full leg cast must fit appropriately inside ride unit.

Alternate Access is available through the walkway to the right of the entrance. Transfer may be difficult due to platform design. Guests must be able to transfer on their own or with the assistance of a companion.

Maximum weight of 800 pounds per car.

The Wave 4
Water flume ride with 20-passenger boats. You will get wet. A shared lap bar per row is used to secure the riders. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm and brace with one functioning leg. Guests with a neck brace, broken collar bone, full or braced arm cast or full leg cast cannot ride. Alternate Access is available through the walkway directly to the left of the entrance. Transfer may be difficult due to platform and boat design.

Wheel of Fortune 3
A circular ride which rises to a tilted position while rotating. A shared lap bar per row is used to secure the riders. Guests who do not take up over half of a seat will be paired with another rider. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm and brace with one functioning leg (two functioning arms are sufficient instead of one functioning leg if the guest has a normal center of gravity and their lower extremities are sufficiently strong to support weight against the restraint under the dynamic conditions of the ride). Guests who do not have appropriate observed behavior must be accompanied by a supervising companion. Guests with a neck brace, broken collar bone, braced arm cast and hand-held infants cannot ride. Guests with a full leg cast must fit appropriately inside ride unit.

Alternate Access is available at the exit of the ride. Guests must be able to transfer on their own or with the assistance of a companion.

Wild Thing® 5
A hyper-coaster featuring a long weightless zone and fast turns. A lap bar and seatbelt secures each rider across the thighs and pelvis. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and their lower extremities are sufficiently strong to maintain proper
Planets Snoopy™

Charlie Brown’s™ Wind Up

A chair swing ride with free-hanging swings suspended from an elevated, turning, slanted pylon. This ride may not accommodate guests of a larger size.

In order to ride, be able to hold on with one functioning arm and brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities 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 below the knee). Guests with a neck brace, braced arm or full leg cast cannot ride.

Alternate Access is available at the exit of the ride.

To enter ride, guests must maneuver into free swinging chairs suspended several feet above the ride platform. Guests must be able to transfer on their own or with the assistance of a companion. Do not use the ride restraints for entering and exiting as they will shift.

Maximum weight is 340 pounds per sweep.

Note: 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. If there are any concerns of the prosthesis becoming dislodged during the ride, guests should contact Guest Services for assistance.

Xtreme Swing

Twenty riders on each swing. Riders swing in an arc back and forth as if on a playground swing. The ride swings 115 degrees in each direction. A lap bar and seatbelt secures each rider across the thighs and pelvis.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and the lower extremities are sufficiently strong to maintain proper riding posture and the dynamic conditions of the ride, amputations must be below the knee). Guests with a neck brace, broken collar bone, full or braced arm cast or full leg cast cannot ride.

Alternate Access is available at the exit of the ride. Guests must be able to transfer on their own or with the assistance of a companion.

Note: 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. If there are any concerns of the prosthesis becoming dislodged during the ride, guests should contact Guest Services for assistance.
Cosmic Coaster

A self-propelled roller coaster that follows a twisted pattern. A shared lap bar and seatbelt per car is used to secure the riders. No hand held infants. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities (two functioning arms are sufficient instead of three functioning extremities 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). Guests with a neck brace, broken collar bone, full or braced arm cast, cannot ride. Guests with a full leg cast must fit appropriately inside the ride unit.

Alternate Access is available at the exit of the ride. To facilitate boarding, a transfer device is available upon request. Guests must be able to transfer on their own or with the assistance of a companion.

Flying Ace™ Balloon Race

A circular ride with free-hanging baskets suspended from an elevated, turning, slanted pylon. A shared seatbelt per bench is used to secure the riders.

In order to ride, guest must be able to hold on with one functioning arm and brace with one functioning leg. Guests with a neck brace, broken collar bone and hand-held infants cannot ride. Guests with a full leg cast must fit appropriately inside the ride unit.

Alternate Access is available at the exit of the ride. Guests must be capable of entering and exiting a free swinging gondola which may shift.

Kite Eating Tree

Guests are seated side by side and shoot to the top of the tower, then bounce gently down to a stop. A shared lap bar and individual seatbelts secure each rider across the thighs and pelvis.

