Canoes

Bugs

Hampton

Merri-G0-Round

No adults allowed on these rides with the exception of Merr-Go-Round

- Check height restrictions
- Open gate, allow riders to enter
- Close gate
- Assist riders onto ride and fasten safety straps
- Make sure everyone is secure (even if the parent put child on ride)
- Escort any spectators outside of gate
- Make sure gate is secure
- Turn ride on and stay by switch at all times, keeping hand on switch to shut off immediately if necessary
- Keep eyes on the ride at all times
- After three minutes turn ride off, make sure ride is stopped completely before assisting riders off of the ride.
- Open gate and let rider exit.
- Close and secure gate when everyone is out of ride area.

Mini- Himi

- Check height restriction
- Open gate to allow riders to enter
- Close and secure gate
- Assist riders into cars if needed
- Make sure that larger riders are to the outside of cars
- Put ropes over waists and secure in holder by waist than to back on rope holder by shoulder
- Walk around to each car and make sure they are secure
- Make sure no one is on the inside of the fenced area
- Communicate with the riders that the ride is to start
- Turn switch to forward, let go around 5 times
- Let go of switch, let it come to a complete stop
- Turn switch to reverse , let it go 5 times around
- Have the ride come to a complete stop
- Assist riders off of the ride
- Open gate and have riders exit area
- Close and secure gate

Boats

- Check height restrictions
- Open Gate allow riders to enter
- Close and secure gate
- Assist riders into boats
- Check and make sure no one is inside of the fence, if there is escort them outside of gate.
- Turn ride on, stay at control at all times
- Keep eyes on the riders at all times when the ride is in motion.
- After three minutes turn off switch
- Make sure the boats come to a complete stop
- assist all riders out of boats
- Open gate for riders to exit area.
- Close and secure gate

Make sure all body parts stay inside of boats at all times.

No STANDING in boats during operation.

No adults allowed on the boat ride.

Flight Commander (Manual)

- Check height restrictions
- Open gate and let riders enter area
- Close and secure gate
- Assist riders onto the ride
- Fasten all safety straps
- Walk around the ride
- Make sure no one is inside of gated area
- Turn Key on
- Push start button
- Turning control switch to "manual" will raise planes up, when setting control switch to "zero" will bring planes down.
- After three minutes, turn key OFF to stop ride, then turn key on to reset the ride.
- Do not use the timer switch
- Make sure planes are all down and ride is stopped before assisting riders off of the ride.
- Open the gate, let riders exit area.
- Close and secure gate
- Before leaving area, close control box cover.

Flight Commander (Auto)

- Check height restrictions
- Open gate, allow riders to enter ride
- Close and secure gate
- Assist riders onto ride ~~the~~
- Fasten and check all safety straps
- Walk around the ride
- Make sure no one is inside of gated area
- Make sure time switch is in "Auto"
- Push start button
- Turn control switch to "Auto"
- Ride will run for approximately three minutes, then lower planes and shut off automatically
- Assist riders off of the ride
- Open gate, let riders exit area
- Close and secure gate
- Before leaving area, close control box

Roller Coaster

- Open gate
- Check height restrictions as passengers enter ride area
- Close gate behind last rider entering area
- Assist rider on the ride
- Lower lap bars to proper adjustments (as close to lap as possible) check and make sure the bars are locked in place
- Turn on the power switch
- Pull back all the way on the brake release SLOWLY until the ride starts
- Allow it to run four rotations around track. Once the last car CLEARS the chain, turn off power switch. Brake as they enter loading dock.
- Assist riders off ride
- Open gate and allow them to exit area.
- Close and secure gate
- Keep eyes on riders at ALL TIMES !!

Bumper cars

- Check height restriction
- Open gate allow riders to choose car
- Close and secure gate
- Assist riders into cars (limit two people per car)
- Fasten safety straps
- Make sure all others are outside of fence
- Read posted rules
    1. Put strap around one shoulder, do not place around neck or waist
    2. If you are an adult riding with a child, remember to hold them around the waist
    3. The gas pedal is to the right, press down to accelerate
    4. Turn the steering wheel all the way to the left or right to go backwards
    5. Do not get out of the vehicle while the ride is running
    6. No head on collisions
    7. Drive safely and thanks for riding
- Push black start button
- Stay in arms reach of the power switch at ALL TIMES
- Let ride run for three minutes
- Push red stop button
- Assist riders out of cars
- Open gate to let them exit
- Close and secure gate
- NEVER go on the floor of the bumper cars when it is turned on or in motion.

