



SAFETY & ACCESSIBILITY GUIDE

FOR MORE INFORMATION PLEASE VISIT GUEST RELATIONS

INTRODUCTION:

We're thrilled you've chosen to spend your day at Six Flags! Our goal is to make your visit fun and memorable. This Six Flags Guest Safety and Accessibility Guide includes important information to assist Guests with planning their visit to the park and enjoy its various attractions, rides, services and amenities. In this Guide, Guests will find specific information for individuals with disabilities along with general policies and guidelines.

We work closely with the manufacturer of each of our rides and our policies incorporate the manufacturers' guidelines as well as the requirements of the Americans with Disabilities Act. We hope that this Guide will help Guests make the best choices to ensure a safe, comfortable and convenient experience at the park. If, at any time, Guests need additional assistance or a further explanation of our policies and guidelines, they should feel free to ask any Six Flags Team Member.

Our goal is to safely and efficiently accommodate the needs of all Guests, including individuals with disabilities. This Guide, along with the availability of our Team Members to answer any questions and offer assistance, will allow Guests to have a thrilling and safe day at the park.

GENERAL WARNING:

We are committed to providing you a safe environment during your visit to Six Flags. While there are inherent risks to participating in any amusement park ride or attraction, our goal is to ensure your safety with the incorporation of some restrictions. For your safety, you should be in good health to ride. Only you know your physical conditions or limitations.

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 a Guest to safely be contained within the ride restraint. Extremely large or small individuals, Guests who have heart, back or neck trouble or conditions, pregnant women, people who have had recent surgery or an illness, people with casts, braces, restrictive devices or certain disabilities may not be safely

accommodated by certain ride systems. For example, height requirements are based on the size needed for safety restraints to function properly and the level of maturity usually associated with a certain height.

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**. The specific features, rider requirements and health restrictions of each ride are described later in this Guide.

In order to ride, all Guests must be able to maintain the proper riding position, meet the ride requirements and appropriately utilize the restraint systems, including lap bars, shoulder harnesses and seatbelts as indicated. All Guests must also be able to demonstrate a willingness and ability to comply with verbal and written rider requirements.

Six Flags reserves the right to make the final determination regarding eligibility of a Guest to ride a particular ride based on the Guest's size, weight, height or other limitations. Information in this Guide is subject to change.

RIDER RESPONSIBILITY:

All Guests have a duty to exercise good judgment and act in a responsible manner while participating on a ride or attraction and to obey all verbal and written warnings and instructions. Guests also have a duty to properly use all ride and attraction safety equipment provided.

PARKING:

Accessible parking is available on a first-come, first-serve basis within the main parking lots of the park. When you arrive at the parking toll booths, ask a Team Member for instructions regarding where to proceed to the accessible parking lot. Both auto and van accessible spaces are provided. A valid disabled persons parking placard or license plate must be displayed at all times while parked in the designated accessible parking area. If the designated accessible parking area is full at the time of your arrival, members of your party may be dropped off at the main pick-up/drop-off area, near the main entrance to the park. Please ask a Team Member for directions to additional parking areas.

WHEELCHAIRS AND ELECTRIC CONVENIENCE VEHICLES (ECV'S):

Wheelchairs and electric convenience vehicles (ECV's) are available for rent just inside the Main Gate. A deposit and photo identification is required.

Guests may also use their own wheelchairs or ECV's. If you need to take the rented wheelchair or ECV outside of the park, a Team Member escort is necessary to do so. Please ask for assistance at the Main Gate area. ECV's must be operated in a safe manner, only one person may be on the ECV while moving, must have 3 wheels and cannot exceed 5 miles per hour while moving in the park or on Six Flags' property.

Guests using wheelchairs or ECV's may utilize any ticket window and designated turnstiles to enter the park. Many of the park's shopping and dining facilities are also wheelchair accessible. Many of the rides and attractions have queues that are accessible to Guests using manual wheelchairs. If an alternate entrance is required, these entrances are generally at the ride exit and are identified by a sign with the universal wheelchair symbol. Please keep in mind that there are specific boarding requirements and accommodations for those using wheelchairs at each ride or attraction.

SEGWAY:

Due to varying walkways, terrains and large crowds, we cannot permit the use of two-wheeled, self-balancing electric vehicles such as Segways. We are pleased to offer other forms of transportation, including ECV's and standard wheelchairs. Please contact Guest Relations for more information.

SERVICE ANIMALS:

Trained service animals are welcome at our Six Flags Theme Parks.

Service animals are defined as dogs that are individually trained to do work or perform tasks for people with disabilities. Examples of such work or tasks include guiding people who are blind, alerting people who are deaf, pulling a wheelchair, alerting and protecting a person who is having a seizure, reminding a person with mental

illness to take prescribed medications, calming a person with Post Traumatic Stress Disorder (PTSD) during an anxiety attack, or performing other duties. Service animals are working animals, not pets. The work or task a dog has been trained to provide must be directly related to the person's disability. Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals. Miniature horses that have been individually trained to do or perform tasks for people with disabilities will qualify as service animals.

Service animals must be house broken and remain on a leash or harness and under the control of their handler at all times. Guests whose service animal demonstrates aggressive and/or annoying actions toward a Guest or Team Member will be directed to remove the animal from the park.

Service animals are welcome in most locations of the park. Most of our rides are not equipped or designed for accessibility to service animals. Therefore, a member of your party must be available to stay with the animal while you ride.