In order to ride, guest must be able to hold on with one functioning arm and brace with two functioning legs (two functioning arms are sufficient instead of three functioning extremities if the guest has a normal center of gravity and their 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). Guests with a neck brace, broken collar bone braced arm or full leg cast cannot ride.

Alternate Access is available at the exit of the ride. Guests must be able to transfer into an elevated seat of the ride unit on their own or with the assistance of a companion.

Linus™ Beetle Bugs

This is a slow moving themed children’s circular ride with an undulating platform. A shared seatbelt secures riders across the thighs and pelvis.

In order to ride, guests must be able to hold on with one functioning arm and brace with one functioning leg. Guest with a neck brace, broken collar bone and hand-held infants cannot ride. Guests with a full leg cast must fit appropriately inside the ride unit.

Alternate Access is available at the exit of the ride. Guests must be able to transfer onto an elevated platform and then into an elevated seat of the ride unit on their own or with the assistance of a companion.
Linus™ Launcher

Circular ride where the riders are elevated, turned and slanted while in the prone position. A back cage secures each rider over the back. This ride may not accommodate guests of a larger size. One adult per gondola.

In order to ride, guests must be able to hold on with one functioning arm and have a minimum of three functioning extremities (must have sufficient lower extremities to ensure the ride restraint system adequately restrains them). Guests with a neck brace, broken collar bone, full arm, braced arm or full leg cast cannot ride.

Alternate Access is available at the exit of the ride. Guests must be able to transfer into an elevated ride unit on their own or with the assistance of a companion.

Maximum weight is 275 pounds per gondola.

Lucy’s™ Tug Boat

A ride with undulating and rotating movement which produces a wave effect. One lap bar per bench is used to secure the riders. This ride may not accommodate guests of a larger size.

In order to ride, guest must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities. Guests who do not have appropriate observed behavior must be accompanied by a supervising companion. Guests with a neck brace, broken collar bone, full or braced arm cast and hand held infants cannot ride. Guests with a full leg cast must fit appropriately inside the ride unit.

Alternate Access is available at the exit of the ride. Guests must be able to transfer into a seat of the ride unit on their own or with the assistance of a companion.

Maximum weight is 275 pounds per car.

PEANUTS™ 500

Guests ride in their own car that whips around an oblong track. A shared seatbelt per car is used to secure the riders. This ride may not accommodate guests of a larger size.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities. Guests who do not have appropriate observed behavior must be accompanied by a supervising companion. Guests with a neck brace, broken collar bone, full or braced arm cast and hand held infants cannot ride. Guests with a full leg cast must fit appropriately inside the ride unit.

Alternate Access is available at the exit of the ride. Guests must be able to transfer into a seat of the ride unit on their own or with the assistance of a companion.

Maximum weight is 275 pounds per car.

PEANUTS™ Playhouse

An interactive play element for children. There are cannons and gadgets, which utilize foam balls that can be shot and vacuumed up. You will get hit by foam balls. Guests with a neck brace and hand held infants cannot participate. Alternate Access is available at the attraction entrance.
PEANUTS™ Road Rally
A miniature truck ride. Trucks traverse the track together in a “train-like” fashion. A seatbelt secures each rider across the thighs and pelvis.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities. Guest with a neck brace and hand-held infants cannot ride. Alternate Access is available at the exit of the ride. Guests must be able to transfer into a seat of the ride unit on their own or with the assistance of a companion.

Maximum weight of 440 pounds per car.

Sally’s™ Swing Set
A large swing ride that take riders back and forth with a basic swing action while accelerating. A shared lap bar is used to secure the riders.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities. Guest with a neck brace, broken collar bone or full or braced arm cast cannot ride. Guest with a full leg cast must fit appropriately inside ride unit.

Alternate Access is available at the exit of the ride. Guests must be able to transfer on their own or with the assistance of a companion.

Maximum weight is 440 pounds per row.

Snoopy’s™ Deep Sea Divers
Submarine with six rows that seat four guests per row. The sub rotates in both directions reaching a height of over 20 feet. A shared lap bar per row is used to secure the riders.

