Sensory Guide

A RESOURCE FOR GUESTS WITH COGNITIVE DISABILITIES INCLUDING AUTISM SPECTRUM DISORDER (ASD)



Soaring Eagle









Soaring Eagle Waterpark and Hotel is the FIRST waterpark in the state of Michigan to earn the Certified Autism Center (CAC) designation granted by the International Board of Credentialing and Continuing Education Standards (IBCCES).

The CAC certification demonstrates our commitment to ongoing autism awareness training to help our team members provide an inclusive environment for visitors with autism.

Our team has received training in:

- Sensory Awareness
- Social Skills
- Motor Skills
- Communication
- Emotional Awareness
- Program Development
- Environment
- Autism Overview

Soaring Eagle Waterpark and Hotel provides a positive, safe and memorable experience for all our guests. We are proud to offer specialized services to guests with autism, or others with special needs, and their families.



International Board of Credentialing and Continuing Education Standards



Soaring Eagle Waterpark and Hotel Dining Options



Nbakade Family Restaurant

Our Nbakade Family Restaurant brings the signature tastes of Soaring Eagle Waterpark and Hotel's mouth-watering meals to every guest! From family-friendly favorites (pizza, chicken tenders, french fries and MORE!) to grown-up entrees like chicken alfredo and grilled sirloin, guests are sure to find their new favorite dish in Nbakade.

Nbakade Family Restaurant is located at the north end of our lobby, near the arcade, and is open for breakfast, lunch, dinner and everything in between.

Wiisinidaa Food Court

Wiisinidaa Food Court, located within our Waterpark, is the perfect location for guests to grab lunch or snacks without having to leave the Waterpark! The menu offers up the classics like wraps, nachos, pizza, pretzels with cheese and ice

cream. There are also fountain drinks, juice, sports drinks and even drinks for responsible adults.



Guests can enjoy their meals and treats in the Waterpark at any of the available tables.



Trader's Blanket Gift Shop

Trader's Blanket Gift Shop features treats, treasures, and necessities. Grab your morning coffee or a pastry. The kids will love the F'real ice cream station, a huge assortment of snacks and drinks, and a little something to remember their trip to Soaring Eagle Waterpark and Hotel.

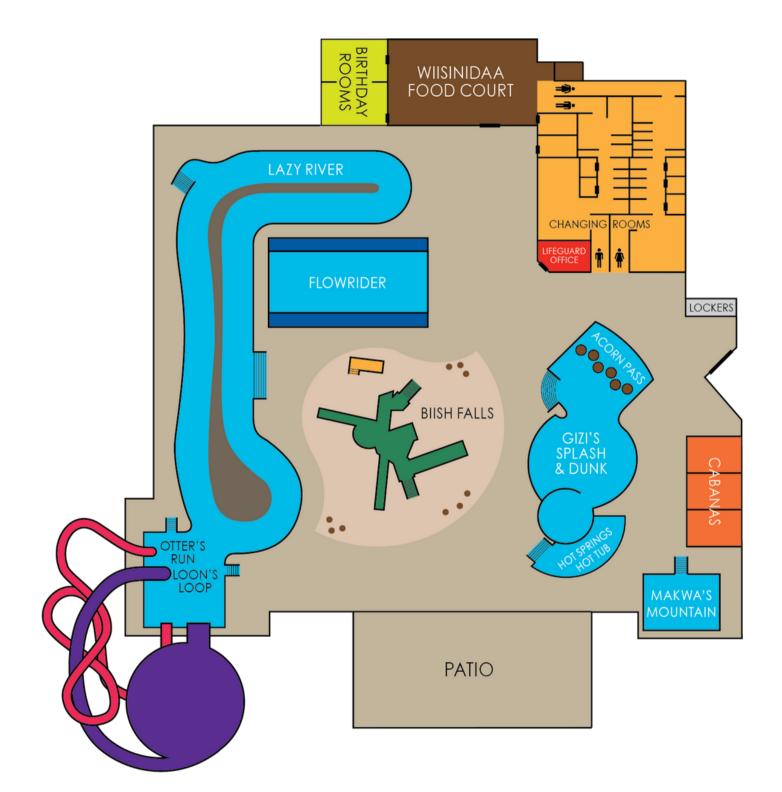
Located near the front entrance, near the Waterpark doors, Trader's Blanket Gift Shop is the perfect first or last stop when visiting the Waterpark.

