



2011 Rider Safety Guide

Welcome to Canada's Wonderland!

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

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

Canada's Wonderland's Ride Admission Policy is based on the requirements 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. Any guest who feels he or she may be affected by this policy is encouraged to review this *Rider Safety Guide*.

WARNING

Many rides at Canada's Wonderland are dynamic and thrilling. There are inherent risks in riding any amusement ride. For your protection, each ride is rated for its special features, such as high speeds, steep drops, sharp turns, or other dynamic forces. If you choose to ride, you accept all of these risks. Restrictions for guests of exceptional 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, Canada's Wonderland 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.

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Ride Safely

The Ontario Technical Standards and Safety Authority Act, 2000, Amusement Devices Regulation (O. Reg. #221/01), requires that riders obey all warnings and directions regarding any ride and behave in a manner that will not cause or contribute to injury to themselves or others. You can be charged under the Act if you fail to follow the rules for riding safely.

This includes people who are behaving in an unruly fashion or giving the indication of being under the influence of alcohol or chemical intoxicants. 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.

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.

Attention Riders: Due to the nature of our rides, backpacks, purses, electronics, stuffed animals and other loose items are not permitted on most rides. Glasses must be secured. Smaller items may be secured in cargo pockets, waist packs, left in a locker or with a non-rider. Canada's Wonderland is not responsible for lost items.

All passenger restraint systems, including lap bars, shoulder harnesses and seatbelts, must be positioned, fastened and tightened at all times.

- No picture taking while riding.
- Keep all parts of your body inside the ride unit at all times.
- Shirts are required on all rides except Riptide, Timberwolf Falls and White Water Canyon.
- Shoes may be removed before riding Action Theatre, Drop Tower, Psyclone, Shockwave, Silver Streak, Sledge Hammer, Swing of the Century and WindSeeker
- Finish food and drink before boarding.
- No smoking while in line or riding.

Basic Information

In general, all riders should be in good health and free from any conditions known or unknown that might be aggravated by riding. To ride, guests must have the ability to brace themselves upright in the seat and support their head and neck during the ride movements.

Criteria

Canada's Wonderland'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 eleven (11) criteria which may be required to ride a particular ride safely.

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

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

2. Appropriate centre of gravity.

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

3. Control of upper torso including neck and head.

Explanation: The guest must have sufficient muscle control to support his head, neck and upper torso during the course of the ride, including the dynamic motion of the ride.

4. Ability to hold on with one functioning arm.

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

5. Ability to hold on with two functioning arms.

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

6. Ability to brace self with one functioning leg.

Explanation: Guests must have one functioning leg to be used for bracing the body during the course of the ride. A functioning leg may be a normal leg or a prosthesis. (see page 7 Prosthetic Devices) which can be used for bracing and maintaining balance when entering and exiting a ride unit.

7. Ability to brace self with two functioning legs.

Explanation: Guests must have two functioning legs as defined above.

8. Minimum of two functioning extremities.

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

9. Minimum of three functioning extremities.

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

10. Ability to enter/exit ride within specified parameters without endangering self or others.

Explanation: Guests must be able to enter and exit the ride without jeopardizing themselves or others and to assist with their own evacuation if necessary. This may include special arrangements such as entering through the exit or having someone aid them in boarding. If a guest has to be lifted in and out of a ride unit, this must be accomplished by a responsible person who is accustomed to doing this. For the safety of our operators and guests, our ride operators are instructed not to perform this function, other than in children's ride areas.

11. Appropriate observed behaviour: Guest demonstrates appropriate observed behaviour indicating a willingness and ability to participate and/or follow rider requirements.

Explanation: Appropriate Observed Behaviour may include but not be limited to maintaining proper riding position, attention and compliance to safety instructions, proper use of all ride or safety equipment and a willingness to participate.

Guests have a duty to:

- Exercise good judgement
- Act in a responsible manner while using amusement rides
- Obey all warnings prior and during participation
- Not participate while under the influence of alcohol or drugs
- Properly use all ride safety equipment provided

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

- Cervical collar or neck brace
- Broken collar bone
- Full arm cast
- Braced arm cast
- Full leg cast
- Bilateral abduction leg casts (brace between legs)
- The suitability of safely carrying hand-held infants on each ride was also evaluated.

