

Increase Your Capacity And Increase Your Profits

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A photograph of a crowded indoor attraction, possibly a roller coaster or a similar ride, with people waiting in a line. The scene is dimly lit, and the structure of the attraction is visible in the background. The text is overlaid on the image.

Throughput: The capacity of an attraction, described in the number of patrons per hour.

Attraction Capacity = Income

Higher Capacity = Higher Income

But how do we increase the capacity without decreasing the quality of the experience?

Benefits Of Increased Capacity

- Shorter Lines
- More Tickets Sold
- Repeat Tours
- Happier Customers



Design Criteria

- Effective Attraction
- Maximum Capacity
- Highest Quality Level



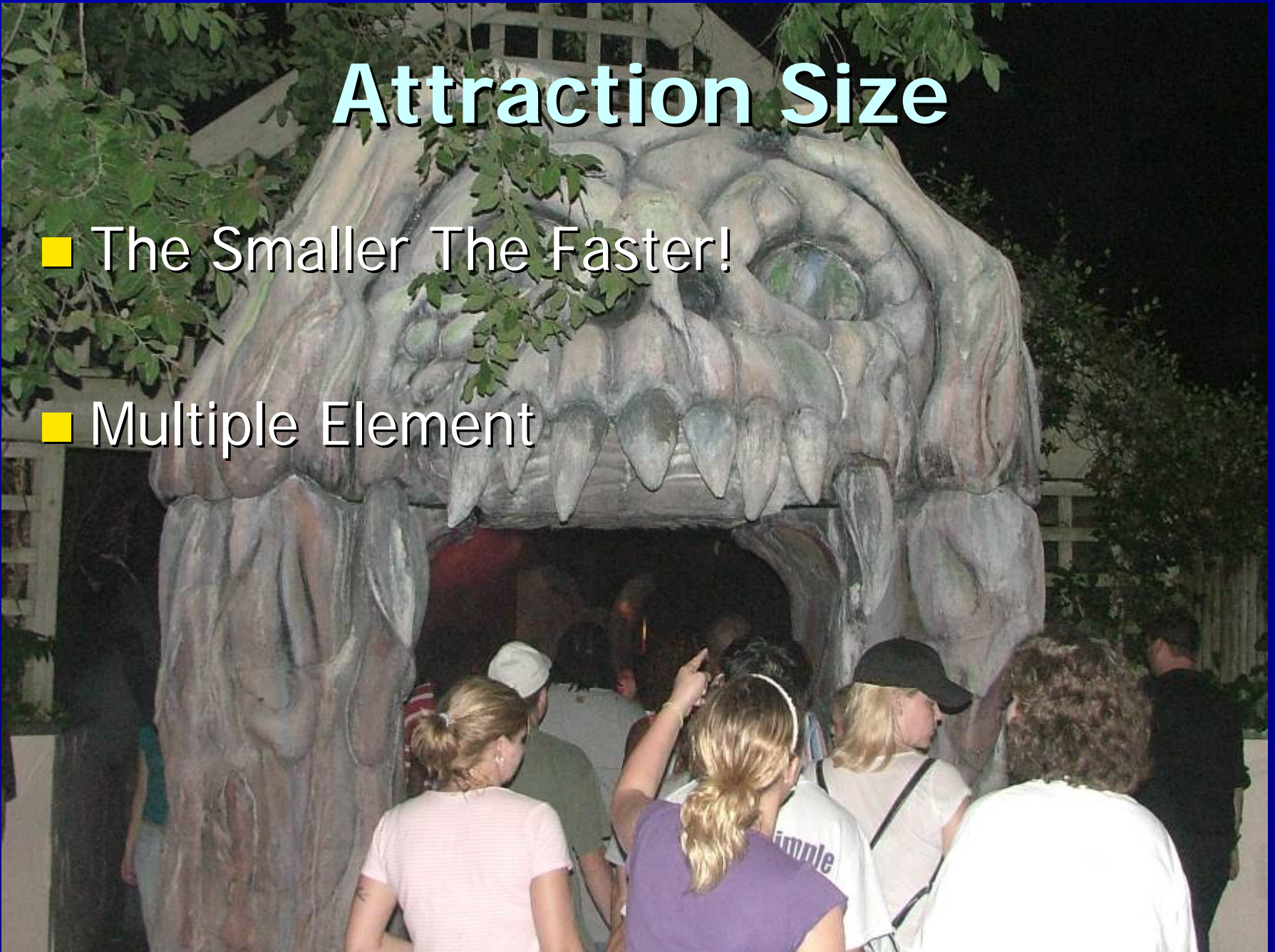