Rides:

Service animals, excluding miniature horses, are permitted on Fiesta Texas Railroad and Ameriground. The service animal owner must maintain full control of the service animal at all times during the ride. Please visit Guest Relations or Lost & Found if you require additional information.

Guests may take advantage of our Kid Swap policy for staying with their service animal. However, park Team Members will not take responsibility for, or provide care to any service animal. Refer to the section on Kid Swap for more information.

A Service Animal "Relief Area" is located adjacent to the shade arbor in Crackaxle Canyon near Fender Benders. Owners are responsible for disposing of their animal's waste. Please look for this sign.



RESTROOMS:

Most restrooms within the park are accessible for Guests using wheelchairs. Please check the park map for locations. The park's Team Members or Guest Relations can provide location directions should you need companion restrooms during your visit.

ALTERNATE ACCESS:

Most of the park's theaters, attractions, restaurants and shops are accessible to wheelchairs. Most, if not all rides require transfer from the wheelchair to the ride seat. Special access entrances are available to accommodate Guests with mobility aides and service animals. These special entrances are generally at the ride exit and are identified by a sign with the universal wheelchair symbol.

Entry, Exit and Transfer must be accomplished independently by the Guest or with the assistance of a member from his/her party. Six Flags Team Members are not trained in lifting or carrying persons with disabilities and are therefore not permitted to assist Guests on or off the rides. Not all rides have alternate access. If in doubt, please contact the Ride Attendant or Lost & Found for more information.

ATTRACTION ACCESSIBILITY PROGRAM:

Our goal is to safely accommodate the needs of all Guests. Our policies comply with the Americans with Disabilities Act (ADA) and applicable state laws.

Six Flags' Attraction Accessibility Program is designed to accommodate guests with disabilities or certain other qualifying impairments so they may participate in the enjoyment of our Parks. Each attraction at Six Flags has been evaluated for the criteria necessary for an individual to ride safely. Our ridership criteria (set forth on page 10 of this Guide) is based on the requirements of the attraction manufacturer and the ability of guests to utilize all safety restraints and devices as designed, while maintaining the proper riding position throughout the duration of the ride. It is our policy to allow anyone to ride who meets all of these requirements and does not cause or create a legitimate safety concern to herself/himself or others. Our Attraction Accessibility Program matches the individual

abilities of our guests to the ridership criteria for each attraction.

The Attraction Accessibility Program is an accommodation designed to provide equal access to Park attractions and not to bypass other guests waiting in the standard queue.

The following procedures apply to guests who wish to participate in our Attraction Accessibility Program:

Guests can visit our Lost & Found Center to obtain Six Flags' Safety & Accessibility Guide to review the rider requirements of each ride or attraction. This Guide is also available on our website at www.sixflags.com.

To obtain an Attraction Access Pass guests with disabilities, mobility impairments or certain other qualifying impairments should visit the Lost & Found Center inside the Park. Such guests will be required to present a valid doctor's note in order to receive an Attraction Access Pass. The doctor's note must include the name of the individual requesting the AAP, doctor's name, address, phone number, and their signature on their letter head that includes their medical ID number, along with a statement indicating the guest has a disability or other qualifying impairment under the Americans with Disabilities Act (ADA) and/or applicable state law that prevents the guest from waiting in a standard queue. Please note that the nature of the disability should not be provided in the doctor's note. If the disability is of a temporary nature, the doctor's note should state the time period of the temporary disability. A photo identification must be presented at the time of issuances (for children 12 and under, photo ID of the parent or guardian would be accepted).

In an effort to provide equal treatment to all of our guests, only those guests with a disability or other qualifying impairment and up to three (3) riding companions will be allowed to access attractions through the alternate entrance. If the guest's party is larger than four (4) guests, the other members of the party will be required to enter the ride or

attraction through the standard queue.

To use the Attraction Access Pass, the guest should proceed to the attraction's alternate entrance and show the attraction attendant the Attraction Access Pass. The attraction attendant will document a reservation time that is comparable to the current wait time for the same ride/attraction. The guest, and up to three (3) riding companions, can then return to the attraction, using the alternate entrance, at the time of the reservation in order to ride.

A guest using an Attraction Access Pass may rest in a comfortable location or enjoy other attractions in the area until the assigned reservation time has come or when the others from the guest's party waiting in the standard queue reach the boarding platform.

A guest with an Attraction Access Pass must ride in order for the guest's companions to utilize the Attraction Access Pass to enter the attraction through the alternate entrance. If the guest with an Attraction Access Pass chooses not to ride, the guest's companions must wait in the standard queue.

Attraction Access Passes are not designed to bypass or "skip" the standard queue and the wait will be equal to the posted wait times. Individuals found to be fraudulently using the Attraction Access Pass will be in violation of our Guest Code of Conduct and may be subject to civil penalties. Violators may also be asked to leave the Park without any refund.

Personal Care Attendant

The Personal Care Attendant (PCA) program is designed to accommodate guests with disabilities who are in need of support services such as personal hygiene, eating, toileting, transferring, safe movement, maintaining continence and/or medication management, in order to participate in the Park's goods, services, and attractions. The PCA's attendance is required to enable the guest to participate in the Park's goods, services, and attractions. The PCA is not a guest and shall not participate in any of the Park's

goods, services, or attractions separate and apart from their client. The PCA receives compensation for the PCA's services, and the PCA is professionally licensed as a home health aide. If the Park discovers that the guest or the PCA has misrepresented the purpose of the PCA or that the PCA has acted as a patron of the Park as opposed to a PCA, the PCA and the guest will be expelled from the Park and may be barred from future entry.