In order to ride, guests must have be able to hold on with one functioning arm and brace with one functioning leg (two functioning arms are sufficient instead of one arm and one leg if the guest 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). Guest who do not have appropriate observed behavior must be accompanied by a supervising companion. Guest with a neck brace cannot ride. Guests with a full leg cast must fit appropriately inside ride unit.

Alternate Access is available at the exit of the ride. Guests must be able to transfer on their own or with the assistance of a companion.

Maximum weight is 440 pounds per row.

Snoopy’s™ Junction
Replica of an old steam powered locomotive. Guests sit in a train that travels in Planet Snoopy™ alongside the High Roller. A seatbelt secures each rider across the thighs and pelvis.

In order to ride, guests must be able to hold on with one functioning arm and brace with one functioning leg. Guest with a neck brace and hand-held infants cannot ride. Guests with a full leg cast must fit appropriately inside ride unit.

Alternate Access is available at the exit of the ride. Guests must be able to transfer on their own or with the assistance of a companion.
**Snoopy’s™ Moon Bounce**

An air filled mattress located inside a large inflated Snoopy™.

Guests with a neck brace, broken collar bone, full or braced arm cast or full leg cast and hand-held infants cannot participate.

Alternate Access is the ride entrance. Guests must be able to transfer on their own or with the assistance of a companion.

**Snoopy’s™ Rocket Express**

An elevated ride similar to a tram type of ride that takes guests on a trip over Planet Snoopy™. A seatbelt secures each rider across the thighs and pelvis.

In order to ride, guests must be able to hold on with one functioning arm and brace with one functioning leg. Guests with a neck brace cannot ride. Guests with a full braced arm cast or full leg cast must fit appropriately inside ride unit.

Alternate Access is available to the left of the entrance via a lift to the loading platform. To facilitate boarding, a transfer device is available upon request. Guests must be able to transfer on their own or with the assistance of a companion.

Maximum weight of 780 pounds per car.

**Snoopy™ vs. Red Baron™**

Replica of World War I fighter planes. The ride rotates, and moves up and down over water. Movement of each plane is controlled by the guest. A seatbelt secures each rider across the thighs and pelvis.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities. Guests with a neck brace cannot ride. Guests with a braced arm or leg cast must fit appropriately inside ride unit.

Alternate Access is available at the exit of the ride. Due to the nature of the ride platform, access may be difficult. Guests must be able to transfer into the ride unit on their own or with the assistance of a companion.

**Woodstock™ Whirlybirds**

Replica of World War I fighter planes. The ride rotates, and moves up and down over water. Movement of each plane is controlled by the guest. A seatbelt secures each rider across the thighs and pelvis.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities. Guests with a neck brace cannot ride. Guests with a braced arm or leg cast must fit appropriately inside ride unit.

Alternate Access is available at the exit of the ride. Due to the nature of the ride platform, access may be difficult. Guests must be able to transfer into the ride unit on their own or with the assistance of a companion.
Dinosaurs Alive is Valleyfair’s unique three-acre multi-sensory, interactive dinosaur park with over 30 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 Dinosaur Alive entrance and exit is located behind Panda Express and next to the Dino Store. The entire trail is wheelchair accessible. At the excavation site, guests must be able to transfer to platform and down steps on their own or with the assistance of a companion. The dinosaur trail is not included with general park admission. The trail closes at dusk.

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

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

Please adhere to all posted verbal warnings and directions. Characters in our Haunt attractions will not touch you; please do not touch them in any manner. Guests who do so 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 Fright Lane entrance.
## Soak City Waterpark

### Category Description

<table>
<thead>
<tr>
<th>Category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Low Thrill Rides</td>
<td>This is a low speed, and/or shallow water attraction.</td>
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<tr>
<td>Mild Thrill Rides</td>
<td>This is a low to medium speed attraction, and/or water depth to 48 inches. Some rider control, maneuvering and/or swimming skills required.</td>
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<tr>
<td>Moderate Thrill Rides</td>
<td>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.</td>
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<tr>
<td>High Thrill Rides</td>
<td>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.</td>
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<tr>
<td>Aggressive Thrill Rides</td>
<td>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.</td>
</tr>
</tbody>
</table>

