

THE AMAZING RACE

ROUTE INFO



SHOE PATROL

Your shoes have been scattered somewhere in our yard. You and your teammate must find your shoes, put them on, and race back to the mat for your first clue.

But here's the catch: **Your hands cannot touch your own shoes!** Your teammate must help you put them on, tie them, and you must do the same for your teammate!

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2004: A Good Year!

Find a tree that displays a ribbon matching your team color.

At the base of that tree you will find several pennies. Find the penny with the birthday boy's birth year and bring it to the mat for your next clue.

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DETOUR



It's time for a DETOUR!

You must pick between two tasks:

NO DIAPERS REQUIRED

or

CRACK THE CODE

You are allowed to change your mind and switch tasks at any time during this challenge.

Read the next card for details about your options.

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DETOUR



Detour Choice 1:

NO DIAPERS REQUIRED

Each team member must feed a small jar of baby food to the other. Bibs, napkins, and spoons are provided! Bring your empty jars and clean faces to the mat for your next clue!

Detour Choice 2:

CRACK THE CODE

Test your dashes and dots with real-life Morse code. Bring the decoded secret message to the mat for your next clue!

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ROAD BLOCK



WHO IS THE BETTER BUILDER?

*Only 1 team member
can perform the
ROADBLOCK task, and
you may not change
your mind!*

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ROAD BLOCK



Using the materials found in this box, build a marshmallow shooter just like the sample on the table.

When you finish, a judge will test your marshmallow shooter.

If it works, your team will receive the next clue!

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Marshmallow Mania!

You must use the marshmallow rocket you just built to launch 3 marshmallows into a bucket.

The bucket must touch your partner's head at all times.

Your partner may move to try and catch the marshmallows, but the bucket must always remain on his/her head.

Bring your bucket of 3 marshmallows to a judge to receive your next clue.

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Nature Scavenger Hunt

Your team must collect the following objects from outdoors in the neighborhood. Each item you collect can only be used once.

1. 3 different types of leaves
2. A photo of a neighbor's pet (print or digital)
3. A rock larger than your palm
4. Something straight
5. Something crooked
6. A dandelion
7. An insect
8. Something that can be tied
9. A piece of litter ☹️
10. A stick
11. Something green

Bring all items together to a judge to receive your next clue!

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SHAKE IT TO MAKE IT!

This is your final task!

A judge will give you a box full of ping pong balls. Tie this box to your waist.

Your task is to get the ping pong ball that is marked with the word **HAPPY** out of the box. *You may not use your hands!* Shake, wriggle, and roll as much as necessary!

Bring the **HAPPY** ping pong ball to the judges. They will load all the balls back into the box so your partner can complete the next task.

Your partner must shake out the ball that says **BIRTHDAY**. Bring the **BIRTHDAY** ping pong ball to the judge, and **you have finished Sam's Amazing Race**. Congratulations!

BUT WAIT!!!! If you want to take one more risk – **and get revenge on a judge** – you can take one last card!

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JUDGE'S CHALLENGE

So you want to get a little revenge on a judge, huh? Even if it means extending your race time? Okay, here's what you do...

Make the judge load all the ping pong balls back into your team's box. Following the same rules as you, the judge must strap on the box and shake out the balls that say "**HAPPY BIRTHDAY SAM.**"

The judge can shake out the balls in any order. Once all three balls are out of the box, your team has completed **Sam's Amazing Race**. Congratulations!