



Euro Attractions Show

**Fast Track:
Managing Q Line Systems
Speaker: David Wilson**

Euro Attractions Show

**September 30 – October 2, 2008
Munich, Germany**

Presentation material is also available at: www.iaapa.org



The 5 Golden Rules
of Attraction Development

1) Tell a great story!

The Story doesn't start at the attraction...

- Guest entry and exit
- Guest Services
- Attractions
- Shops, restaurants
- Entertainment

The Story at the attraction doesn't start at the load platform...

- Park and "Land" story
- Attraction appearance
- Queue line, including Pre-show
- Attraction
- Guest exit sequence

So...what about Queue Lines...

- 1) Opportunity to help set up the Story
- 2) Means to inform the Guests about the attraction (i.e. how to load, unload, play, etc)
- 3) Protection from the elements

Rock'n'Roller Coaster









Indiana Jones











*Buzz
Lightyear's
Laser Blast*































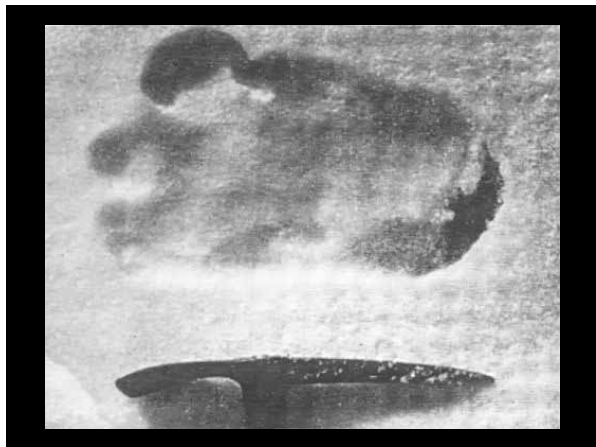


















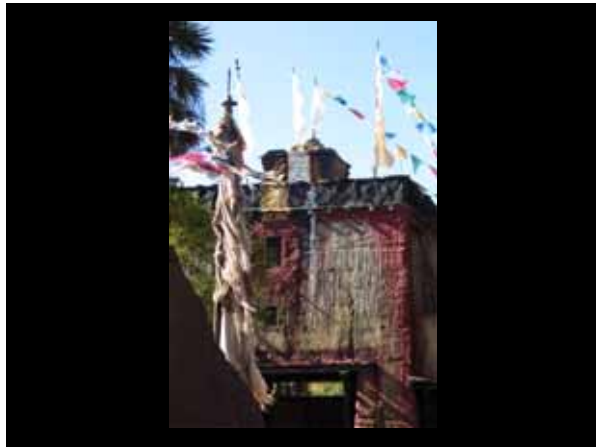


















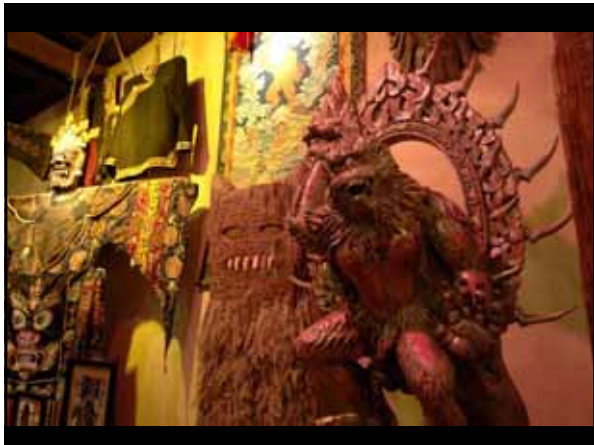
















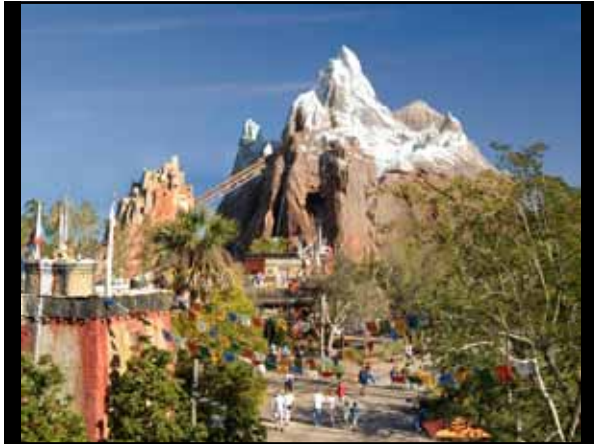












Queue Line Design Considerations

- Size Requirements - Ride Capacity
- Ability to Pre-View of Load/Unload
- Guests with Disabilities
- Overflow Queue Needs
- Singles Lines

What about Long Queue Lines?

- Fast Pass
- Wait Time Clocks
- Tip Boards
- Bluetooth
- Extra-Magic Hours