Definitions

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

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

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

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

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

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

Key To Symbols

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



Ability to Transfer/Negotiate Stairs



Accommodates wheelchair



Transfer at ride unit



Not recommended for guests with back trouble



Not recommended for guests with neck trouble



Not recommended with pregnant women



Not recommended for guests who have had recent surgery



Not recommended for guests with heart trouble or high blood pressure



Must be at least this height to ride



Cannot be any taller than this height to ride/participate



Must be accompanied by responsible person, of proper height to ride

Access Symbols

Symbols indicate boarding procedures for each ride and are defined below:



This symbol is used to identify rides where the guest may remain in wheelchair. This pertains to Action Theatre.



Attractions using this symbol can accommodate guests who are able to leave the wheelchair on the midway and climb steps to a second story station. This pertains to Candy Factory and Splash Works.



Rides using this symbol can accommodate guests who are able to transfer from the wheelchair to the ride unit. Guest must be accompanied by a support person who can assist with transfer, as Canada's Wonderland employees are not permitted to physically assist guests with transferring from their wheelchairs. This symbol is used at all rides other than the two rides listed above.

Camera Policy

For safety reasons, we cannot permit on-ride photography of any kind on any ride except Swan Lake, KidZville Station and Jokey's Jalopies.

Due to the potential for water damage, Riptide, Timberwolf Falls and White Water Canyon riders should leave their cameras and other valuable items with a non-rider or in a locker.

Use of camera phones or any type of photography or video recording devices is prohibited in any rest room or Splash Works changing area.

Casts And Braces

Guests with casts and braces will be restricted from riding rides where the cast or brace will not fit inside the ride unit or where it will present a hazard to the guest or others. Guests with full arm (elbow restricted) and full leg (knee restricted) casts or braces are restricted from most rides and slides at Canada's Wonderland. We suggest you delay your visit until the cast is removed.

Casts of any type are not permitted on Behemoth, Launch Pad, Skyrider, Sledge Hammer, Time Warp and most Splash Works attractions.

Evacuations

Evacuations may be required due to such causes as a mechanical problem, weather conditions, or power interruption. If an evacuation is required, guests may need to manoeuvre 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.

If 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 danger due to delayed evacuation or if we need to physically lift or lower you.

Additional Ride Information

To ensure guests can hear safety instructions, headphones must be removed before boarding. Personal entertainment devices must be safely secured in a cargo pocket, waist packet, left in a locker or with a non-rider.

Please refrain from eating or drinking refreshments in our station areas.

Guests Of Exceptional 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 exceptional 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.

Our larger guests may experience difficulty on The Bat, Behemoth, Riptide, Dragon Fire, Drop Tower, The Fly, Backlot Stunt Coaster, Ghoster Coaster, Jet Scream, Mighty Canadian Minebuster, Psychone, Shockwave, Skyrider, Sledge Hammer, Swing of the Century, Thunder Run, Time Warp, Flight Deck, Vortex, Wild Beast and WindSeeker.

Maximum weight limits are posted at Blast Off!, Chopper Chase, Drop Tower, Backlot Stunt Coaster, Jumpin' Jet, Swing of the Century, Pumpkin Patch, Snoopy's Revolution, PEANUTS 500, Xtreme Skyflyer and Super Soaker, Plunge, and Barracuda Blaster.

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

Height Requirements

Supervise children at all times. Your child may be "officially" measured at one of the Height Check stations on International Street or at any ride of the appropriate height level, and, if found to meet our height requirements, will be given a wristband to indicate the required height. Height wristbands are not required to ride. They are intended to make your wait in line shorter by streamlining the rider height measurement process.



Loose Articles: Travel Light

When planning your day at Canada's Wonderland, it's best to travel light. Bring only items that can be safely secured in cargo pockets (fastened with Velcro, a button or zipper) or a waist pack fastened with a zipper.

Most rides cannot accommodate loose articles including cell phones, pagers, hats, cameras, stuffed animals, purses, backpacks, umbrellas, beverage containers, personal entertainment devices, etc. Items must be safely secured in cargo pockets, a waist pack, in a bin on the ride platform, left in a locker, or with a non-rider. Ride Operators cannot be responsible for these items. Glasses must be secured on all rides. For safety reasons, taking pictures, videotaping and filming on rides is prohibited.

Lost & Found Articles

Secure all loose articles such as glasses, cellular phones, pagers, loose change, cameras, keys, clothing, sunglasses, hats, wallets, etc., before you board a ride. All items found at Canada's Wonderland are turned in to our Lost and Found Department at Front Gate Guest Services. In order to keep the ride in operation an immediate search may not be possible. Please visit Lost and Found to complete paperwork to ensure the item is returned to you if it's found.

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

Pregnant Women

It is recommended that pregnant women refrain from riding all rides with the exception of Action Theatre (motionless seating) Antique Carrousel, Character Carrousel, Jokey's Jalopies, KidZville Station, Boo Blasters on Boo Hill and Swan Lake.