MEDICAL DEVICES AND MOBILITY AIDES:

For your safety and the safety of others, riders may be required to remove medical devices, half or full length orthotics, braces, crutches, canes, prosthetics and any other type of medical assistance device that is not permanently affixed to the rider's body to prevent hazards or loss due to ride forces. These devices prevent safety restraints from working as designed, keep the rider from maintaining the proper riding posture, and present a hazard to the rider or others. If in doubt about your ability to safely experience a ride or attraction, please refer to the Rider Requirement Sign at the ride entrance. You may also consult with a Ride or Lost & Found Attendant for more information.

Please also refer to the "Ride Information" section of this Guide for specific information regarding removal of medical devices and mobility aides on a ride by ride basis. If you have any questions, please ask a Ride Attendant or visit Lost & Found.

LARGER FRAMED GUESTS:

Many rides incorporate safety systems designed by the manufacturer to accommodate people of average physical stature and body proportion. These systems may place restrictions on the ability of an individual to safely experience the ride.

In order to ride, all seatbelts, lap bars, and shoulder harnesses must be positioned and fastened properly. Due to rider restraint system requirements, Guests of a larger size may not be accommodated on some rides.

KID SWAP:

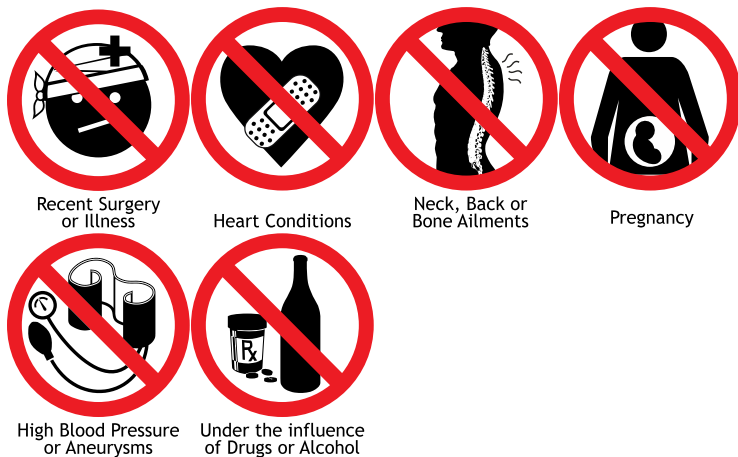
The Kid Swap program is designed to accommodate groups with younger children who may not be tall enough to ride some

attractions. To participate: 1) The entire party should enter the ride queue; 2) When preparing to board, tell the Ride Attendant you are using the Kid Swap program; 3) Children who are not tall enough to ride may wait at the exit with an adult from your party; 4) After the first ride is completed, the adult who waited with the child will be allowed to ride.

RIDE RATINGS AND WARNINGS:

Ride warning signs can be found at the entrance of each ride to help determine the attractions that are best for Guests based upon their experience level, physical condition and abilities. Information on each ride can also be found on the Park Map and Guide.

Key to Symbols:



GENERAL INFORMATION

FRIGHT FEST:

Theatrical fog effects, areas of low lighting, loud music, sound effects, and theatrical and strobe lighting are used throughout the park during Fright Fest. This includes streets, midways, outdoor scare zones, mazes and haunted houses both indoor and outdoor, live entertainment venues and children’s attractions.

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

verbal warnings and directions.

FAMILY SERVICES/NURSING MOTHERS:

A private room for nursing mothers is available upon request. Baby changing areas and a companion restroom can be found in most restrooms. Please feel free to ask a Team Member for directions to these locations or review a park map.

HEARING DISABILITIES:

Assisted listening devices are available upon request. Please see Theater Usher for additional information. American Sign Language Interpreting will be available if requested at least 7 days in advance of your visit. To arrange for sign language interpreting services, please call the Operations Office at 210-697-5468 Monday through Friday 9:00 to 5:00pm..

VISUAL IMPAIRMENTS:

Guests with visual impairments that require assistance from a Personal Care Attendant (PCA) will be provided a complimentary ticket for their PCA, provided the PCA meet the Personal Care Attendant guidelines. (See guidelines for Personal Care Attendant).

PREGNANCY:

Guests who know or believe they may be pregnant should follow all rules, guidelines and restrictions listed for each ride. Those who are pregnant should not ride a ride that specifically lists pregnancy as a rider restriction. Please closely review all rules and guidelines at the entrance of each ride.

FOOD, DRINKS, AND COOLERS:

Food, beverages, coolers and grills may not be brought into the park. The only food exceptions are for food allergies as described below and infant food in non-glass jars. Six Flags Fiesta Texas prohibits the use of grills and open flames in and around the property, including parking lots.

FOOD ALLERGIES:

Guests who suffer from sensitivities or life-threatening allergies may bring food into the park if they do not feel comfortable with the menu

options available. In this case, the food must be limited to the individual with the allergy and may contain: two sealable sandwich bags (7x8 inches) and one snack to accommodate their visit (such as a piece of fruit, a fruit bar, or a snack that fits in a sandwich bag). One small soft-sided cooler may be brought into the park to carry these items. No outside beverages are permitted. Please see Security at Six Flags Fiesta Texas to receive a medical sticker.

FIRST AID:

Emergency Medical Technicians or Paramedics are on duty during all park operating hours. If you require medical assistance, ask any Team Member and they will summon medical personnel to your location. Please refer to your Park Map and Guide for the location of First Aid.

