



Attraction: The Haunting of Palmetto Bluff Date: 27 October 2023

Location/Area: Palmetto Bluff Shooting Club, Bluffton, SC Revision: 1

<u>Scene/Area:</u>	<u>Entry/Load</u>
<u>Description:</u>	<p>Nothing ever goes wrong in the woods, right? In the heart of Bluffton, SC lies Palmetto Bluff where the Wilson Mansion lights up the night. The Wilson family throws the most hoppin' parties this side of the Mississippi, but with prohibition dampening the mood, their parties have had to become hush-hush. The Woods Riders are out looking to catch anyone breaking the law. To avoid getting caught you take the back path through the woods to the mansion. But, these woods are old and easy to get lost in. When the sun goes down, the chills come out. With a blood-thirsty creature on the loose and spirits running amok, you must decide if a party is ever worth dying for.</p> <p>A full moon watches the anticipating guests as they arrive at the Palmetto Bluff Shooting Club. An actor greets and mingles with the guests. They set the scene for them. "Are you here for the Wilsons' party?" "That ol' prohibition law won't stop us from having a ball!" A few flyers warn of an escaped creature. An old, wooden wagon attached to a tractor awaits the guests at the edge of the pitch-black woods.</p>

Ride System Requirements:	Type:	Hayride
	Conveyance/Vehicle Type:	Tractor and Wagon
	Vehicle Capacity:	30 passengers
	Dispatch Interval:	15 mins
	Attraction Capacity:	120 PPH
	Potential Manufacturer(s):	NA
Facility/Interface Requirements:	NA	
Landscaping/Hardscaping:	NA	
Actor(s):	1920s man/woman	
Animated Figures (FA):	NA	
Animated Props (AP):	NA	
Artificial Foliage (AF):	NA	
Audio Hardware (AH):	NA	
Audio Software (AFX):	NA	
Graphics & Signage (GFX):	Howler Flyers (already printed)	
Media Software (VFX):	NA	
Mockups:	NA	
Projection Equipment (PE):	NA	
Rockwork (RW):	NA	
Scenic Paint (SP):	NA	
Show Action Equipment (SAE):	NA	
Show Controls (SC):	NA	
Show Lighting (SL):	Warm Street Lamp	
Show Props & Dressings (SPAD)	Light Post Flyer/Poster Wall	

	Hay Bales
Show Sets (SS):	NA
Special Effects (FX):	NA
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>Hayride</u>
<u>Description:</u>	The dapperly dressed driver hops into the tractor and the ride begins. Mr. Wilson's New York accent flows from a recorder. He enthusiastically welcomes guests to his secret party at the mansion. He then apologizes for making them take the long way, but it is the 1920s and the law is always searching for big groups going to hoppin' parties. Mr. Wilson informs guests the tractor will only be taking them part of the way. The tractor is just too loud and he doesn't want his friends to get caught by the law. Exiting the wagon, the driver hands them lanterns, pointing them to the party.
<u>Facility/Interface Requirements:</u>	NA
<u>Landscaping/Hardscaping:</u>	NA
<u>Actor(s):</u>	Driver Hunter Horse
<u>Animated Figures (FA):</u>	NA
<u>Animated Props (AP):</u>	Guest Lanterns
<u>Artificial Foliage (AF):</u>	NA

Audio Hardware (AH):	Recorder
Audio Software (AFX):	Mr. Wilson Pre-Show Recording
Graphics & Signage (GFX):	NA
Media Software (VFX):	NA
Mockups:	NA
Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	NA
Show Props & Dressings (SPAD)	Mr. Wilson's recorder Rifle (fake) Hat Man Mannequin Hat Man Lantern
Show Sets (SS):	NA
Special Effects (FX):	NA
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>ST15</u>
<u>Description:</u>	With only the few lanterns they were given, guests travel further into the woods. A deep voice jumps out at them. "What are you doing here?" A tall man wearing a wide-brim hat and a long black coat stands in front of them. He urges the guests to hurry before the Woods Riders find them. A whinny echoes from far away. The horses' galloping draws near.
Facility/Interface Requirements:	NA
Landscaping/Hardscaping:	NA
Actor(s):	Hat Man
Animated Figures (FA):	NA
Animated Props (AP):	Hat Man Lantern
Artificial Foliage (AF):	NA
Audio Hardware (AH):	Speaker
Audio Software (AFX):	Horse Whinnies/Neighs Horses Galloping
Graphics & Signage (GFX):	NA