### Waterpark

<table>
<thead>
<tr>
<th>Waterpark</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>Three Functioning Extremities</th>
<th>Ability to Enter/Exit Ride Safely</th>
<th>Appropriate Observed Behavior</th>
<th>Minimum Height Requirement</th>
<th>Maximum Height Requirement</th>
<th>Riders under 54&quot;</th>
<th>Or Accompanied By a Supervising Companion</th>
<th>Or Accompanied By a Child</th>
<th>Under 46&quot; in bare feet must wear life jacket</th>
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<tbody>
<tr>
<td>Barefoot Beach</td>
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<td>Barefoot Beach Slides</td>
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<td>Breakers Pipeline</td>
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<td>Breakers Plunge</td>
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<td>Panic Falls Body Slides</td>
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<tr>
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* Must be accompanied by a supervising companion.

Y Must meet this criteria to ride.

e2 Must have sufficient upper extremities to maintain the proper riding position.
Appropriate Attire
Appropriate swimwear is required. Thongs and transparent clothing are not permitted. We reserve the right to determine the appropriateness of swimwear. Guests wearing bathing attire with metal buttons, rivets, zippers, or snaps will not be permitted to ride Panic Falls, Breakers Plunge, or Breakers Pipeline.

Footwear is not permitted on Soak City attractions. Aqua socks and aquatic style footwear are permitted on Hurricane Falls, Ripple Rapids, Raging Rapids, Splash Station, Breakers Bay, and Barefoot Beach.

Guests requiring special accommodation should speak to a member of the Aquatics management team. Specifically designed attire made out of lycra or nylon type materials will be considered. Due to attraction manufacturer requirements, some riding restrictions may apply.

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.

This policy is enforced in Ripple Rapids and Breakers Bay.

Ongoing Lifeguard Training
In an ongoing effort to provide a safe and enjoyable waterpark experience for our guests, Valleyfair routinely utilizes 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; the use of video surveillance equipment; internal and external audits, and active/inactive water rescues and/or first aid scenarios.

Swim Diapers
Diaper dependent guests are required to wear swim diapers or a diaper specifically designed for aquatic use.

Water Wheelchairs and Pool Lifts
A water wheelchair is available for guests requiring additional assistance when at Soak City. The water wheelchair may be used by multiple guests on the same day. While in a wave pool, the water level may not exceed the height of the seat on the chair. A pool lift is available at Ripple Rapids. During your visit, please speak to a member of our Aquatics team to obtain access to the water wheelchair or pool lift and for further accessibility information.

Barefoot Beach
A zero-depth interactive water playground. 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.

Barefoot Beach Slides
Small slides for children. Hand-held infants are not allowed.

Riders are required to maintain seated postural control and have at least two functioning extremities. Riders unable to safely enter and exit the ride or demonstrate appropriate observed behavior must be accompanied by a supervising companion to access the slide. Guests with a cervical collar, neck brace, broken collar bone, full arm cast,
braced arm cast, or full leg cast are not allowed to ride.

Access to the slides requires guests to walk up a few stairs.

**Breakers Bay**

Waves generated for a minimum of five minutes, and then a minimum off for five minutes.

In order to participate, guests who do not have independent seated postural control, a minimum of two functioning extremities or appropriate observed behavior must be accompanied by a supervising companion. Guest with a neck brace, broken collar bone or braced arm cast cannot participate. Guests with a full arm cast must stay in 2 feet of water or less. Hand-held infants must stay in 2 feet of water or less and be accompanied by a supervising companion.

Alternate Access is the transfer staircase at the north side of the pool. Guests must be able to transfer to platform and down 12 steps on their own or with the assistance of a companion. To avoid injury, do not hold on to the pool wall while waves are generating.

Wheelchairs are permitted in the wave pool up to a depth less than or equal to the axle on the main wheels of the wheelchair when the waves are on. When the waves are off, wheelchairs are allowed to go no further than the seat under water. 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.

**Breakers Pipeline**

A complex of 4 separate water slides ending in individual run-outs. Required riding position is standing upright at the rear of the capsule with both feet on the trapdoor and ankles crossed, facing forward with head back, and arms crossed over chest.