Attraction Style

- Guided Tour
- Pulsed Groups
- Constant Line



Attraction Size

- The Smaller The Faster!
- Multiple Element



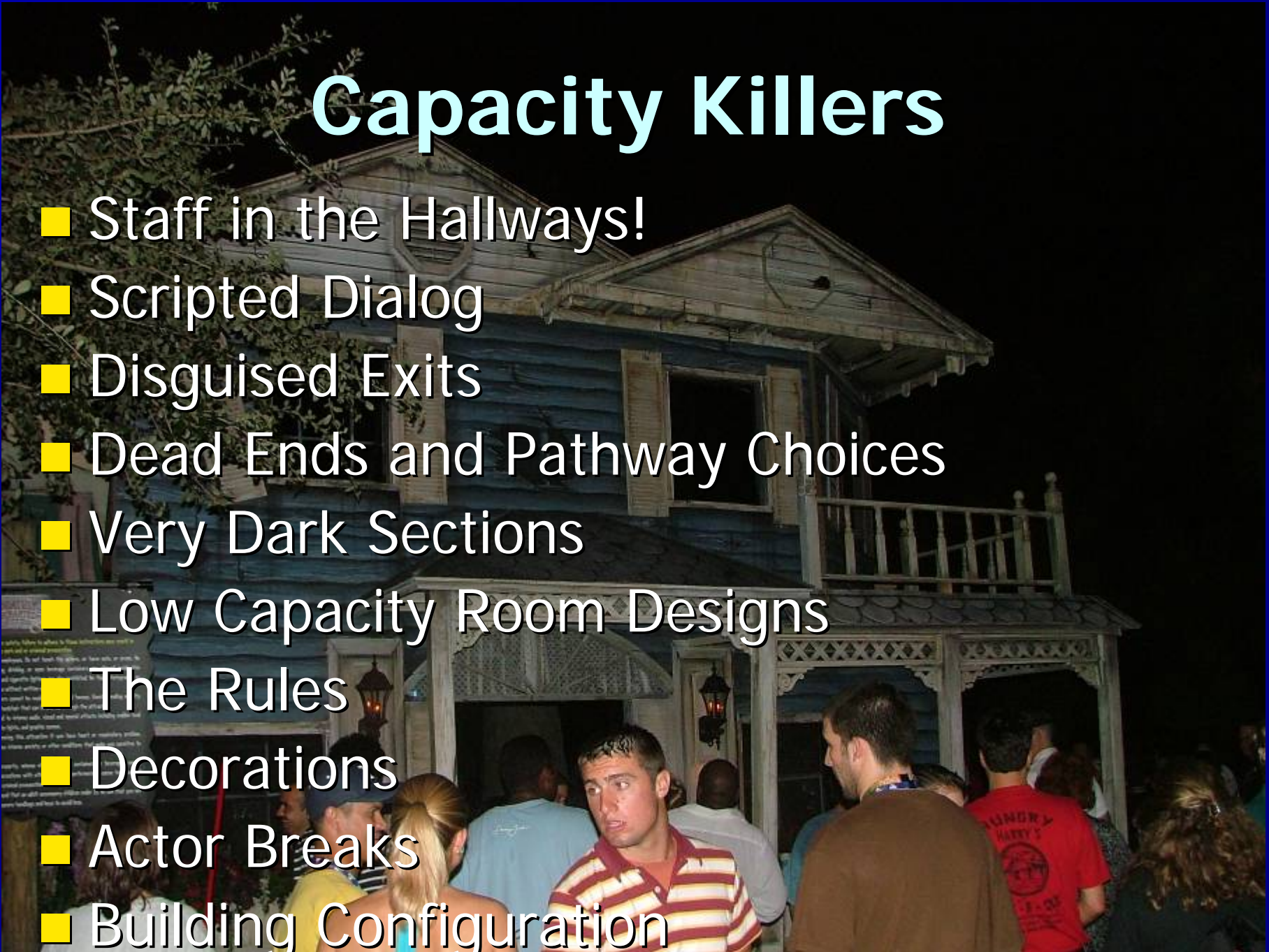
Scare Design

- Hide the Actor
- High Startle, Low Theatrics
- Multiple Scare Points
- Scare Forward
- No Menacing Scares
- Designate Scares
- Actor Return



Capacity Killers

- Staff in the Hallways!
- Scripted Dialog
- Disguised Exits
- Dead Ends and Pathway Choices
- Very Dark Sections
- Low Capacity Room Designs
- The Rules
- Decorations
- Actor Breaks
- Building Configuration



Operational Control

- Hold a Short Line
- Multiple Ticket Takers
- Actor Training



The Future of Throughput

- Not For Everyone
- Timed Ticketing
- Use The Queue Line



Thank you!

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