Attraction Height Requirements and Accessibility

Rev. 1/21/25



The safety symbols and attraction descriptions have been designed to assist guests in selecting attractions best suited for their physical conditions. All Cliff's Amusement Park attractions include movement and changes in direction, at varying speeds and intensity. Guest with back or neck injuries, heart conditions, high blood pressure, pregnancy or recent surgeries are cautioned against riding the attractions. In some cases, guests are not allowed to ride depending on their particular disability or condition.

| Rides | Height Requirement | Warnings | |
|--------------------|--|----------|--|
| Thrill Rides | | | |
| Sidewinder | 48" | ABCDE | |
| Downdraft | 48" | ABCDEF | |
| Cliffhanger | 48" | ABCDEF | |
| NM Rattler | 48" | ABCDE | |
| Musik Express | 54" | ABCDE | |
| Wind Rider | 48" | ABCDE | |
| Fireball | 48" | ABCDEF | |
| Air Race | 48" | ABCDE | |
| | Family Rides | | |
| Galaxi | No one under 36". 48" or with a 54" SC | ABCDEF | |
| Tilt-A-Whirl | 48" or with a 54" SC | ABCDE | |
| Demolition Disco | 50" | ABCDE | |
| Train | 48" or with a 54" SC | AD | |
| Sea Dragon | 48" | ABCDE | |
| Falling Star | 48" or with a 54" SC | ABCDE | |
| | Water Rides & Attractions | | |
| Mega WM Playground | 42" or with a 54" SC | F | |

| Mega WM Slides 2, 3, 4, & 6 | 42" | ABCDEF |
|-----------------------------|--|--------|
| Mega WM Slides 1, 5, & | 36" | ABCDEF |
| Lil' Squirts | 42" or with a 54" SC | ABCDE |
| Big Flush | 48" or with a 54" SC | ABCDEF |
| Rocky Mtn Rapids | No one under 36". 48" or with a 54" SC | ABCDE |
| | <u>Kiddyland</u> | |
| Spin-O-Rama | No one under 36". 48" or with a 54" SC | ABCDEF |
| Kiddy Bumper Cars | No one under 36". no one over 54" | ABCDE |
| Happy Swing | 36' or with s 54" SC | ADE |
| Drop N Twist | No one under 36". 42" or with a 54" SC | ABCDE |
| World Trip | No one under 36". 42" or with a 54" SC | ABCDE |
| Carousel | 48" or with a 54" SC | D |
| Doggie-Go-Round | 36" or with a 54" SC | ADE |