OXYGEN TANKS/AIR CONCENTRATORS:

Due to the dynamics and certain characteristics of the rides, oxygen tanks or portable systems are not permitted on most of our rides and attractions. Oxygen tanks are permitted in enclosed facilities.

SPECIAL EFFECTS AT THEATERS, RIDES AND ATTRACTIONS:

Theatrical fog and other effects, including but not limited to: haze and other atmospheric effects, scents, areas of low lighting, loud music, sound effects, theatrical lighting and strobe lighting may be used at various locations in the park such as theaters and during Fright Fest. Guests with respiratory sensitivities, history of seizure or epilepsy, or sensitivities to latex, loud music and sound effects are advised not to participate in these attractions. Please adhere to all posted and verbal warnings and directions.

RIDE INFORMATION

CAMERAS:

Picture taking and the use of cameras and video recording devices is not permitted on any ride, while it is in motion. It is encouraged that Guests leave their equipment with a non-rider or secure it in a locker or their vehicle. Lockers are available to store items for a nominal fee. Guests must have written permission to use photographs and/or

recordings of any aspect of the park for commercial broadcasting, advertising, marketing, or publishing in any medium.

RIDE EVACUATIONS:

If a ride evacuation is necessary, Guests may need to negotiate stairs from the highest points of the ride down steeply inclined stairs or walking surfaces. Guests requiring assistance during the ride evacuation may be escorted last in order to expedite the ride evacuation process. Please ask a Ride Attendant about the specific procedures prior to boarding a particular ride.

FULL BODY HARNESS:

The safety of our guests and employees is always our highest priority and we strive to provide a fun, safe experience for all guests. In an effort to better accommodate the needs of guests with certain disabilities, we have worked with ride manufacturers to develop safety harnesses for select rides in our park. Riders who do not meet certain extremity requirements may be able to ride Goliath and Superman utilizing the full body harness [if all requirements are met]. Our ride operators have been trained to assist guests with the harnesses to ensure their safety and enjoyment.

Definitions:

Every ride entrance lists height requirements and special instructions regarding the ride. Six Flags uses the following terms:

Responsible Person: A responsible person is someone who meets all the requirements to ride the ride themselves and is at least **54"** tall or taller.

Accompanied By: Whenever a Guest needs accompaniment, the accompanying person must meet all the ride requirements and be able to assist the Guest including helping the Guest to board and exit the ride and assisting the Guest down stairs, catwalks, or ladders in case of an evacuation.

Lap Child: A lap child is a child who is unable to walk to the ride unit independently or maintain independent seated postural control.

Functioning Extremity: A functioning extremity is a limb over which a person has control. A prosthetic device is not considered a functioning extremity. Six Flags has additional requirements

regarding prosthetic devices. Please see the information for each specific ride in the Ride information section of this Guide

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 ride.

Functioning Arm: A full arm with the ability to be flexed at the elbow and a minimum of three full fingers with the ability to hold on with a firm grip.

Functioning Leg: A fully formed natural leg with a foot, absent of prosthetic devices with the ability to be bent at the knee.

If you have questions concerning whether you meet the manufacturer and safety restraint system requirements for attractions (concerning the ability to maintain proper riding position and/or the physical requirements with respect to functioning limb and gripping ability) you should visit the Lost & Found Center inside the Park and ask about the Attraction Accessibility Pass. A Guest Services Team Member will review with you the attraction requirements and if you meet such requirements, will provide you with an Attraction Access Pass that you can use at each approved attraction to demonstrate to the Ride Operator that you meet the manufacturer's and safety restraint requirements.

LOOSE ARTICLES:

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Batman the Ride

An exciting, high speed, 4D coaster with drops and flips.

Height Restriction: Must be at least 48" tall to ride and may not exceed 300 lbs.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head against the headrest, their back and

shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must have 2 functioning legs that include the knee. Must have at least 1 fully functioning arm. Must be able to sit properly, use all restraining devices, and stabilize self. No Prosthetics. No leg casts. No full arm casts.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the Flash Pass entrance to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Boomerang

An exciting roller coaster with quick acceleration, high speeds, steep drops, fast turns and inverted turns.

Height Restriction: Riders must be at least 48" tall to ride.

Physical Requirements: Each rider must be able to remain sitting up straight while keeping their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member on the ride exit platform to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Buckarooz

A gentle ride with some elevation and mild up and down forces.

Height Restriction: Must be a minimum of 36" and a maximum of 54"

to ride.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. No leg casts.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Bugs Bunny White Water Rapids

A family boat ride with turns, drops, and splashes.

Height Restriction: Must be at least 42” tall to ride. Riders between 36”-42” must ride with a Responsible Person.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must have 1 fully functioning arm and at least 1 fully functioning leg, OR 2 fully functioning arms with 2 non-functioning legs may ride as long as they are able to maintain a proper riding position and transfer self into and out of the unit.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the Flash Pass Entrance to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Crow’s Nest

A family ride with a circulation motion and frequent stops.

Height Restriction: Must be at least 42” tall to ride. Walking age to 42” must ride with a Responsible Person. No infants.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must have upper body control with the ability to support self and the ability to transfer into and out of the unit.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Daffy’s Bus Stop

A slow moving circular ride that has some elevation.

Height Restriction: Must be at least 42” to ride. Walking age to 42” must ride with a Responsible Person. Guests over 54” must be accompanied by guest under 54”. No infants.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. No leg casts. Riders must be able to sit properly, use all restraining devices and stabilize themselves.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Fender Bender

A driving ride with turns and bumps.