In order to ride, guests must have two functioning arms and have two functioning legs. Guests with a neck brace, broken collar bone, full or braced arm cast or full leg cast cannot ride. No alternate access. Guests must be able to walk up 115 stairs to reach top of tower.

Maximum weight per person is 300 lbs.

Eyewear must be secured with a strap. Swimwear with rivets, buttons, and rear or side zippers are not permitted. Shirts and aqua socks must be removed and held by a non-rider during ride.

**Breakers Plunge**

Two high speed, straight, freefall slides 90 feet high, ending in a water-filled run out. Required riding position is lying flat on back with arms crossed over chest and legs crossed at ankles, keeping your body straight throughout the entire ride.

In order to ride, guests must be have two functioning arms and have two functioning legs. Guests with a neck brace, broken collar bone, full or braced arm cast or full leg cast cannot ride. No Alternate Access. Guests must be able to walk up 148 stairs to reach top of tower.

Maximum weight per person is 300 lbs.

Eyewear must be secured with a strap. Swimwear with rivets, buttons, and rear or side zippers are not permitted. Shirts and aqua socks must be removed and held by a non-rider during ride.
Giggle Run

Slow moving river ride kids can float on tubes through. No hand held infants.

Guests with a neck brace, broken collar bone, braced arm or full leg cast and hand-held infants cannot participate.

No Alternate Access. Must be able to leave wheelchair to participate in attraction.

Hurricane Falls

Four-person raft travels down slide which has high banked turns and sudden drops.

In order to ride, guests must be able to hold on with one functioning arm, brace with one functioning leg and have a minimum of three functioning extremities. Guests with a neck brace, broken collar bone, full or braced arm or full leg cast cannot ride.

No Alternate Access. Guests must be able to walk up 94 steps to reach top of tower. Eyewear must be secured with a strap. Maximum weight of 900 lbs per raft.

Panic Falls Body Slides

A complex of three separate body slides with quick turns and sudden drops ending in a 3 foot deep catch pool. Required riding position is lying flat on back with arms crossed over chest and legs straight, keeping your body straight throughout the entire ride.

In order to ride, guests must have sufficient upper extremities to maintain the proper riding position, be able to brace self with one functioning leg and have a minimum of three functioning extremities. Guests with a neck brace, broken collar bone, full or braced arm or full leg cast cannot ride.

No Alternate Access. Guests must be able to walk up 32 steps to reach top of tower. Eyewear must be secured with a strap. Swimwear with rivets, buttons, and rear or side zippers are not permitted. Shirts and aqua socks must be removed and held by rider during ride.

Panic Falls Speed Slides

Two high speed, straight, freefall slides 50 feet high ending in a water-filled run out. Required riding position is lying flat on back with arms crossed over chest and legs crossed at the ankles, keeping your body straight throughout the entire ride.

In order to ride, guests must be able to hold on with one functioning arm and brace with two functioning legs. Guests with a neck brace, broken collar bone, full or braced arm or full leg cast cannot ride.

No Alternate Access. Guests must be able to walk up 32 steps to reach top of tower. Swimwear with rivets, buttons, and rear or side zippers are not permitted. Eyewear, shirts, and aqua socks must be removed and held by rider during ride.
**Raging Rapids**

A very active, fast moving, whitewater simulated river.

In order to ride, guests must be able to hold on with two functioning arms and brace with one functioning leg. Guests with a neck brace, broken collar bone, full or braced arm or full leg cast cannot ride.

No Alternate Access. Guests must be able to roll tube from exit to start of ride. Eyewear must be secured with a strap.

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**Ripple Rapids**

A slow moving, winding river.

In order to participate, guest who cannot enter/exit without endangering self or other or who do not have appropriate observed behavior and hand-held infants must be accompanied by a supervising companion. Riders with a cervical collar or neck brace, broken collar bone, braced arm cast and full leg cast are not permitted to participate.

Alternate Access at entrance. Guests must be able to transfer to chair lift and operate on their own or with the assistance of a companion.

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**Splash Station**

Wading pool with water elements.

In order to participate, guest who cannot enter/exit without endangering self or other or who do not have appropriate observed behavior and hand-held infants must be accompanied by a supervising companion.

Access to the pool is available at the zero depth entry.