



**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](http://www.iaapa.org)



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The 5 Golden Rules  
of Attraction Development

1) Tell a great story!

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

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

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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

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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

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# Rock'n'Roller Coaster

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*Buzz  
Lightyear's  
Laser Blast*

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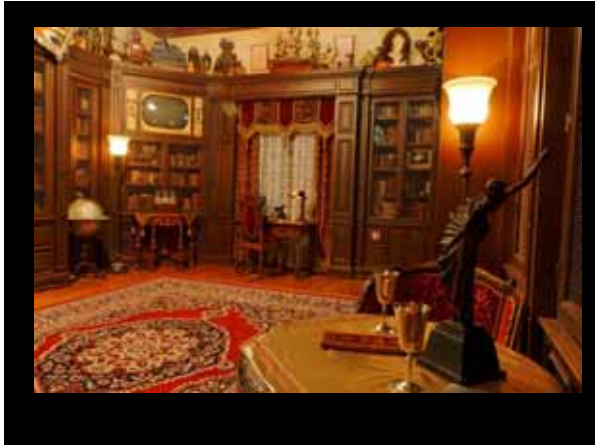
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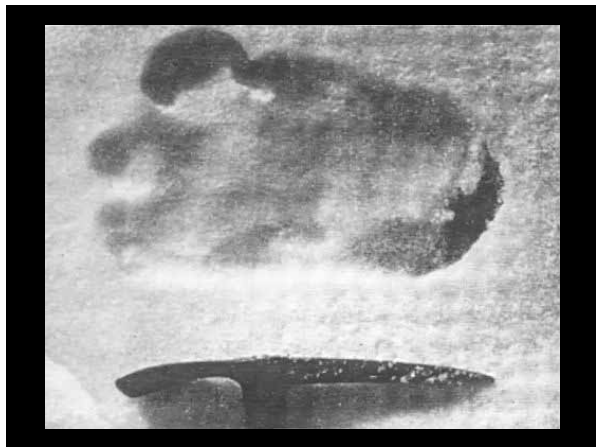
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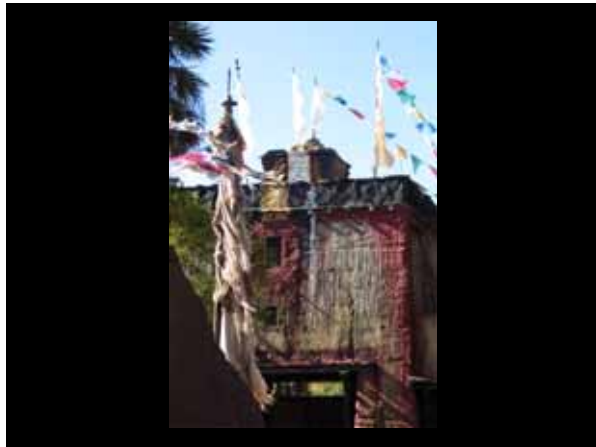
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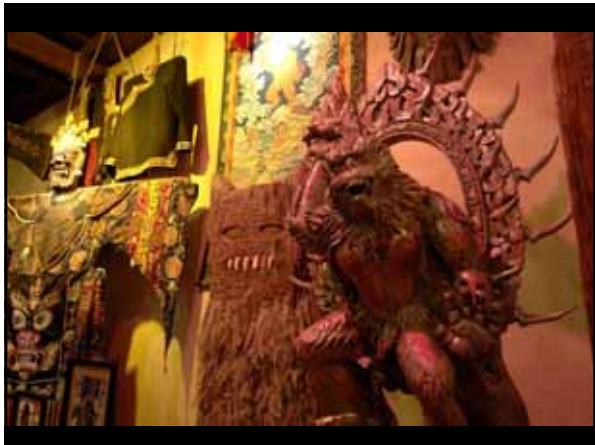
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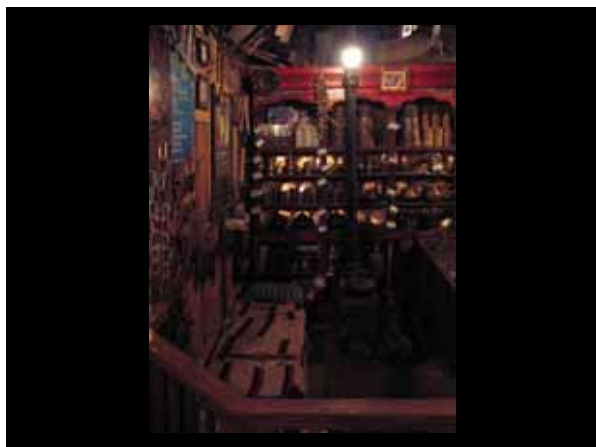
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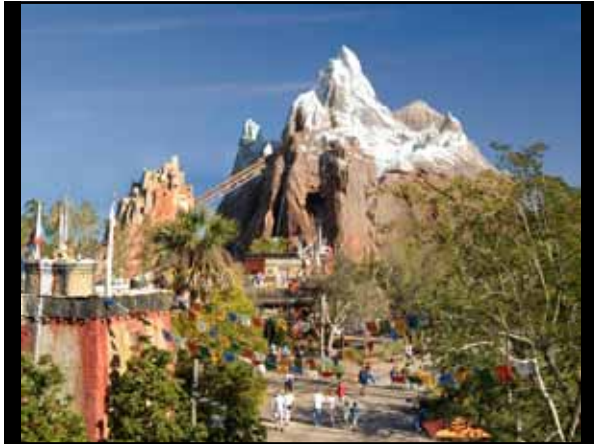
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### Queue Line Design Considerations

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

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### What about Long Queue Lines?

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

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