Height Restriction: Riders must be at least 54" tall to drive. Riders 42" to 54" must ride as a passenger with a Responsible Person.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. Driver must have ability to hold and/or turn steering wheel and depress foot pedal. Passenger must have ability to brace self.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Fiesta Texas Railroad

A family ride that moves around a track with gentle turns.

Height Restriction: Riders must be of walking age or accompanied by a Responsible Person. Infants ok.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess upper body control. If Guest cannot maintain upper body control, must ride with Responsible Person. Guests using wheelchairs do not need to transfer to a ride seat.

Ride Access: Guests should use the designated walkway. Service dogs are welcome to ride.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Fireball

A high thrill ride with sudden acceleration, steep drops and sudden stops.

Height Restriction: Riders must be at least 48" to ride.

Physical Requirements: Each rider must maintain an upright seated position with their back against the seatback during the duration of the ride and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition, riders must possess two naturally fully formed and functioning arms absent of prosthetic devices and two legs that include the knee, OR one naturally fully formed and functioning arm absent of prosthetic devices and two naturally fully formed and functioning legs absent of any prosthetic devices. Prosthetics and casts are not permitted. Riders must step up and down into the ride vehicle and will need to transfer from a wheelchair to the ride vehicle.

Due to the design of the seating safety device on this ride exceptionally large or tall Guests may not be able to ride.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Foghorn Leghorn's Barnyard Railway

A child's ride around a track with gentle turns.

Height Restriction: Must be at least 36" to ride. Walking age to 36"

must ride with a Responsible Person. Guests over 54" must be accompanied by guest under 54". No infants.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must have the upper body strength to sustain self in a normal riding position. Prosthetics are ok. Non-functioning legs are ok.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Goliath

An exciting and turbulent ride with high speeds, steep drops, fast turns, inverted loops and sudden stops.

Height Restriction: Must be at least 54" tall to ride.

Physical Requirements: Each rider must be able to remain sitting up straight while keeping their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 2 fully functioning legs, or 2 fully functioning arms and 1 functioning leg that includes the knee. No casts. No prosthetics. Riders who do not meet the extremity requirements may be able to ride Goliath by utilizing a full body harness, if all other requirements are met.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Equal Access Pass to the Team

Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Grand Carousel

A family ride with a gentle circular motion.

Height Restriction: Riders must be at least 42" tall to ride. Under 42" must be accompanied by a Responsible Person. Lap children and infants only allowed on chariots.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright. In addition riders must possess 1 fully functioning arm, 1 fully functioning leg and 1 leg to the knee (1.5 legs) to utilize a horse. Chariots require Upper Body Control and the ability to sit in an upright position and maintain an upright posture.

Ride Access: Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time. Service dogs are welcome to ride in chariot.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Gully Washer

A moderate family raft ride through white water with splashes and turns.

Height Restriction: Must be at least 42" tall to ride. Riders between 36"-42" must ride with a Responsible Person.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. Riders must be able to sit properly, use all restraining devices, and stabilize themselves.

Ride Access: Guests should use the exit walkway and present their Equal Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Hurricane Force 5

An exciting ride with circulating and oscillating up and down motion.

Height Restriction: Must be at least 48" tall to ride.

Physical Requirements: Each rider must have the upper body strength to sustain self in a normal rider position, keep their head upright, and their arms, legs, and feet inside the ride vehicle at all times. In addition, riders must possess at least one naturally fully formed and functioning arm absent of prosthetic devices and two naturally fully formed and functioning legs absent of any prosthetic devices. Prosthetics and casts are not permitted.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Equal Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Hustler

A moderate ride with an oscillating motion.

Height Restriction: Must be at least 36" tall to ride.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. Must be able to sit

properly, use all restraining devices, and stabilize self.

Ride Access: Guests should use the exit walkway and present their Equal Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Iron Rattler

An exciting coaster with high speed turns, steep drops, inversions, and sudden stops.

Height Restriction: Must be at least 48" tall to ride.

Physical Requirements: Each rider must be able to remain sitting up straight while keeping their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 2 fully functioning legs. No prosthetics. No casts.

Ride Access: Guests should use the exit walkway and present their Equal Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Kiddee Koaster

An exciting child's ride with turns and gentle drops.

Height Restriction: Must be at least 36" tall to ride.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. Leg casts are ok.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Equal Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Kinderstein

A gentle circular ride.

Height Restriction: Must be at least 36" to ride. Walking age to 36" must ride with a Responsible Person. Guests over 54" must be accompanied by guest under 54". No infants.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. Riders must be able to sit properly, use all restraining devices, and stabilize themselves.

Ride Access: Guests should use the exit walkway and present their Equal Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Krazy Kars

A mild ride around a track with gentle turns.

Height Restriction: Must be at least 36" to ride. Walking age to 36" must ride with a Responsible Person. Guests over 54" must be accompanied by guest under 54". No infants.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against

the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. Riders must be able to sit properly, use all restraining devices, and stabilize themselves.

Ride Access: Guests should use the exit walkway and present their Equal Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Pandemonium

A high thrill ride with sudden turns and drops.

Height Restriction: Must be at least 47" tall to ride. Riders between 42"-47" must ride with a Responsible Person.

Physical Requirements: Each rider must be able to remain sitting up straight while keeping their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 2 fully functioning legs.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Equal Access Pass to the Team Member at the Flash Pass Entrance to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Pirate Ship Play Zone

Children's play area with a pirate ship and slides.

