



The Amazing Race

Teams

The Amazing Race will consist of teams of 5-9 Scouts. Each team will be a patrol within a troop in attendance at the camporee.

Skills You Should Review/Practice with your Scouts before attending the Camporee

1. Orienteering – Scouts will need to be able to set a compass to a bearing and then follow that bearing using pacing to measure distance.
2. Knot Tying - Scout will need to be able to tie a square knot, two half hitches, taut-line hitch, clove hitch, and bowline.
3. Lashing – Scouts will need to be able to lash a sheer, square, diagonal, and round lashing.
4. Estimating Height – Scouts will need to be able to estimate the height of a tree, flagpole, etc.
5. Fire Building – Basic fire building skills. Scouts will need to have the ability to liberate dry wood from wet.
6. Tree Identification – Scouts should be able to identify local trees.
7. First Aid – Tenderfoot, 2nd Class, and 1st Class first aid skills.
8. Other events will include problem solving requiring the entire patrol to be successful.

The Amazing Race



Amazing Race Map and Continents

The events will be taking place in different countries on different continents. The Camporee map will be redesigned to show these locations. The challenges will be taking place at important locations on those continents. For instance, in South America, teams might be required to visit Machu Picchu. Instead of being told where to go, teams will be given clues telling them where to go to next. They will need to reference their map and use their knowledge of those locations to decide where to go. If they travel to the wrong location, they will be told when they arrive at that challenge that they are at the wrong location and that they will need to make additional travel arrangements.



Passport

Each team will be given a passport. Like a traditional passport, this will be stamped every time the team arrives in a new country. The patrol will also need their passport to purchase travel tickets by airplane, boat, or train to travel to distant locations. We will also be using this passport as the event routing card and to keep track of time penalties and scores.



Fanny Pack

At the beginning of the race, each team will be given a fanny pack which will contain their passport, (fake) credit card for making travel purchases, redesigned the Camporee Map, and any other items necessary for the Amazing Race. Teams must keep track of their fanny pack at all times. When arriving at a challenge (event), the team must present their passport. If they do not have their passport, they will need to go and find it before completing the challenge. When moving to

challenges in different countries or continents, the team will be required to purchase train, boat, or plane tickets. The teams must have their passport and credit card to make such purchases.



Route Markers

Route Markers are uniquely-colored flags that mark the places where teams must go. The route markers will be placed next to the greeter. The patrol must check in with the greeter before beginning the event and must check out with the greeter after the event to get their clue.



Route Information Clues

Patrols will be told where to go for their first event. At the completion of that event, they will receive a letter-sized tear-away envelope that contains their next clue. After retrieving the clue, teams open the envelope and read aloud the instructions given on the clue sheet and then follow those instructions. Route Information clues will provide cryptic clues about the next location, leaving teams to figure out where they must go. Route Information clues may specify how the teams have to travel and instruct teams what type of location to travel to (such as a specific location in another city or country, another location within the team's present city, the Pit Stop of the leg, or the Finish Line of the race). For example, teams have been given a small country flag and told to travel to that country

three-legged race style. If a team goes to the next destination using the wrong type of transport, they will get a 15-minute penalty at the check-in mat.



Detour

A Detour presents the team with a decision between two tasks, each with its own pros and cons. Teams are given several details about both tasks, but may need to travel a short distance by foot or car to the different task locations. Typically, one task is less physically demanding than the other but is tedious or requires some amount of time or thinking to complete, while the other is usually a more physically demanding or frightening option that, depending on the team's ability, may take less time to complete. The decision as to which task to attempt lies solely with the team. A team may choose to switch tasks as many times as they wish with no penalty other than the time lost in attempting the tasks and traveling between task locations. Once a team has completed one of the

tasks, they are given the clue to their next location. If a team does not complete a detour, they will get a 15 minute penalty.