Prosthetic Devices

Guests with any type of prosthesis should not ride Behemoth, Drop Tower, Flight Deck, Psyclone, Riptide, Shockwave, Silver Streak, Sledge Hammer, Swing of the Century and WindSeeker unless they can ensure the device is properly secured and will remain in place during the ride.

Recent Surgery, Heart, Back, Neck Problems and/or Pregnancy



Guests with a history of recent surgery, heart trouble/high blood pressure, neck trouble, back trouble, or any other condition that may be aggravated by riding, or who are pregnant, 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 review the information for each attraction in this Rider Safety Guide or review the Safety Guides posted at each ride entrance.

The ride manufacturer and Canada's Wonderland prohibit guests with the above conditions from riding Blast Off!, Behemoth, WindSeeker, Dragon Fire, Drop Tower, The Fly, Backlot Stunt Coaster, Woodstock Whirlybirds, Launch Pad, Psyclone, Riptide, Shockwave, Silver Streak, Skyrider, Sledge Hammer, Speed City Raceway, Time Warp, Vortex, The Pumpkin Patch, Snoopy's Revolution, PEANUTS 500, Lucy's Tugboat and Xtreme Skyflyer.

Special Events - Halloween Haunt

Halloween Haunt at Canada's Wonderland has attractions that are designed to scare and startle. These attractions and the park in general will have areas of low lighting, loud sound and dense fog. Please adhere to all posted and verbal warnings and directions. Some attractions may require guests to transfer from their motorized wheelchairs to a non-motorized wheelchair located at the attraction. Strobe lighting may also be in effect at some attractions. Guests with respiratory sensitivities, history of seizure or epilepsy, or sensitivities to loud music and sound effects are advised not to participate in these attractions. Characters inside our Halloween Haunt attractions will not touch you; please do not touch them in any manner. Those that do so will be removed from the park without refund. Rowdy behaviour and profanity are also cause for removal from the park. For safety reasons, Guests may not wear their own face paint, costumes or masks.

Special Access Entrances

Canada's Wonderland's Ride Admission Policy and Special Access Entrances are designed to help you safely experience our facilities. Rides with Special Access designations will make boarding easier. If you require the use of a Special Access Entrance please visit Front Gate Guest Services. *This service is for a Guest with restricted mobility and one support person.*

Special Access Entrances are intended to accommodate wheelchairs and those guests with a mobility impairment and not to bypass others waiting in line.

The safety of guests and employees is our #1 priority at Canada's Wonderland. Safety is a shared partnership between the park and our guests. Guests are asked to review and carefully consider the ride restrictions using good judgement. However, we reserve the right to make the final decision regarding the eligibility of a rider based on a person's size, weight or other limitations. Please refer to your individual Ride Admission Policy List for rides that will safely accommodate you.

In an effort to be fair to all of our guests, those requesting the use of our Special Access Entrances will be asked to obtain a boarding time from a Ride Operator. Guests may rest in a comfortable spot until the boarding time expires and then enter the ride via the Special Access Entrance. This service is for a Guest with restricted mobility and one support person.

Please keep in mind that, not everyone can safely enjoy every ride with a Special Access Entrance. Please refer to ride information contained in this *Guide* as well your individual Ride Admission Policy List for rides that will safely accommodate you.

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

1. Please go to the ride exit and request a boarding time from the Ride Operator. This will be noted on your boarding pass.
2. Until your boarding time arrives, you may rest in a comfortable location or enjoy other attractions in the area not listed on the boarding pass.
3. There are several rides not listed on the boarding pass. At these locations, the party may enter through the exit and will be boarded by the staff on the next available cycle.

4. Canada's Wonderland personnel are not trained nor permitted to transfer guests from a wheelchair to ride unit. You should plan your visit with someone who can physically help you when necessary.

5. Only the guest and their support person may enter through the Special Access Entrance with you. Additional members of your party are asked to enter the ride in the standard manner through the line. Special Access Entrances are intended to accommodate wheelchairs and those guests with a mobility impairment and not to bypass others waiting in line.

Ride Rating System

A ride rating system 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 is placed into one of five categories:



Low Thrill Rides

Rides that are generally calm and gentle in nature.



Mild Thrill Rides

Rides that generally have low speeds with gentle motion and braking. Rides have smooth transitions with some changes in elevation and speed.



Moderate Thrill Rides

Rides that generally have low to medium speeds and/or heights with moderate motion and braking. Riders may encounter unexpected changes in direction and/or speed during portions of the ride.