Height Restriction: Must be at least 36" tall to play. Walking age to 36" must be accompanied by a Responsible Person.

Physical Requirements: None.

Ride Access: Must be able to negotiate steps to climb on pirate ship.

Pirates of the Deep Sea

An indoor dark ride that moves on a track with slow turns and has moderately scary thematic elements. Low lighting, theatrical fog, loud music, sound effects, and theatrical and strobe lighting are used throughout this attraction.

Height Restriction: Must be at least 42" tall to ride. Walking age to 42" must ride with a Responsible Person. No infants.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 2 natural legs to the mid-thigh and 1 fully functioning arm. Riders must be able to able to sit properly, use all restraining devices, and stabilize themselves.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the Flash Pass entrance to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Poltergeist

An exciting and turbulent roller coaster with quick acceleration, high speeds, steep drops, fast turns and inverted turns.

Height Restriction: Must be at least 54" tall to ride.

Physical Requirements: Each rider must be able to remain sitting up straight while keeping their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 2 fully functioning arms and 2 fully functioning legs and ability to hold onto handhold points. No prosthetics. No leg casts.

Ride Access: Guests should use the exit walkway and present their

Equal Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Road Runner Express

An exciting roller coaster with high speeds, steep drops, and fast turns.

Height Restriction: Must be at least 42" tall to ride.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 3 fully functioning extremities (1 fully functioning arm and 2 fully functioning legs OR 2 fully functioning arms and 1 fully functioning leg).

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Scream

An exciting ride with sudden acceleration and a sudden drop.

Height Restriction: Must be at least 52" tall to ride.

Physical Requirements: Each rider must be able to remain sitting up straight while keeping their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg; No prosthetics. Riders must be able to sit properly, use all restraining devices, and stabilize self.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Screamin' Eagle (Additional Fee)

A quick paced, elevated attraction that moves on a cable track to view areas below.

Height Restriction: Must be at least 47" tall to ride and may not exceed 300 lbs. Riders 42" to 47" must be accompanied by a responsible person. Combined weight of both riders may not exceed 450 lbs.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must have 2 functioning legs that include the knee. Must have at least 1 fully functioning arm. Must be able to sit properly, use all restraining devices, and stabilize self. No Prosthetics. Casts may not restrict the rider from bending the elbow or knee, and may not restrict the restraints in any way.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

SkyScreamer

An exciting, high speed, swing ride with circular motion.

Height Restriction: Must be at least 48" tall to ride. Riders between

44"-48" must ride with a Responsible Person.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must have 2 functioning legs that include the knee. Must have at least 1 fully functioning arm and the other that extends at least to the elbow. Must be able to sit properly, use all restraining devices, and stabilize self. No Prosthetics.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Spinsanity

An exciting ride with quick circulating motion.

Height Restriction: Must be at least 46" tall to ride. Riders between 36"-46" must ride with a Responsible Person.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg that includes the knee. Riders must be able to sit properly, use all restraining devices, and stabilize themselves.

Ride Access: Guests should present their Attraction Access Pass to the Team Member at the ride to receive a wait time and utilize the exit ramp to access the ride.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Superman Krypton Coaster

An exhilarating, floorless steel coaster with numerous hills, steep drops and embankments.

Height Restriction: Must be at least 54" tall.

Physical Requirements: Each rider must be able to remain sitting up straight while keeping their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 2 fully functioning legs, or 2 fully functioning arms and 1 functioning leg that includes the knee. No casts. No prosthetics. Riders who do not meet the extremity requirements may be able to ride Superman by utilizing a full body harness, if all other requirements are met.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Taz's Tornado

A slow moving circular swing ride.

Height Restriction: Must be at least 42" tall to ride. Walking age to 42" must ride with a Responsible Person. No infants.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must have 2 functioning legs that include the knee. Riders must have at least 1 fully functioning arm and the other that extends at least to the elbow. No prosthetics. Riders must be able to sit properly, use all restraining devices, and stabilize self.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to

receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Texas Gunslinger

(Additional Fee)

A high thrill amusement ride with quick accelerations, bouncing, and spinning motions.

Height Restriction: Riders must be at least 44" tall.

Physical Requirements: Each rider must be able to remain sitting up straight while keeping their head against the headrest, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 2 fully functioning arms and 1 fully functioning leg. Must be able to negotiate stairs to the platform. No prosthetics. No Casts.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Thunder Beach Speedway

(Additional Fee)

A high thrill driving attraction with sharp turns, sudden stops and possible bumps.

Height Restriction: Must be at least 58" to drive. 42" – 58" must ride as a passenger only and ride with an adult over 18 years old who meet requirements. Must be 18 years or older to drive a passenger.

Physical Requirements: Drivers must exhibit sufficient visual acuity to operate the go-kart safely. Drivers and passengers must maintain an upright seated position with their back against the seatback at all times during the ride duration. Arms, hands, legs, and feet must remain inside the go-kart at all times. In addition, riders must possess 1 fully functioning arms and 2 fully functioning legs, or leg

prosthetics which allow pedal control for both legs. Driver must have ability to hold and turn the steering wheel along with foot pedal control of the gas and brake pedals. Passenger must have ability to brace self.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Up, Up, and Away

An elevator ride to the viewing area at the top of the ride.

Height Restriction: Must be at least 42" tall to ride. Walking age to 42" must ride with a Responsible Person. No infants.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. Riders must be able to sit properly, use all restraining devices, and stabilize self.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Waverunner

A moderate ride with quick circulating motion.