SENSORY LEVEL SUMMARY

1 = low sensory simulation, 10 = high sensory simulation*

Attraction	Touch	Taste	Sound	Smell	Sight
Loon's Loop	8	2	5	5	2
Otter's Run	8	2	5	5	2
Biish Falls	8	2	6	3	2
Acorn Pass	7	2	5	2	2
Gizi's Splash and Dunk	7	2	5	2	2
Makwa's Mountain	9	2	5	2	2
FlowRider	9	2	5	3	2
Little Beaver's Bend Lazy River	7	2	5	3	2
Hot Springs Hot Tub	7	2	5	2	2
Nokomis	2	0	4	4	1

*Rated by International Board of Credentialing and Continuing Education Services (IBCCES).





ATTRACTION NAME:

LOON'S LOOP

ACTIVITY SUMMARY:

Roar down three stories in a matter of seconds on Loon's Loop. On Loon's Loop you select the music and the lights that you want, it can be different every time you go down the slide. Loon's Loop is completely enclosed with lights and sound throughout to make your ride rock even more!

Guests must be at least 48 inches tall and ride seated in an inner tube.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory simulation, 10 = high sensory simulation*

TOUCH 8 TASTE 2 SOUND 5 SIGHT 5 SMELL 2

- Immersion in water at end of slide.
- May move through slide quickly.
- Must ride inner tube down slide.
- Low impact on this sense throughout attraction.
- Potential to ingest water.
- Background noise consisting of rushing water, music and other guests.
- Audio track played in enclosed space (can be turned off if requested).
- Transition from dark to brightness as rider exits slide.
- Lights within slide (can be turned off if requested).
- Low impact on this sense throughout attraction.
- Slight scent of chlorine and water throughout.



ATTRACTION NAME:

OTTER'S RUN

ACTIVITY SUMMARY:

Otter's Run features Slide Champ, allowing you to compete to see who can make the fastest run down the slide. Drop down the slide and shoot out into Little Beaver's Bend Lazy River. Otter's Run isn't our biggest slide, but it is our fastest! No tubes, just you, the water and a precarious drop into the unknown!

Guests must be at least 48 inches tall.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory simulation, 10 = high sensory simulation*

TOUCH 8 TASTE 2 SOUND 5 SIGHT 5 SMELL 2

- Immersion in water at end of slide.
- May move through slide quickly.
- Low impact on this sense throughout attraction.
 - Potential to ingest water.
- Background noise consisting of rushing water, music and other guests.
- Sound may echo or appear louder in enclosed space.
- Transition from dark to brightness as rider exits slide.
- Low impact on this sense throughout attraction.
- Slight scent of chlorine and water throughout.



ATTRACTION NAME:

BIISH FALLS

ACTIVITY SUMMARY:

Located in the center of the Waterpark, Biish (Water) Falls is fun for all ages! With cattails that spray water, a dump bucket, slides for smaller guests as well as a side-by-side slide to ride with your best friend, Biish Falls is guaranteed to make everyone smile.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory simulation, 10 = high sensory simulation*

🖱 TOUCH 8 🐨 TASTE 2 🔊 SOUND 6 👁 SIGHT 3 🛆 SMELL

No minimum height requirement.

- Opportunity to climb, sit, engage in water play, slide, etc.
- Low impact on this sense throughout attraction.
- Potential to ingest water.
- Background noise consisting of rushing water, music and
- other guests.
 Close proximity and shared space with other guests.
- Dump bucket makes sound.
- Colorful structures and moving water.
- Mostly natural lighting, indoor setting.
- Low impact on this sense throughout attraction.
- Slight scent of chlorine and water throughout.



ATTRACTION NAME:

ACORN PASS

ACTIVITY SUMMARY:

Walking across logs and acorns is no simple task. Whether you jump from log to acorn or use the rope net to help you across, Acorn Pass is an adventure for all who dare to cross it.