Zumur

- Check height restrictions
- Open gate allow riders to enter
- Load passengers maintaining a balanced condition, seats that are across from each other
- Fasten safety straps
- Walk around ride to make sure no one is inside of ride area
- Press and hold green button for three seconds
- Ride will run for about 96 seconds
- Once ride comes to a complete stop, assist riders out of seats
- Open gates and allow riders to exit area
- If you have to stop the ride for any reason, press red button, unload ALL passengers, run the ride for one full cycle before loading any riders again to reset it

Flying Cages

- Check height restrictions
- Open gate allow one person per cage
- Load one side at a time
- Close and secure gate
- Lock door and place pin
- Disengage brake
- Give cage one push to get them started, do not assist any further!!
- When the rider is done or approximately 3 minutes, slowly pull brake back until cage stops
- Unlock cage door and let rider out
- Open gate allow rider to exit
- Close and secure gate

Space Shuttle

- Check height restrictions
- Open gate allow riders to enter
- Allow two people per seat
- After all passengers are seated, put lap bar in down position making sure all lap bars are locked
- Make sure there is no one around ride before turning on
- Depress safety foot switch- your foot stays here until the ride stops
- Depress the start button
- When the ride is complete and motion has stopped release lap bars
- Open gates to allow riders out of ride
- Close and secure gate
- In case of an emergency or need to stop ride, take foot off of petal, this will stop the cycle.

Merry-Mixer

- Open gate
- Check height restrictions as passengers enter ride area
- Close gate behind last rider entering area
- Assist riders into seats with larger passengers sitting towards the outside of the seat
- Latch safety bar and clip on each seat
- Disengage air brake
- Turn motor to "run"
- SLOWLY increase speed dial to 70-90. NEVER pass 90
- Allow ride to run for approximately two minutes
- When two minutes has passed, SLOWLY decrease speed dial until you reach 0
- Wait for ride to significantly decrease speed then turn motor to "stop"
- Engage air brake
- Assist riders off ride by opening safety bars and clips
- Open gate let riders exit
- Close and secure gate

Tilt-a Whirl

- Check height restriction
- Open gate allow riders to enter ride
- Close gate
- Assist riders into cart maximum 4 people per cart, lower lap bars on ALL carts, unoccupied carts also
- Walk around carts to make sure no one is on platform that is not riding the ride
- SLOWLY pull lever to disengage brake
- Push green start button
- Unlock clutch lever and **SLOWLY** engage
- Run for 2-3 minutes
- **Slowly** disengage clutch lever applying brake, after ride has stopped lock it in "Off" position
- Press red stop button
- Press switch to engage breaks on carts
- Assist riders out of carts and off the ride, making sure they walk on the ramp surrounding the ride
- Open gate let riders exit ride
- Close and secure gate

Frog Hopper

- Check height restriction
- Open gate to let riders in
- Close and secure gate
- Assist riders into the seats, direct bigger kids to the outside seats.
- Ask riders to raise hands
- Pull pin and slowly lower lap bar
- Push green start button
- After ride runs its cycle and lowers, pull pin and raise bar
- Assist riders off the ride
- Open gate let riders out of gate
- Close and secure gate
- Emergency: Push emergency stop button then call manage or lead person to assist

Climbing Wall

- Open gate, allow only one person in at a time
- Close and secure gate
- Help climber into appropriate size harness, making sure its secure
- Hook carabineer to front of harness making sure the latch is pointed away from the climber
- Let them climb the wall, encouraging them if so needed
- Once climber has went as far as they wish, have them grab the cable letting go of the wall, push off the wall with their feet and rappel down the wall
- Unhook carabineer from harness hook it back to the wall
- Help climber out of harness
- Open gate and let climber out
- Close and secure gate
- Keep harness hung up on cart when not in use
- Make sure there is no one standing on the mat of a corresponding wall a climber is on

Ghost Mine

- When the light bulb is on the ride is occupied. Inform customers that the ride is occupied and will be available in a few minutes
- If light bulb is not on, push white button that is located to the left of the door on the back side of wall and pull door open at the same time
- Direct passengers to elevator on the left of the hallway
- Once passengers are clear of the elevator door, press the silver button along the left wall and exit the hallway, riders will be let out automatically

Ferris Wheel

- Check height restrictions
- Open gate , allow 1-2 riders in gate area, ask them to wait at yellow line
- Step on platform bar
- Open safety bar
- Call rider forward and assist them into seat
- Lock safety bar
- Stand in front of control lever (this is what controls the ride, includes the clutch and break)
- Turn power on
- Slowly move control lever to the forward (on position) make sure it is fully engaged while ride is running. Your hand should NEVER leave this lever while in operation.
- Load other seats following above procedures
- Make sure Ferris wheel is balanced properly (making sure adults and kids are balance on ride)
- Load seats Start with #1 then load #7, #12 then #6, #11 then #5 , #10 and so on.
- Before you load each seat, turn the power OFF
- When unloading the ride, go in the same order as you loaded it, #1 then #7, #12 then #6, #11 then #5 and so on
- Turn power off every time when unlaoding
- Step on platform bar
- Assist riders out of seats
- Make sure gate is closed behind each rider exiting the ride

Train

- Open gate and let riders board train
- Allow only 2 people per seat
- Close and secure gate
- Read safety rules on printed sheet
- Sit in engine seat
- Turn key to "on" position to start
- Pull bottom lever towards seat to release the break
- Push the top lever (throttle) forward slowly until the gauge reads 6-7
- Honk horn when leaving depot, on every corner and at the rail road crossing, wave at customers in the park.
- Once you make the circle around the dinosaurs, pull the top lever back and coast into depot, lightly break with bottom lever if needed.
- Turn key off
- Say: thank you for riding the Paul Bunyan land Express! Don't forget to check out the snack depot on your way out! (also printed on safety sheet)
- Open exit gate
- Close and secure gate