High Thrill Rides

Rides that generally have medium to high braking. Riders may encounter unexpected changes in speed, direction and/or elevation.



Aggressive Thrill Rides

Rides that generally have one or more of the following: high speeds and/or heights, aggressive and unexpected forces, and rapid directional or elevation change. Riders will encounter many unexpected rapid changes in speed, direction and/or elevation.

Splashworks Rating System

Each Splash Works attraction is placed into one of five categories:

1

Low Thrill Rides

This is a low speed and/or shallow water attraction.

2

Mild Thrill Rides

This is a low to medium speed attraction, and/or water depth to 48 inches. Some rider control, manoeuvring and/or swimming skills required.

3

Moderate Thrill Rides

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.

4

High Thrill Rides

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.

5

Aggressive Thrill Rides

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.

Special Services

We're trying to make Canada's Wonderland as enjoyable and barrier-free as practical. Listed below are some of the services we offer. Please feel free to suggest areas in which we might improve in the future.

1. On almost all rides where guests in wheelchairs can be accommodated, guests will need to leave their wheelchairs to be seated.

2. A limited supply of wheelchairs and electric convenience vehicles (ECV) are available for rental just inside the Front Gate. However, since wheelchairs and ECVs are rented on a first-come, first-served basis and cannot be reserved in advance, we urge guests to bring their own wheelchair.



3. Our First Aid Centre is staffed at all times during Park operating hours. Refrigeration for medication, with the exception of bee sting anaphylaxis kits, is available at First Aid, and medical equipment can be stored. The First Aid Centre is located behind Spinovator in Medieval Faire.

4. Guests requiring handicap parking spaces can park close to the front gate. Permits are required to use these spaces.

5. All shows are accessible. Please see an usher for seating accommodations. Wheelchair spaces at Arthur's Bay are available near The Marketplace Buffet.

6. 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.

7. Although 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.

8. Service animals are welcome at Canada's Wonderland. Service animals must be physically controlled on a leash or harness at all times. Due to the nature of most rides, service animals must remain with a non-riding member of the guest's party. Canada's Wonderland ride attendants are not permitted to take control of service animals. Guests whose service animals demonstrate aggressive actions toward our guests or employees will be directed to remove the animal from the park. Limit one service animal per guest. Service animals may be taken on Antique Carrousel in the "chariot" seating areas.

9. If you need further information or have a special need that is not addressed here, please contact Guest and Information Services at the Front Gate or in KidZville, or call (905) 832-8131.

Rides

The following descriptions are designed to give you information on the type of actions caused by various rides. If you have been authorized for special access, follow the directions listed under each ride.

Action Theatre



This rider experience incorporates iWERKS 570-film format projection system, which projects an image over seven times larger than standard 35-mm film and six percent larger than standard 70-mm film. The Action theatre is equipped with a 28 x 63 foot screen with a laser-based, six-channel digital audio system, which provides high quality, digital surround sound.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Guests under 44" (112 cm) must sit in motionless seating accompanied by a responsible person. Hand held infants and service animals are permitted in motionless seating. Any guest who is unable to ride in motion seating may choose to ride in motionless seating. Special access via exit. Transfer required.

Antique Carrousel



The Antique Carrousel is more than a century old! Riders will enjoy a magical trip on enchanting, hand carved horses.

Remain seated facing forward in an upright position and hold on until the ride comes to a complete stop. Hand held infants and service animals are permitted in chariot seats. Special access via exit. Transfer required.

A-Mazing Adventure



Find your way through tunnels and walkways, encountering interactive activities along the way!

Guests over 54" (137 cm) must be accompanied by a child. Special access mainstreamed via entrance. Ability to negotiate required.

Backlot Stunt Coaster



Backlot Stunt Coaster is a fast-track coaster experience, based on a high speed car chase. Guests board their own tricked out stuntcar for a ride full of thrills along the Hollywood Highway.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Maximum weight 300 lbs (136 kg) per seat. This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line. This ride contains strobe lighting. Special access via exit. Transfer required.

Behemoth



At over 5,300 ft (1,616m) in length, Behemoth sets the stage for thrills with a climb to a height of 230 ft (70.1m), followed by an adrenaline pumping 75 degree drop with speeds reaching 125 kilometers per hour in 3.9 seconds.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Guests with an arm prosthesis should not ride unless they can ensure the device is properly secured and will remain in place during the ride. Casts are not permitted. Special access via exit. Transfer required. Due to manufacturer restrictions, any lower body amputations must be at or below the ankle.

Blast Off!