Height Restriction: Must be at least 48" tall to ride. Riders between 36"-48" must ride with a Responsible Person.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. Riders must be able to sit properly, use all restraining devices, and stabilize themselves

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Wonder Woman Golden Lasso Coaster

An exciting, high speed, single rail coaster with drops and inversions.

Height Restriction: Must be at least 48" tall to ride.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must have 2 fully functioning legs that include the feet. Must have at least 1 fully functioning arm. Must be able to sit properly, use all restraining devices, and stabilize self. No prosthetics. No leg Casts.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Yosemite Sam's Wacky Wagons

A gentle circular ride with some elevation.

Height Restriction: Must be at least 36" to ride. Walking age to 36" must ride with a Responsible Person. Guests over 54" must be accompanied by guest under 54". No infants.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must be able to sit properly, use all restraining devices, and stabilize themselves.

Ride Access: Guests should use the exit walkway and present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

Zoomjets

A gentle circular ride with some up and down motion.

Height Restriction: Must be at least 48" tall to ride. Riders between 36"-48" must ride with a Responsible Person.

Physical Requirements: Each rider must be able to remain sitting up straight, keep their head upright, their back and shoulders against the seat back, and their arms, hands, legs, and feet inside the ride vehicle at all times. In addition riders must possess 1 fully functioning arm and 1 fully functioning leg. Must be able to sit properly, use all restraining devices, and stabilize self.

Ride Access: Guests using a manual or electric wheelchair or an ECV should enter through the entrance. Guests who are unable to wait in line should present their Attraction Access Pass to the Team Member at the ride exit to receive a wait time.

Loose articles are not allowed to be taken on board while riding any ride. Items such as cell phones, keys, or other small items must be secured in cargo or zippered pockets, left with a non-rider, or placed in a ride locker. Any article left on the ride dock is at your own risk.

White Water Bay Accessibility Guide

Ride and Attraction Access:

Most of the park's attractions, restaurants and shops are accessible to wheelchairs. Most, if not all rides require climbing of steps and the transfer to the ride seat.

Life Jackets:

Life jackets are available free of charge in various locations throughout White Water Bay and are recommended for weak swimmers and guests under 48". Six Flags recommends that parents supervise children at all times while in White Water Bay. Children less than 48" must be within arm's reach of parent/guardian when in the water.

Bahama Blaster

An open and enclosed speed slide and serpentine flume where guests land in a run out. Guests will experience high speeds, steep drops, zero gravity effects, and multi-directional forces.

Height/Weight Restriction: You must be 48" to ride. Maximum weight of rider may not exceed 300 lbs.

Physical Requirements: Guests must possess the physical and cognitive ability to hold themselves in a feet first position throughout the ride. No Casts. Prosthetic restrictions may apply.

Ride Access: There is one entrance to this attraction through a queue line and up multiple flights of stairs. The edge of the run out is accessible from the main walkway.

Bamboo Chutes

A children's open serpentine slide that lands in zero depth of water adjacent to a 3 foot pool.

Height/Weight Restriction: You must be under 48" to ride slides.

Physical Requirements: Guests must possess the physical and cognitive abilities to hold themselves in a feet first position throughout the ride. No Casts. Prosthetic restrictions may apply.

Ride Access: There is one entrance to this attraction up a flight of stairs. The zero depth and adjacent 3 foot pool are accessible from the main walkway.

Bermuda Triangle / Riptide Runner

An open and enclosed serpentine flume where guests ride in a single or double tube and land in a 3 foot deep pool. Guests will experience high speeds, steep drops, zero gravity effects, and multi-directional forces.

Height/Weight Restriction: You must be 48" to ride. Single rider weight may not exceed 300 lbs. Combined weight of riders may not exceed 400 lbs.

Physical Requirements: Guests must possess the physical and cognitive abilities to hold themselves in a seated position by holding onto the handles of the tube throughout the course of the ride. No Casts. Prosthetic restrictions may apply.

Ride Access: There is one entrance to this attraction through a queue line and up multiple flights of stairs. There is access to the edge of the catch pool from the main walkway.

Lone Star Lagoon

An ocean-like swimming pool with simulated waves and currents that can be strong. Pool depth ranges from a zero depth to 6 feet deep.

Height/Weight Restriction: N/A.

Physical Requirements: Guests must possess the physical and cognitive ability to swim or float in a moving current pool. Weak or non-swimmers should be equipped with Coast Guard approved flotation devices.

Ride Access: There is one entrance to this attraction through a zero depth beach entry. Must transfer out of wheelchair to participate.

Paradise Cove

A family pool/attraction for swimming and wading with water elements and features and a depth of 3 feet.

Height/Weight Restriction: None

Physical Requirements: Guests must possess the physical and cognitive ability to swim in a pool. Weak or non-swimmers should be equipped with Coast Guard approved flotation devices.

Ride Access: A zero depth entry area is located closest to Bamboo Chutes. Must transfer out of wheelchair to participate.

Splash Water Springs Pirate Ship

A children's aquatic attraction with various water elements in a zero depth pool. Play elements include a pirate ship, water splash and sprays, water blasters, and slides.

Height/Weight Restriction: You must be under 54" to participate unless accompanying a child. Child must be of walking age.

Physical Requirements: On slides, guests must possess the physical and cognitive abilities to hold themselves in a feet first position throughout the ride.

Ride Access: Slides and some play elements can be accessed using steps.

Splash Water Springs Pool

A family pool/attraction for swimming and wading with water elements and features and a depth of 3 feet.