Roadblock

The patrol will be stopped on the road and challenged with a Roadblock Challenge. This will require one member of the patrol to demonstrate a basic Scouting skill such as tying a particular knot. The person from the patrol who will be asked to perform the task will be chosen randomly. If that person is able to successfully demonstrate this skill, they may move on without penalty. However, if the chosen member of the patrol is unable to demonstrate the skill, then the patrol must complete the Roadblock Task. This task will be a fun, challenging activity that will involve the entire patrol. The only penalty associated with the Roadblock Challenge is the time lost while completing the activity. If a

team does not complete a roadblock, they will get a 15 minute penalty.



Intersection

The Intersection requires each team to pair up with one other team and perform all tasks and make decisions together until further notice. Should there be no team present when a given team arrives at the Intersection Route Marker, they must wait there until another team arrives. Teams are not warned when an Intersection is coming.

Race Legs

Structure

Each leg of The Amazing Race generally consists of teams leaving from the previous Pit Stop and traveling to a different location (often in a different country), where they perform two or more tasks, generally including one Detour and one Roadblock, before being given instructions to the next Pit Stop. When teams are otherwise not performing tasks or traveling during a leg, they are free to use their time as they see fit, although they will often resort to eating cheaply or sleeping outside a location to save their Race money.

Start Line Task

The start line task is a task that takes place at the starting line. Teams usually have to find the name of the first location in a puzzle or find an item related to the first location (i.e. a number plate).



Check-in Mat

After a team has completed all 12 events, they will be given a final clue as to how to find the Check-in Mat. Team must then proceed to the Check-in mat to complete the competition. Team will be awarded points based on what order that they check in at the Check-in Mat. All team members must be on the mat to be checked in, which can allow one team to bypass another in the leg final placement if one team member

is slow arriving at the mat. If the team has failed to do a task that they can correct, the host will tell them they must complete that before they can check in. In other cases, if the failure cannot be easily rectified, or the team has already accumulated penalties, they will be asked to wait out the penalty time to the side, which may allow other teams to check-in before them.

Pit Stops

Pit Stops are the final destination in each leg of the race. Each Pit Stop is a mandatory rest period which allows teams to "eat, sleep, and mingle" with each other. There will be a pit stop after the morning leg of the race and another one after the afternoon leg. Teams are expected to eat lunch during the first pit stop and dinner during the second pit stop. During the Pit Stop, teams are also interviewed to provide commentary and voiceovers for the completed leg. While teams are restricted to where they can go, teams are free to use the remaining time for any purpose as they see fit. Teams are responsible for being ready to leave when their Pit Stop time is over, and no time credit is given should a team miss their time to leave.

Rules and penalties

All teams must abide by the rules set at the beginning of the race. Failure to do so can result in time penalties, which can negatively affect finishing position in that leg of the race. In a non-elimination leg, if the last team to arrive at the mat is checked in before a previous team has completed its penalty, then the remainder of the penalty time will be waited out at the start of the next leg of the race, beginning at the departure time of the next-to-last team.

Rules

- Teams are forbidden from bringing their own maps, guidebooks, cell phones, personal digital assistants and other similar aids at the start of the Race.
- Teams are expected to keep the Race fanny pack containing their cash, passports and other documents with them at all times. Teams that do not have these upon check-in at a Pit Stop are required to go back and get the fanny pack and/or any missing mandatory contents (e.g., passports) before being checked in. However, not having other non-mandatory items while checking in at the pit stop is not penalized, but the team would have to continue the race without these belongings.
- Teams must complete each challenge as specified by the various clues given to them throughout the Race. Should a team fail to properly complete a challenge, violate any provisions made in a clue or task description, or miss a clue altogether, they must either go back to the location of the challenge and complete the challenge, or incur a penalty when they check-in (see Penalties and time credits below).