Media Software (VFX):	NA
Mockups:	NA
Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	NA
Show Props & Dressings (SPAD)	Hay Bales
Show Sets (SS):	NA
Special Effects (FX):	NA
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>ST13</u>
<u>Description:</u>	A Woods Rider jumps from behind the stand. "Stop right there!" The guests are caught! The Woods Rider yells for backup, hooting and hollering for all the night to hear. Shouts echo back from the woods. The Woods Riders appear, giving chase to the guests.
<u>Facility/Interface Requirements:</u>	NA
<u>Landscaping/Hardscaping:</u>	NA
<u>Actor(s):</u>	Two Woods Riders
<u>Animated Figures (FA):</u>	NA
<u>Animated Props (AP):</u>	Woods Rider Flashlight
<u>Artificial Foliage (AF):</u>	NA
<u>Audio Hardware (AH):</u>	Speaker
<u>Audio Software (AFX):</u>	Woods Riders Shouts/Hollers Horses Galloping
<u>Graphics & Signage (GFX):</u>	NA
<u>Media Software (VFX):</u>	NA
<u>Mockups:</u>	NA

The Haunting of Palmetto Bluff Scope

Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	NA
Show Props & Dressings (SPAD)	Woods Riders Mannequins 3D Horses Woods Rider Baton Fence
Show Sets (SS):	NA
Special Effects (FX):	NA
Video Hardware (VHD):	NA



Attraction Scope Document

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<u>Scene/Area:</u>	<u>ST11</u>
<u>Description:</u>	A sign: "Wilson Mansion This Way" points to the field. But watch out! From the field, a Woods Rider sprints towards the guests. The Hat Man appears again, calling out, "You'll lose them in there!" He points them down the path, through the gates. A DO NOT ENTER sign hangs precariously off the gate.
Facility/Interface Requirements:	NA
Landscaping/Hardscaping:	NA
Actor(s):	Hat Man Woods Rider
Animated Figures (FA):	NA
Animated Props (AP):	Hat Man Lantern
Artificial Foliage (AF):	NA
Audio Hardware (AH):	NA
Audio Software (AFX):	NA
Graphics & Signage (GFX):	Howler Warning Signage (already printed) Do Not Enter Signage Wilson Party This Way Signage
Media Software (VFX):	NA

Mockups:	NA
Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	NA
Show Props & Dressings (SPAD)	Baton Fence Hay Bales
Show Sets (SS):	NA
Special Effects (FX):	NA
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>3D Archery</u>
<u>Description:</u>	The narrow woods press the guests closer together. A guttural screech pierces the silence. At many side paths, people in ghillie suits jump out. At different points, the abrupt screeches haunt the guests. As they reach the end, one more screech jolts the guests as though the creature stands right above them. A second of silence before a final ghillie suit scare leads the guests to their respite.
<u>Facility/Interface Requirements:</u>	NA
<u>Landscaping/Hardscaping:</u>	NA
<u>Actor(s):</u>	Three Ghillie Suits
<u>Animated Figures (FA):</u>	NA
<u>Animated Props (AP):</u>	NA
<u>Artificial Foliage (AF):</u>	NA
<u>Audio Hardware (AH):</u>	Speaker
<u>Audio Software (AFX):</u>	Howler Screams
<u>Graphics & Signage (GFX):</u>	NA

Media Software (VFX):	NA
Mockups:	NA
Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	NA
Show Props & Dressings (SPAD)	Hay Bales
Show Sets (SS):	NA
Special Effects (FX):	NA
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>Food & Beverage</u>
<u>Description:</u>	Oh no! The caterer broke down on the way to the Wilson party. We can't let all his hard work go to waste. He invites you to take a moment to eat some food, drink some booze, and have fun!
Facility/Interface Requirements:	NA
Landscaping/Hardscaping:	NA
Actor(s):	Caterer
Animated Figures (FA):	NA
Animated Props (AP):	NA
Artificial Foliage (AF):	NA
Audio Hardware (AH):	NA
Audio Software (AFX):	NA
Graphics & Signage (GFX):	Caterer Signage Bottle Brand Graphics Food/Drink Boxes Graphics Menus
Media Software (VFX):	NA

Mockups:	NA
Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	NA
Show Props & Dressings (SPAD)	Hay Bales
Show Sets (SS):	NA
Special Effects (FX):	NA
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>ST18</u>
<u>Description:</u>	A church stands in the field. The sound of a woman humming echoes throughout, but no one is there. Just before guests reach the end of the field, a ghost jumps out from behind a curtain.
Facility/Interface Requirements:	NA
Landscaping/Hardscaping:	NA
Actor(s):	NA
Animated Figures (FA):	NA
Animated Props (AP):	NA
Artificial Foliage (AF):	NA
Audio Hardware (AH):	Speaker
Audio Software (AFX):	Woman Humming
Graphics & Signage (GFX):	NA
Media Software (VFX):	NA
Mockups:	NA

Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	Work light
Show Props & Dressings (SPAD)	NA
Show Sets (SS):	Church
Special Effects (FX):	NA
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>ST19/20</u>
<u>Description:</u>	Cheers. Laughter. Waltz music. Clinking glasses. The guests find themselves at a party. A ghost party! Gravestones create a maze on the path. Boo! A few of these well-dressed ghosts pop out from behind the gravestones. A ghost tries to persuade the guests to stay at their party, saying "The Wilson's party isn't as jumpin' as ours." Another ghost chimes in, "Of course it's not, we weren't invited!" A final scare from behind a gravestone pushes the guests to continue.
Facility/Interface Requirements:	NA
Landscaping/Hardscaping:	NA
Actor(s):	Four Party Ghosts
Animated Figures (FA):	NA
Animated Props (AP):	NA
Artificial Foliage (AF):	NA

Audio Hardware (AH):	Speaker
Audio Software (AFX):	Cheers Laughter Glasses Clinking Distorted Jazz Music Overall Party Noises
Graphics & Signage (GFX):	NA
Media Software (VFX):	NA
Mockups:	NA
Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	NA
Show Props & Dressings (SPAD)	Gravestones Alcohol/Wine Glasses Party Ghost Mannequins
Show Sets (SS):	NA
Special Effects (FX):	NA
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>Shed</u>
<u>Description:</u>	An ancient mausoleum awaits the guests. The Hat Man stands in front, not saying anything. He points the guests to the mausoleum. Inside, guests waded through waist-high, green fog. It is wet, musty, and smells like death. Well-dressed ghosts shoot out of the fog. Some move like a crocodile in water, only their heads can be seen.
Facility/Interface Requirements:	NA
Landscaping/Hardscaping:	NA
Actor(s):	Two Ghosts
Animated Figures (FA):	NA
Animated Props (AP):	NA
Artificial Foliage (AF):	NA
Audio Hardware (AH):	NA
Audio Software (AFX):	NA
Graphics & Signage (GFX):	NA

Media Software (VFX):	NA
Mockups:	NA
Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	Green Light
Show Props & Dressings (SPAD)	Barrels (if space allows) Boxes (if space allows) Wall Dividers Hat Man mannequin Hat Man Lantern
Show Sets (SS):	Mausoleum
Special Effects (FX):	Fog Lasers
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>5 Stand</u>
<u>Description:</u>	<p>Ah! Finally, the Wilson Mansion! Guests have arrived at the party only to find the mansion on fire, burning ever so slowly to the ground. Our host for the night, Mr. Wilson continuously runs into his burning home. A servant pulls him out and Mr. Wilson tells him to let him go; he must save his treasures. Up on the balcony, Mrs. Wilson frantically throws her shoes to the debris-ridden ground. Around them, partygoers continue to dance and revel. Burn marks cover them all. A few jump at the guests. Mr. Wilson thanks the guests for coming, but the party is over and they must leave, just before rushing back into his flaming mansion.</p>
Facility/Interface Requirements:	NA
Landscaping/Hardscaping:	NA
Actor(s):	Mr. Wilson

	Mrs. Wilson Three Party Guests Little Girl
Animated Figures (FA):	NA
Animated Props (AP):	NA
Artificial Foliage (AF):	NA
Audio Hardware (AH):	Speaker
Audio Software (AFX):	Fire Jazz Music
Graphics & Signage (GFX):	NA
Media Software (VFX):	NA
Mockups:	NA
Projection Equipment (PE):	Fire Projector
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	The Fire
Show Props & Dressings (SPAD)	Bottles Alcohol/Wine Glasses Shoes (lots of them) Bricks Debris Hay Bales
Show Sets (SS):	Wilson Mansion
Special Effects (FX):	Fire
Video Hardware (VHD):	NA



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<u>Scene/Area:</u>	<u>Bridge</u>
<u>Description:</u>	Guests walk underneath an arched gate signaling their travel home. Believing the haunt is done, the guests relax. Only to find two rows of Woods Riders standing stoic. Walking past them, the Woods Riders do not acknowledge the guests, Suddenly a Woods Rider jumps out! He yells at the guests to scam. Just before the end of the bridge, another Woods Rider leaps out. "You folks just get on home then. We're giving you a pass tonight, but don't you try breaking the law again."
Facility/Interface Requirements:	NA
Landscaping/Hardscaping:	NA
Actor(s):	Two Woods Riders
Animated Figures (FA):	NA

Animated Props (AP):	8 Torches ,(pack) LED glowing Eyes 2 Solar Post Flame Light
Artificial Foliage (AF):	NA
Audio Hardware (AH):	NA
Audio Software (AFX):	NA
Graphics & Signage (GFX):	NA
Media Software (VFX):	NA
Mockups:	NA
Projection Equipment (PE):	NA
Rockwork (RW):	NA
Scenic Paint (SP):	NA
Show Action Equipment (SAE):	NA
Show Controls (SC):	NA
Show Lighting (SL):	NA
Show Props & Dressings (SPAD)	Woods Riders Mannequins Arched Gate
Show Sets (SS):	NA
Special Effects (FX):	NA
Video Hardware (VHD):	NA