Height/Weight Restriction: None

Physical Requirements: Guests must possess the physical and cognitive ability to swim in a pool. Weak or non-swimmers should be equipped with Coast Guard approved flotation devices.

Ride Access: A zero depth entry area is located closest to Coca Cola Ah. Must transfer out of wheelchair to participate.

Texas Tree House

A children's aquatic attraction with various water elements in zero depth of water. Play elements include tipping bucket with water splash and sprays. The body slides are open serpentine flumes that lands in a 3 foot pool.

Height/Weight Restriction: You must be 42" to ride slides.

Physical Requirements: On slides, guests must possess the physical and cognitive abilities to hold themselves in a feet first position throughout the ride. No Casts. Prosthetic restrictions may apply.

Ride Access: This attraction is zero depth with play elements spread throughout. Slides and upper elements are accessed by climbing multiple flights of stairs and rope climbs to the upper area of the Texas Tree House. There is access to the edge of the catch pool from the main walkway.

Texas Tumble

A large serpentine flume where multiple guests ride in a raft down a river-rapids-like slide and land in a 3 foot deep pool. Guests experience high speeds, steep drops, zero gravity effects, and multi-directional forces.

Height/Weight Restriction: You must be 42" to ride. 3 - 4 riders per raft. Combined weight of riders may not exceed 800 lbs.

Physical Requirements: Guests must possess the physical and cognitive abilities to hold themselves in an upright-seated position by holding onto the handles of the raft throughout the course of the ride. No Casts. Prosthetic restrictions may apply.

Ride Access: There is one entrance to this attraction through a queue line and up multiple flights of stairs. Access is available to the edge of the catch pool from the main walkway.

Tornado

Riders slide on a tube on a half-pipe type water flume where they travel down a steep wall and ride up the opposite wall oscillating back and forth until they lose momentum and slide into a 3 foot deep pool. Guests experience steep drops, variable and high speeds, free-falling sensations and multi-directional forces.

Height/Weight Restriction: You must be 48" to ride. Combined weight of riders may not exceed 700 lbs. 3 – 4 riders per tube.

Physical Requirements: Guests must possess the physical and cognitive abilities to hold themselves in an upright-seated position by holding onto the handles of the vehicle throughout the ride. No Casts. Prosthetic restrictions may apply.

Ride Access: There is one entrance to this attraction through a queue line and up multiple flights of stairs. Access is available to the edge of the catch pool from the main walkway.

Thunder Rapids

A serpentine flume with high thrills of strong acceleration and deceleration forces from the front, rear and all sides during the ride. Guests will come to a stop in a catch pool at the end of the ride.

Height/Weight Restriction: You must be 48" to ride. Combined weight of riders must be between 300 – 550 lbs. 2 – 4 riders per raft.

Physical Requirements: Guests must possess the physical and

cognitive abilities to hold themselves in an upright-seated position. Guests must have one fully functional arm with the ability to grasp the handle and two legs to the knee. No Casts. Prosthetic restrictions may apply.

Ride Access: Disabled guests may enter the ride through the main queue line. As the ride exit is separate from the starting area, Guests in wheelchairs or ECV's will need to permit a team member to relocate their wheelchair or ECV to the exit after boarding the ride. Guests who are unable to wait in line may use the Single Rider Line and present their Attraction Access Pass to the attendant on the loading platform; however, Guests may not bypass other Guests waiting in the Single Rider Line and will experience some wait time.

Typhoon Twister / Paradise Plunge

An open and enclosed serpentine body slides that land in a run out. Guests experience high speeds, steep drops, zero gravity effects, and multi-directional forces.

Height/Weight Restriction: You must be 48" to ride. Max weight of rider may not exceed 300 lbs.

Physical Requirements: Guests must possess the physical and cognitive abilities to hold themselves in a feet first position throughout the ride. No Casts. Prosthetic restrictions may apply.

Ride Access: There is one entrance to this attraction through a queue line and up multiple flights of stairs. The edge of the run out is accessible from the main walkway.

White Water Canyon

A simulated flowing river where riders float in tubes, swim, or wade along its course. Guest experience currents and may encounter waves and splashing. The pool depth is 3 feet.

Height/Weight Restriction: You must be 36" to ride

Physical Requirements: Guests must possess the physical and cognitive ability to swim or float in a moving current pool. Weak or non-swimmers should be equipped with Coast Guard approved flotation devices.

Ride Access: There are four entrances / exits to the attraction with stairs. An accessible ramp is available near the main locker area. Accessible hand rails are available on the steps located between Cactus Jack's and Whirlpool / Big Bender. Must transfer out of

wheelchair to participate.

Whirlpool / Big Bender

An open and enclosed serpentine flume where guests ride in a single or double tube and land in a run out. Whirlpool has a bowl-like structure that Guests ride in a circular motion until entering the final slide and run out. Guests will experience high speeds, steep drops, zero gravity effects, and multi-directional forces.

Height/Weight Restriction: You must be 48" to ride. Single rider weight may not exceed 250 lbs. Combined weight of riders may not exceed 400 lbs.

Physical Requirements: Guests must possess the physical and cognitive abilities to hold themselves in a seated position by holding onto the handles of the tube throughout the course of the ride. Guests must be able to negotiate the steps at the exit of the run out. No Casts. Prosthetic restrictions may apply.

Ride Access: There is one entrance to this attraction through a queue line and up multiple flights of stairs. There is access to the edge of the run out from the main walkway.