Lifejackets are required for guests under 44 inches tall.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory simulation, 10 = high sensory simulation*

TOUCH 7 TASTE 2 9 SOUND 5 SIGHT 2 SMELL 2

- Area for free swim, but may also engage in water play.
- Low impact on this sense throughout attraction.
- Potential to ingest water.
- Background noise consisting of rushing water, music and other guests.
- Close proximity and shared space with other guests.
- Mostly natural light, indoor setting.
- Low impact on this sense throughout attraction.
- Slight scent of chlorine and water throughout.



ATTRACTION NAME:

GIZI'S SPLASH AND DUNK

ACTIVITY SUMMARY:

Shooting hoops or just splashing in the water is the perfect way to enjoy Gizi's Splash and Dunk. Located between Acorn Pass and Hot Springs Hot Tub, you're never far from the action.

Lifejackets are required for guests shorter than 44 inches tall. Gizi's Splash and Dunk is handicap accessible.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory simulation, 10 = high sensory simulation*

TOUCH 7 TASTE 2 SOUND 5 SIGHT 2 SMELL 2

- Area for free swim, but may also engage in water play with sports equipment.
- Also features vortex pool with swift moving water.
- Low impact on this sense throughout attraction.
- Potential to ingest water.
- Background noise consisting of rushing water, music and other guests.
- Close proximity and shared space with other guests.
- Mostly natural lighting, indoor setting.
- Low impact on this sense throughout attraction.
- Slight scent of chlorine and water throughout.



ATTRACTION NAME:

MAKWA'S MOUNTAIN

ACTIVITY SUMMARY:

Makwa's Mountain towers eight feet above the water and is covered in cracks, crevices, and toe holds that let you scale to the top and leap into the seven-foot-deep pool below.

Guests must be at least 48 inches tall and good swimmers to participate. Only one climber can participate at a time.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory simulation, 10 = high sensory simulation*

(b) TOUCH 9 TASTE 2 (c) SOUND 5 (c) SIGHT 2 (c) SMELL 2

- Must use hands and feet to climb and grip wall.
- Potential immersion once dropping off wall structure.
- Low impact on this sense throughout attraction.
- Potential to ingest water.
- Background noise consisting of rushing water, music and other guests.
- Close proximity and shared space with other guests.
- Mostly natural light, indoor setting.
- Neutral colors in this area.
- Low impact on this sense throughout attraction.
- Slight scent of chlorine and water throughout.



ATTRACTION NAME:

FLOWRIDER

ACTIVITY SUMMARY:

Jet-powered, full boogie fun! FlowRider brings all of the excitement of real surfing or body boarding, minus the sharks. It may take a few tries to master, but soon enough, you'll be catching big water and looking like a surf pro.

This ride is designed for guests at least 42 inches tall for bodyboarding and 48 inches tall for surfing. Riders must be in good physical condition and free from any physical limitations to participate. A waiver is required and must be signed by a parent or guardian for anyone under 18 years of age.

SENSORY LEVEL & PARTICIPANT GUIDELINES: and 1 = low sensory simulation, 10 = high sensory simulation*

() TOUCH 9 TASTE 2 9 SOUND 5 SIGHT 3 SMELL 2

- Must be able to balance/ride board in turbulent/fast-moving water.
- Staff is available to assist.
- May slip or tumble into water.
- Low impact on this sense throughout attraction.
- Potential to ingest water.
- Background noise consisting of rushing water, music and other guests.
- Potential for water to get in eyes as water moves quickly.
- Ride is in contained area.
- Mostly natural, indoor setting.
- Low impact on this sense throughout attraction.
- Slight scent of chlorine and water throughout.



ATTRACTION NAME:

LITTLE BEAVER'S BEND LAZY RIVER

ACTIVITY SUMMARY:

Little Beaver's Bend winds its way through Soaring Eagle Waterpark at a leisurely pace that lets your worries gently slip away. As you float around the west side, both of our slides empty into the river so you can see all of the action.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

Lifejackets are required for guests under 44 inches tall.

