

ACCESSIBILITY INFORMATION

Parking: (standard parking rates apply) Accessible parking is available on a first-come, first-serve basis within the main parking lot of the Park. A valid disabled persons parking placard or license plate must be displayed at all times.

Restrooms: Most restrooms within the Park are accessible for Guests using wheelchairs. Please check the park map for locations. Companion restroom facilities are also available.

Wheelchairs and Electric Convenience Vehicles (ECV's): Guests may use their own wheelchairs or ECV's. Many attractions have queues that are accessible to Guests using manual wheelchairs. ALL rides require transfer from the wheelchair to a ride seat.

Alternate Access: Most of the Park's attractions, restaurants, and shops are accessible to wheelchairs. Special access entrances are available to accommodate Guests with mobility aides and service animals. These special entrances are generally at the ride exit.

If you require the use of alternate access to enter a ride, please visit Guest Relations to obtain a Guest Assistance Card. Alternate access is available for the Guest requiring the alternate access and up to a maximum of 3 companions. The Guest with an Assistance Card must ride in order for their companions to utilize the alternate access. If the Guest with an Assistance Card chooses not to ride, their companions must wait in the standard queue.

Entry, exit, and transfer must be accomplished independently by the Guest or with the assistance from a member of their party. 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.

Guest Assistance Cards are intended to accommodate Guest with mobility aides, service animals, and legitimate disabilities which require alternative access to a ride. They are not designed to bypass or "skip" the lines.

Individuals found to be fraudulently using the Guest Assistance Card may be subject to civil penalties.

Service Animals: Trained service animals are welcome in most locations of the Park. Service animals are defined as dogs that are individually trained to work or perform tasks for people with disabilities. Service animals are working animals, not pets. Dogs whose sole function is to provide comfort or emotional support do not 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.

Our rides and attractions 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. Guests may take advantage of our Parent/Rider swap policy for staying with their service animal. Park Team Members will not take responsibility for, or provide care to any service animal.

Casts: Guests with casts or braces will be restricted from riding certain rides where the cast or brace may present a hazard to the Guest or others. If a cast is permitted on a ride, the cast must fit comfortably within the ride vehicle and not interfere with the required riding position or function of the restraint.

Larger Framed Guests: All passenger restraint systems, including lap bars, shoulder harnesses and seatbelts, must be positioned and fastened properly in order to ride. Due to restraint system requirements, Guests of exceptional body proportions may not be accommodated on some of our rides. Guests may go up the exit to ensure the restraints function properly prior to waiting in line.

Ride Evacuations: Ride evacuations may be required due to technical difficulties, weather conditions, or power interruption. If a ride evacuation is required, Guests may need to negotiate stairs from the highest point of the ride and down steeply inclined catwalks or steps. Guests requiring assistance during the ride evacuation may be escorted last in order to expedite the evacuation process.

Along with our Park Map & Guide Brochure, this guide provides Guests with Disabilities an overview of services and facilities available to them while visiting Wild Waves Theme & Water Park



GENERAL WARNING

For your safety, you should be in good health to ride. Only you know your physical conditions or limitations. 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**

Many 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.

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

Wild Waves Theme & Water Park reserves the right to make the final determination regarding eligibility of a Guest to ride a particular attraction based on the Guest's size, weight, height, or other limitations. Information in this guide is subject to change.

Attraction	Rating	Stairs at Location	Riders must possess at least one complete arm extremity.	Riders must possess two complete arm extremities.	Riders must possess at least two leg extremities to the knee.	Riders must possess at least one complete leg extremity AND one leg extremity to the knee.	Riders must possess at least three functioning extremities.	Arm Cast Permitted	Leg Cast Permitted	Prosthetic Devices Must be Removed
Activity Pool	Moderate	✓	Strong Swimmers Only							✓
Antique Carousel	Mild		✓			✓	✓	✓	✓	✓
Brain Drain	Thrill			✓	✓					✓
Coastal Clipper	Moderate		✓			✓	✓	✓	✓	
Dew Slides	Thrill	✓		✓	✓					✓
Disk'o Flashback	Thrill	✓	✓				✓			
Dodg'ems Bumper Cars	Moderate		✓			✓	✓			
Downhill Tubin'	Moderate			✓	✓					✓
Enchanted Railway	Mild		✓			✓	✓	✓	✓	
Ferris Wheel	Mild	✓	✓			✓	✓	✓	✓	
Frog Hopper	Mild		✓			✓	✓	✓		
Hang Glider	Moderate			✓	✓					
Hook's Lagoon	Mild	✓	✓		✓					
Kang-A-Bounce	Moderate			✓	✓					
Kiddie Boats	Mild		✓			✓	✓	✓	✓	
Kiddie Coaster	Moderate		✓			✓	✓	✓	✓	
Kiddie Combo	Mild		✓			✓	✓	✓	✓	
Klondike Gold Rusher	Thrill	✓		✓		✓	✓			
Konga River	Moderate			✓	✓					✓
Konga Slides	Thrill	✓		✓	✓					✓
Lumberjack Falls	Thrill	✓	✓			✓	✓			
Paratrooper	Moderate	✓	✓			✓	✓	✓		✓
Pirate Ship	Moderate		✓			✓	✓	✓	✓	
Raging River Ride	Thrill	✓		✓	✓					✓
Red Baron	Mild		✓			✓	✓	✓	✓	
Ring of Fire	Thrill	✓	✓			✓	✓			
Rip Tide	Thrill	✓		✓	✓					✓
Safari Jeeps	Mild		✓			✓	✓	✓	✓	
Scrambler	Moderate		✓			✓	✓	✓		
Soaring Eagle Zip Line	Thrill		✓			✓	✓			✓
Space Racer	Mild		✓			✓	✓	✓	✓	
Timberhawk	Thrill	✓	✓			✓	✓			
Wagon Train	Mild		✓			✓	✓	✓	✓	
Warming Tubs	Mild	✓	✓		✓					
Wave Pool	Moderate		Strong Swimmers Only							✓
Wild Thing	Thrill	✓		✓	✓		✓			
Zooma Falls	Thrill	✓		✓	✓					✓

DEFINITIONS

Functioning Extremity:

A functioning extremity is a limb over which a person has control. A prosthetic device is not considered a functioning extremity. A functioning arm is 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. A functioning leg is a leg with a foot.

Complete Arm Extremity:

A complete arm extremity is a naturally fully formed and functioning 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.

Complete Leg Extremity:

A complete leg extremity is a naturally fully formed leg with a foot.

