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# Park Passes



Disney revamped their admission options in 2005, bringing more flexibility and more confusion. It's safest to budget **\$67/day** for ages 10+ (**\$55/kids** ages 3-9), the single-day/single-park base price for the major parks in 2006. The new "Magic Your Way" multiday passes emphasize flexibility and savings, so you can do more at a lower price. Here's the deal on passes (prices—which include tax—were last updated on January 1, 2006):

## ■ Magic Your Way Tickets 2006 Rates

Magic Your Way tickets are available for 1-10 days. Guests can stick to basic admission or add one or more options (see explanations below). Magic Your Way replaces single-day passes and all varieties of Park Hopper passes. Prices for the various tickets are listed in the comparison chart on the next page. A Magic Your Way **Base Ticket** (\$67-\$223) is good for entry to a single major park (Magic Kingdom, Epcot, Disney-MGM Studios, or Disney's Animal Kingdom) for each day of the ticket. Multi-day Base Tickets bring substantial discounts (see chart on the next page), so it pays to buy your admission all at once. Multi-day Base Tickets expire 14 days after the first use, but they do not have to be used on consecutive days. Buy only as much admission as you'll actually need for your visit to Disney. Note that multi-day Base Tickets are imprinted with the guest's name, so they are not transferable. The **Park Hopping** option (add \$42.60) lets you visit more than one major park on the same day, for the length of your ticket. Available with any Base Ticket, this option is costly unless you spend four or more days at the parks, but it's indispensable if you plan to visit all four parks in fewer than four days and it can maximize the enjoyment of any longer stay. The Magic Your Way **Water Park Fun & More** option (add \$53.26) adds a limited number of single-day, single-park admissions for the minor parks (Blizzard Beach, Typhoon Lagoon, Pleasure Island, DisneyQuest, and Wide World of Sports) to any Base Ticket. Each Magic Plus option is worth \$10-\$36, depending on where you use it. Purchase this feature with 1- to 3-day Base Tickets and you receive two Plus Options, 4- to 5-day Base Tickets receive three options, 6-day Base tickets receive four options, 7- to 10-day Base Tickets receive five options. Regardless of how many Plus options you receive, the cost to add this feature is always the same. As long as you make a minimum of two visits to the more costly minor parks, you'll get your money's worth. The **Premium** option (add \$95.86) is a combination of a Base Ticket, Park Hopping, and Magic Plus options (but at no additional savings). The **No Expiration** option (add \$10-\$107) is best suited for those who plan to save the unused portion of a multi-day ticket for a future vacation. The 14-day life span of a Base Ticket is generally enough for any one vacation. Note that multi-day passes bear the guest's name and are not transferrable.

## ■ Annual Pass 2006 Rates

Unlimited admission to the four major parks for a full year, plus special privileges. An Annual Pass (\$442/\$389) costs less than two 3-day Magic Your Way Base Tickets with Park Hopping. Annual Passes also give you the option of booking resorts at the best rate offered to the general public. There are also annual passes for the water parks (\$106/\$86), Pleasure Island (\$59), DisneyQuest (\$95/\$76), and water parks plus DisneyQuest (\$137/\$105). You cannot share an Annual Pass (or any other multiday pass).

## ■ Premium Annual Pass 2006 Rates

A Premium Annual Pass (\$574/\$506) offers the same privileges as the regular Annual Pass plus unlimited admission to the minor parks (including DisneyQuest) for \$132 more. Five minor park visits cover the added cost. A Premium Annual Pass costs less than two 3-day Premium Magic Your Way tickets with a No Expiration option, and it is good for a full year.



**Old Ticket Media:** Prior to "Magic Your Way," Disney issued "Park Hopper" passes. If you have an old Park Hopper with unused days on it, you may use or upgrade it.

**Upgrades and Exchanges:** Upgrade or apply the unused value of an unexpired park pass to a better pass. Visit Guest Relations (parks) or Lobby Concierge (resorts) for details.

**Magic Kingdom E-Ride Nights:** With the Extra Magic Hour program for Disney resort guests being extended to evening hours (see page 32), E-Ride Nights appear to be discontinued. E-Ride Nights were a ticketed, after-hours event at the Magic Kingdom.

**Advance Purchase Discounts:** Discounts of between \$2 and \$19 are possible on tickets of four days or longer duration, if you purchase them in advance at Disney's web site, or include them in the cost of a vacation package. This is significantly less than the value of advance purchase discounts available in the past. Frankly, you could save more money by depositing the funds for your admission in an interest-bearing account prior to your vacation.

**AAA:** Members (see page 11) can expect some sort of discount (historically 5%) on some passes. You must purchase tickets directly from AAA to get the discount.

**Florida Resident Discounts:** It pays to live nearby. Florida Resident Seasonal Passes work like Annual Passes, but with blackout dates in busy seasons. There are some other special deals for Florida residents only.

**Military Discounts:** Discounts of roughly 7%–8% may be available on admission—check with your Exchange shop or MWR (Morale, Welfare, and Recreation) office. Some offices may need to pre-order your tickets, so we advise you check with them well in advance. Keep an ear out for special programs for active military personnel—in recent years, Disney offered all active military personnel a free five-day park hopper, with discounted admission for up to five family members or friends. To check on current specials and buy tickets, phone 407-939-4636, or just visit Shades of Green (see page 98) upon arrival.

**Online Ticket Brokers**—These folks sell legitimate, unused tickets at great rates. Try <http://www.ticketmania.com> (877-822-7299), <http://www.floridaorlandotickets.net> (407-344-0030), or <http://www.mapleleafickets.com> (800-841-2837). Be wary of others hawking tickets, including eBay and timeshares.

**Kids Ride Free (Well, Some Do):** Kids under 3 are admitted into the parks for free (and get a free ride if the ride allows someone that small). Anyone 10 and over is considered an adult in the eyes of the ticket booth. Passes for kids ages 3-9 cost up to 20% less than adult passes. Also, the option-filled pass you buy for yourself is usually more than your child needs, especially if you use childcare programs (detailed on pages 252–253).

**Pass Comparison Chart:** Options and prices for your number of days in the parks. (2006 prices for adult, non-discounted passes purchased at the gate, including tax.)

Pass Type	Days:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
Base (single day/park)		\$67	\$133	\$193	\$208	\$212	\$215	\$217	\$219	\$222	\$224					
Base + No Expiration			\$144	\$203	\$229	\$255	\$268	\$286	\$337	\$360	\$367					
Base + Park Hopping		\$110	\$176	\$235	\$250	\$255	\$258	\$260	\$262	\$264	\$266					
Base + Park Hop. + No Exp.			\$186	\$246	\$279	\$297	\$311	\$329	\$379	\$403	\$410					
Base + Water Parks & More		\$120	\$186	\$246	\$261	\$265	\$268	\$271	\$273	\$275	\$277					
Base + Water Parks + No. Exp.			\$197	\$257	\$282	\$308	\$322	\$340	\$390	\$413	\$421					
Premium (see page 116)		\$163	\$229	\$289	\$304	\$308	\$311	\$313	\$315	\$317	\$320					
Premium + No Exp.			\$240	\$299	\$325	\$350	\$364	\$382	\$432	\$456	\$463					
Annual Pass										\$442						
Premium Annual Pass														\$574	→	

For more details and updates, visit <http://www.passporter.com/wdw/passes.htm>.