1 = low sensory simulation, 10 = high sensory simulation*

(b) TOUCH 7 TRASTE 2 (D) SOUND 5 (C) SIGHT 3 (C) SMELL 2

- Guests can swim or float independently, or ride tubes on slowmoving water.
- Low impact on this sense throughout attraction.
- Potential to ingest water.
- Background noise consisting of rushing water, music and other guests.
- Shared space with other guests nearby
- Mostly natural light, indoor setting.
- Guests pass through various areas of the park as they float down the river.
- Low impact on this sense throughout attraction.
- Slight scent of chlorine and water throughout.



ATTRACTION NAME:

HOT SPRINGS HOT TUB

ACTIVITY SUMMARY:

Located adjacent to Gizi's Splash and Dunk activity area, our hot tub is just far enough away from the action to do some serious relaxing. Elevated to give you a good vantage point and warmed to 103 degrees, the hot tub might just be Mom and Dad's favorite part of the entire park.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

Lifejackets are required for guests under 44 inches tall. Maximum capacity is 28 people.

1 = low sensory simulation, 10 = high sensory simulation*

DUCH SMELL OSIGHT TASTE **③ SOUND** 5 2 7 2

lets are present under water.

too high for some

users.

- Low impact on this sense throughout Temperatures may be attraction.
 - Potential to ingest water.
- Background noise consisting of rushing water, music and other guests.
- Close proximity and shared space with other guests.
- Mostly natural, indoor setting.
- Low impact on this sense throughout attraction.
- Slight scent of chlorine and water throughout.



ATTRACTION NAME:

NOKOMIS

ACTIVITY SUMMARY:

Nokomis (Grandmother) is our Matriarch and resident storyteller. Each night, Nokomis will share traditional stories of her youth in the Saginaw Chippewa Indian Tribe of Michigan that have been passed down through oral traditions and are still observed to this day.

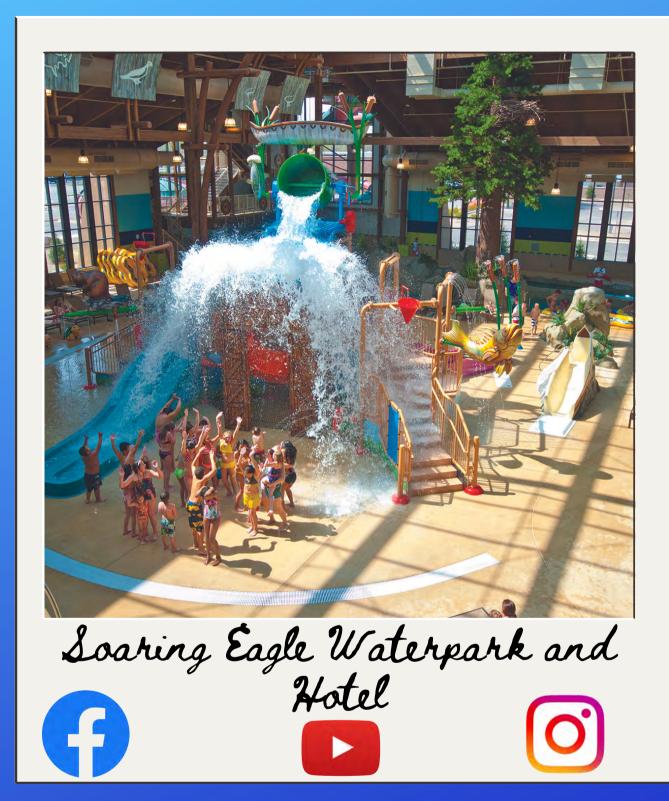
No minimum requirements for attraction.

1 = low sensory simulation, 10 = high sensory simulation*

🖱 TOUCH 🛆 SMELL 2 **③ SOUND O SIGHT** 4 🐨 TASTE 0 4

- Low impact on this sense throughout the attraction.
- Guests are not allowed to touch or physically interact with Nokomis.
- Area for seating to listen to story.
- Low impact on this sense throughout attraction.
- Potential close proximity to other guests.
- Audio track is key feature of attraction.
- Lifelike animatronics, sound, movement and a decorative background are part of this area.
- Low impact on this sense throughout attraction.
- Indoor area shared ٠ with other guests and near restaurant.

*Rated by International Board of Credentialing and Continuing Education Services (IBCCES).



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