On Blast Off!, kids will launch into the sky on a rocket ship! Blast off, hop and drop on this themed rocket that will take young riders to the stars.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Guests over 60" (152 cm) must be accompanied by a child. Maximum weight 700 lbs (318 kg) per ride. Special access via exit. Transfer required.

Boo Blasters on Boo Hill



Chase down spooky ghosts and blast goblins in this fun and interactive dark ride ...

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Hand held infants not permitted. Special access via exit. Transfer required.

Candy Factory 1



The Candy Factory is a large play structure with bridges, slides and other fun elements, as well as benches and rest areas.

Special access mainstreamed via entrance. Accommodates wheelchair on lower level. Ability to transfer/negotiate stairs required for upper levels.

Character Carousel 1



Whirl around on this classic merry-go-round.

Remain seated facing forward in an upright position and hold on until the ride comes to a complete stop.

Hand-held infants and service animals are permitted in chariot seats. Guests over 60" (152 cm) must be accompanied by a child and are not permitted to ride on a jumper.

Special access via exit. Transfer required.

Chopper Chase 2



Chopper Chase is a helicopter monorail where kids and adults can sit back and enjoy the ride or take a more active role by pedaling around the track. The meandering track offers an elevated view of KidZville.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests over 60" (152 cm) must be accompanied by a child. Maximum 450 lbs (204 kg) per chopper. Hand-held infants not permitted.

Special access via exit. Transfer required.

Dragon Fire 5



On Dragon Fire, unrelenting speed and loops are just some of this coaster's tricks. This immense steel coaster hurls riders through two 360-degree loops, a full corkscrew and a side-winding helix.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line.

Special access via exit. Transfer required.

Drop Tower 5



On Drop Tower, riders sit on a high-speed transport lift that travels over 16 feet per second, 230-feet in the air. At the top of the tower, guests have but moments to take in the panoramic view of the Park before it registers that what goes up must come down. Free falling at more than 100km/h, 23-storeys flash by as the ground races up and catches riders in a silent, smooth stop.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Maximum weight 800 lbs (363 kg) per car. This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line. 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.

Due to strong magnetic fields, guests with pacemakers, hearing aids, medical implants, or other electronic devices are prohibited from riding.

Special access via exit. Transfer required.

Flavourator 2



The Flavourator spins riders into a twirling frenzy of rotating colours. Riders can control how fast they go and how dizzy they get

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted.

Special access via exit. Transfer required.

Flight Deck 5



This mega coaster simulates flight with speeds of 90km/h, exhilarating 90-degree vertical climbs, barrel rolls, inverted wing looping, a 270-degree after burn and a complete snap roll over. Riders take flight in a fully open cockpit suspended beneath the coaster's steel track as the sky races below.

Remain seated facing forward in a upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests with any type of prosthetics should not ride unless they can ensure the device is properly secured and will remain in place during the ride.

Special access via exit. Transfer required.

Frequent Flyers 2



On Frequent Flyers, first time flyers can soar through the air in a miniature hot air balloon. Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Hand-held infants not permitted. Special access via exit. Transfer required.

Ghoster Coaster 4



The Ghoster Coaster is a children's wooden coaster. Its serpentine track takes young riders over exhilarating drops, tickling camel humps and snappy bank curves. Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line. This ride contains strobe lighting. Special access via exit. Transfer required.

Joe Cool's Dodgem School 2



Drivers and navigators will need to team up to try to bump other drivers, while they avoid getting bumped themselves. Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Special access via exit. Transfer required.

Jokey's Jalopies 2



Take a trip in an old-fashioned antique car at Jokey's Jalopies. Wind through the scenic landscape of KidZville and allow the children to pretend that they are drivers for the day. Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Hand-held infants not permitted. Special access via exit. Transfer required.

Jumpin' Jet 3



Zoom high above Zoom Zone on Jumpin' Jet. Jumpin' Jet will fly young riders through tickling, looping spins. The sky is the limit! Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Maximum weight 440 lbs (200 kg) per row. Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted. Special access via exit. Transfer required.

KidZville Station 2



At KidZville Station, children can be a conductor of their very own antique train. Choo-choo! Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted. Special access via exit. Transfer required.

Klockwerks 3



Tick tock! With the precise timing of a clock, Klockwerks pivots riders, while pumping individual, two-seater cars up and down. Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Special access via exit. Transfer required.

Krachenwagen 4



Krachenwagen is equipped for expert drivers and hard-hitting, bumper car action. Must be 54" (137 cm) tall to drive. Guests over 48" (122 cm) tall may accompany the driver.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Special access via exit. Transfer required.

Launch Pad 4



Launch Pad is a high-energy, high flying trampoline bungee experience!