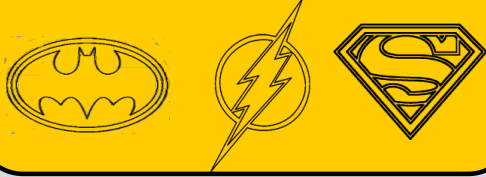
The teams are often given additional rules that apply specifically to a given leg or to a task supplied with one of the clues.

Penalties and time credits

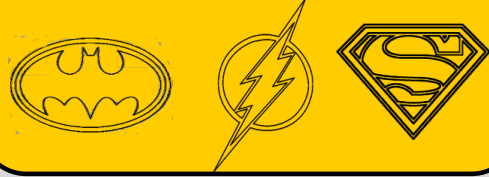
Normally the standard penalty for rule infractions is 30 minutes plus the time gained (if any) by breaking the rule. Other penalty times include but are not limited to up to 20 minutes for not completing any or all parts of an event, 45 minutes for not completing a Roadblock, and 45 minutes for not completing either Detour option. Penalty times are cumulative. If a player is unable to complete the Roadblock, the team is assessed a 30 minute penalty starting from the time of the arrival of the next team at the Roadblock, after which they are given their next clue to proceed unless they are the last team, in which case their 30 minute penalty begins the moment that team gave up on the Roadblock. If the penalty is known before the racers arrive at the check-in mat, they are forced to wait out that time before they can be checked in.

Amazing Race Templates can be found on the following pages.

Detour



Detour



[Task 1 or Task 2]

A Detour is a choice between two tasks. Read each task and choose the ONE you think your team can complete quicker. If you cannot complete the chosen detour, you can switch and complete the other.

[Insert clue instructions here]

[Option 1 instructions] OR [Option 2 instructions]

Picture Required: [Insert picture info]

[Task 1 or Task 2]

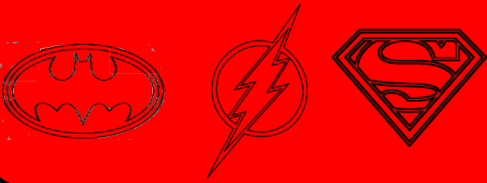
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[Insert clue instructions here]

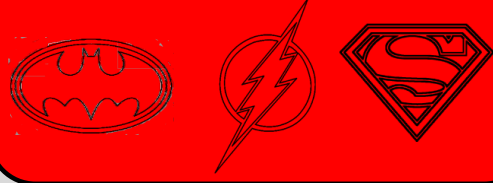
[Option 1 instructions] OR [Option 2 instructions]

Picture Required: [Insert picture info]

Roadblock



Roadblock



[Task Name]

*A roadblock is a task that only **ONE** team member must perform. Choose a member of your team to complete the following task.*

[Insert roadblock instructions here]

Picture Required: [Picture info here]

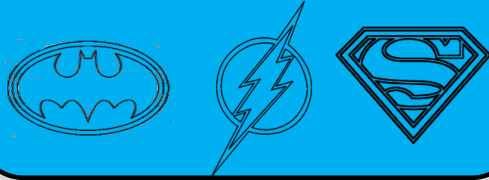
[Task Name]

*A roadblock is a task that only **ONE** team member must perform. Choose a member of your team to complete the following task.*

[Insert roadblock instructions here]

Picture Required: [Picture info here]

Route Info

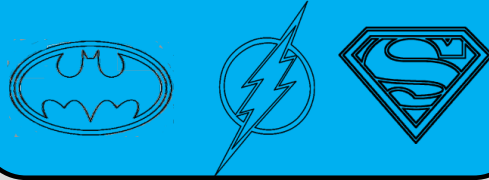


Your entire team must work together to complete the following task before opening your next clue.

[Insert clue instructions here]

Picture Required: [Picture info here].

Route Info



Your entire team must work together to complete the following task before opening your next clue.

[Insert clue instructions here]

Picture Required: [Picture info here].

Pit Stop



Pit Stop



[Insert instructions for pit stop here]

[Insert instructions for pit stop here]