Participant weight requirement 30 - 180 pounds (14 - 81 kg). Casts are not permitted on this ride.

This is an extra charge attraction.

Special access via exit. Transfer required.

Lucy's Tugboat 2



Young sailors will need their sea legs when they take to the open seas with Lucy, This tugboat slips and slides along its wavy way.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted. Special access via exit. Transfer required.

Mighty Canadian Minebuster 5



The Mighty Canadian Minebuster is the largest and longest wooden coaster in Canada. Its immense wooden track is full of side-winding turns, stomach lifting camel humps and breath-taking drops. The Minebuster reaches astounding speeds of more than 90km/h on its 4000 feet of serpentine designed track.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line.

Special access via exit. Transfer required.

Nightmares 4



Nightmares tilts riders 90-degrees, while spinning through stomach teasing loops – Standing up! Remain standing facing forward in an upright position and hold on until the ride comes to a complete stop.

Special access via exit. Transfer required.

Orbiter 4



An exciting ride where you are spun in your cabin and then lifted 20 metres above the ground where you defy gravity.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Special access via exit. Transfer required.

PEANUTS 500 2



Drivers, start your engines! Zip around and don't slow down as you try for a win on Snoopy's race track.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop. Maximum weight 275 lbs/125kg per car.

Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted.

Special access via exit. Transfer required.

Psyclone 5



On Psyclone, catch some gravity defying hang time on the most powerful pendulum on the planet! Daring thrill-seekers will rock 120-feet in the air, while spinning on a giant, sky teasing disc.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line. 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.

Special access via exit. Transfer required.

Snoopy's Revolution 2



Little riders reach for the sky on this classic ferris wheel, perfectly proportioned for kids.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted.

Special access via exit. Transfer required.

Snoopy's Space Race 2



Rocket towards the skies and take off on this space adventure with the Peanuts gang.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Hand-held infants not permitted.

Special access via exit. Transfer required.

Snoopy vs. Red Barron 2



Soar through this flying adventure in a biplane, with Snoopy as co-pilot.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted.

Special access via exit. Transfer required.

Speed City Raceway 4



On Speed City Raceway riders can have a taste of competitive driving while manoeuvring their cars at top speeds around sharp curves and crafty opponents.

Drivers must be between 58" (147 cm) and 78" (198 cm) tall to ride. Passengers must be between 40" (102 cm) and 78" (198 cm) tall. Passengers between 40" (102 cm) and 58" (147 cm) tall must be accompanied by a responsible person.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Drivers must have the mental, emotional and cognitive skills to understand and follow all rules, operate the vehicle, and follow instructions of the ride attendants.

This is an extra charge attraction.

Special access via exit. Transfer required.

Spinovator 3



In playfully designed, two-seater baskets, Spinovator will spin riders into a twirling frenzy of unstoppable giggles.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Special access via exit. Transfer required.

Swan Lake 1



Take a leisurely boat ride at Swan Lake, while surrounded by the Park's magically themed scenery.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted.

Special access via exit. Transfer required.

Swing of the Century 3



Soar through the air on the high-flying Swing of the Century; an attraction ideal for the whole family.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

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.

Maximum weight 230 pounds (104 kg) per swing.

Special access via exit. Transfer required.

Swing Time 1



Swing Time takes young riders for a spin at ground level on suspending swings.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

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.

Special access via exit. Transfer required.

Taxi Jam 2



Taxi Jam is a steel coaster for toddlers, designed to be a child's first coaster in the Park. Kids will giggle over Taxi Jam's tickling bumps and drops as its themed train, featuring a police car chasing yellow taxi cabs races on.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests over 60" (152 cm) must be accompanied by a child. This ride contains strobe lighting.

Special access via exit. Transfer required.

The Bat 5



On The Bat, riders are pulled backwards and launched through an unyielding corkscrew and a breathtaking loop. After one trip through The Bat's intense, tight track, riders have little time to catch their breath when The Bat climbs its second lift to take riders through one more time – Backwards!

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

This ride may not accommodate guests of exceptional size. Enter via the exit to ensure the restraints function properly prior to waiting in line.

Special access via exit. Transfer required.

The Fly 4



The Fly takes four thrill seekers at a time over an exhilarating 50-foot drop, through hairpin twists and turns and wild, breathtaking bumps. This coaster's unique design provides each rider with the feeling that they are riding in the front car while also allowing for some of the wildest side winding turns ever experienced in a coaster.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line. This ride contains strobe lighting.

Special access via exit. Transfer required.

The Pumpkin Patch 2



Climb aboard one of Linus's pumpkins for a great aerial view of the pumpkin patch.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Maximum weight 660 pounds (300 kg) per gondola. Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted.

Special access via exit. Transfer required.

The Rage 3



Climb on board The Rage, a pirate ship bound for the high seas. Seasoned sailors will be game for the stomach twisting dips of these stormy waves.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests under 54" (137 cm) must sit in the centre of the bench with a responsible person on the outside.

Guests between 44" – 48" must sit in the two rows closest to the central mast.

Special access via exit. Transfer required.

Thunder Run



On Thunder Run take a wild trip through Wonder Mountain. This themed runaway mine train coaster weaves riders through the depths of Wonder Mountain and out and over the scenic sights of Wonderland.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line. This ride contains strobe lighting.

Special access via exit. Transfer required.

Timberwolf Falls



Timberwolf Falls is the ultimate log flume adventure, where riders traverse a racing river and cool off with a giant splash.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Special access via exit. Transfer required.

Time Warp



Canada's only flying coaster with all of the action of a roller coaster, taken face first!

Remain standing facing forward in an upright position with your shoulders against the shoulder pads and hold on until the ride returns to a vertical position.

This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line. Casts are not permitted.

Special access via exit. Transfer required.

Vortex



On Vortex, riders will enjoy the thrills of Canada's first suspended roller coaster.

This steel coaster plunges over Wonder Mountain, reaching speeds of 90km/h.

Vortex's invisible track drives riders through unrelenting turns, swooping, diving and plunging over a scenic waterscape.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Special access via exit. Transfer required.

White Water Canyon



White Water Canyon is full of powerful rapids that weave giant rafts through cavernous caves and sharp rocks. Hidden geysers wait to soak the unsuspecting rafter.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Special access via exit. Transfer required.

Wild Beast



On the Wild Beast get set to ride the banks and jump the humps on this massive serpentine designed wooden coaster. With more than 3000 feet of track, this wildcat coaster reaches maximum speeds through a never-ending stretch of camel humps and hairpin turns.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line.

Special access via exit. Transfer required.

WindSeeker



WindSeeker ascends 301 ft (91.7m) while spreading its metal arms, swinging riders at a 45-degree angle at speeds up to 50 kilometres per hour. The ride is comprised of 32 two-person swings that will provide riders with a sensational feeling as their feet dangle at heights never experienced before at the Park.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

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. Maximum weight 285 pounds (130 kg) per rider.

This ride may not accommodate guests of exceptional size. Enter via exit to ensure the restraints function properly prior to waiting in line.

Special access via exit. Transfer required.

Woodstock Whirlybirds



Spin and whirl with Snoopy's favourite sidekick, Woodstock.

Remain seated facing forward in an upright position with your back and shoulders against the seat back and hold on until the ride comes to a complete stop.

Guests over 60" (152 cm) must be accompanied by a child. Hand-held infants not permitted.

Special access via exit. Transfer required.

Xtreme Skyflyer



Xtreme Skyflyer is Canada's largest free-fall swing. On Xtreme Skyflyer riders control their own ride experience by pulling the rip cord and initiating a 170-foot power flight that takes riders through a breathtaking pendulum swing, soaring a mere six feet above the ground! Drawing its inspiration from skydiving, riders will experience weightlessness and speeds of more than 100 km/h.

Flyers must have the mental, emotional and cognitive skills to understand and follow rules, and follow instructions of the ride attendants or be accompanied by a responsible person.

Maximum weight 850 pounds (385 kg) per flight. Requires at least one functional leg. Casts are not permitted.

This is an extra charge attraction.

Special access via exit. Transfer required.

Splash Works

Splash Works offers slides, activity areas and a wave pool, included with your Pay-One-Price Passport or two D Coupons. Please note height requirements at the entrance to each attraction. Height measurements in Splash Works are taken in bare feet. Swim diapers are required.

Barracuda Blaster



Double up on Barracuda Blaster, as sliders zip down a high-speed pipe flume, then twist around the vertical banks of a giant whirling bowl of water before being flushed out into the Lazy River.

Remain seated in your tube facing forward and holding onto the handles at all times. Do not rock, stop or slow the tube throughout the ride. If you accidentally fall from the tube, continue down the flume without it and exit normally.

Maximum weight of 250 pounds (113 kg) per rider and 400 pounds (181 kg) per tube. The depth of the splash pool is 32".

Special access mainstreamed via entrance and up flight of stairs. Transfer required.

Lazy River 2



Take a relaxing trip on the quarter-mile Lazy River, where guests will gently float down stream on individual tubes.

A lifejacket is required for anyone who is less than 48" tall in bare feet or is an inexperienced or non swimmer. Guests under 42" are required to wear lifejackets and be accompanied by a responsible person. Only Coast Guard approved lifejackets are allowed as floatation devices. Lifejackets are provided free of charge for guests who require one. The water depth is 32".

Special access via exit. Transfer required.

Body Blast 4



Body Blast is a maze of individual body flumes, where sliders will twist and turn with a giant splash at the finish.

Slide must be ridden feet first, on your back, with your legs straight and firmly crossed at the ankles and your arms folded across your chest. The depth of the splash pool is 42".

Special access mainstreamed via entrance and up flight of stairs. Transfer required.

Black Hole 5



The Black hole is a four-storey speed slide that takes sliders into an abyss of blackness, where they will twist, turn and splash in total darkness.

Remain seated in your tube facing forward and holding onto the handles at all times. Do not rock, stop or slow the tube throughout the ride. If you accidentally fall from the tube, continue down the flume without it and exit normally. The depth of the splash pool is 42".

Special access mainstreamed via entrance and up flight of stairs. Transfer required.

Pump House 1



Pump House is a wacky aquatic playground with a host of interactive activities, including waterfalls, rotating water jets and a giant bucket that spills 1000 gallons of water on unsuspecting guests.

Special access accommodates wheelchair on lower level. Ability to transfer/negotiate stairs required for upper levels.

Splash Island Kiddie Pool 1



A splash pool in a figure 8 style designed for toddlers. The splash pool depth is 19 inches. Special access. Transfer required.

Splash Island Kiddie Slides 1



This gentle fiberglass waterslide features a choice of smooth back to back curves descending a gentle slope or straight descent into a splash pool with a 20" depth.

Special access mainstreamed via entrance. Transfer required.

Splash Island Sprayground 1



An interactive playground of water.

Splash Island Waterways 3



A high capacity children's double inflatable raft water ride features a gentle predictable riding path designed to provide children with a safe comfort ride with descent into a splashpool.

Remain seated in your tube facing forward and holding onto the handles at all times. Do not rock, stop or slow the tube throughout the ride. If you accidentally fall from the tube, continue down the flume without it and exit normally.

The splash pool depth is 24".

Special access mainstreamed via entrance. Transfer required.

Super Soaker



On Super Soaker, riders are plunged into darkness, spiraling down an eerie tunnel, which converts into an open-air flume slide under a curtain of cooling water. The splash pool depth is 37".

Remain seated with your back against the raft and hold onto the handles at all times. Please keep hands, arms and legs inside raft. Do not rock, stop or slow the raft throughout the ride.

Maximum of 4 riders and 800 pounds (363 kg) per raft.

Special access mainstreamed via entrance and up flight of stairs. Transfer required.

The Plunge



The Plunge takes rafters over 50-feet of free-fall plunges! In a three-seater raft, riders will sail down a triple drop straight slide, reaching howling, gravity pulling speeds. The splash pool depth is 37".

Remain seated with your back against the raft and hold onto the handles at all times. Please keep hands, arms and legs inside raft. Do not rock, stop or slow the raft throughout the ride.

Maximum of 3 riders and 800 pounds (363 kg) per raft.

Special access mainstreamed via entrance and up flight of stairs. Transfer required.

Riptide Racer



On Riptide Racer, rival sliders compete for first place as they take the liquid fast track down an enormous eight-lane slide.

Remain lying down and hold onto the handles at all times. Please keep hands, arms and legs inside the mat. Do not rock, stop or slow the mat throughout the ride. The slides descend into a run out with standing water.

Special access mainstreamed via entrance and up flight of stairs. Transfer required.

Whirl Winds



Whirl Winds is made up of two intertwining speed slides, where sliders get to choose which route is the fastest – Feet first!

Remain seated in your tube facing forward and hold onto the handles at all times. Do not rock, stop or slow the tube throughout the ride. If you accidentally fall from the tube, continue down the flume without it and exit normally. The splash pool depth is 42".

Special access mainstreamed via entrance and up flight of stairs. Transfer required.

Whitewater Bay



Canada's largest outdoor wave pool varies in depth from zero depth to six feet at the deepest point. The wave action is continuous except for the short rest periods of ten minutes.

A lifejacket is required for anyone who is less than 48" tall in bare feet or is an inexperienced or non swimmer. Guests under 42" are required to wear lifejackets and be accompanied by a responsible person. Only Coast Guard approved lifejackets are allowed as floatation devices. Lifejackets are provided free of charge for guests who require one. The pool depth varies from 0' to 6'.

Special access mainstreamed via entrance. Transfer required.