

Amazing Race Program
June 6, 2011, 2-3:30 p.m.

To participate in this program, teens must be divided into pairs. Each two-person team will be given a starting clue about the country where they are starting. Teams must solve the clue and will then be told where the next country/station is located.

Each station should be able to accommodate 2 teams of 2 at a time, meaning that this program can accommodate up to 44 teens. If a team gets to a station where 2 teams are already playing, they will have to wait in line.

When a station activity is completed, teams will be given the next clue, which can again be solved so that they can move on to the next station. Each station will always give the clue to the same station, but because teams are starting in different places, their paths will be staggered to cut down on the number of teams waiting at various stations. Each station will also require copies of the “final clue” to send teams to the finish line if their station is the final task for the team. To get the final clue, teams must have collected all 11 passport stamps.

The winning team will be the first to receive a passport stamp from every continental station, detour, and roadblock. Winning team members will each receive (prize).

Logistical Needs

- Signs for each continental station, detour, and roadblock. These signs will be attached to the station table or the wall behind each station.
- Clues leading teams to the next station. One clue for each station, roadblock, and detour. Clues will lead the team to the station location in the library.
- Passports (1 for each teen).
- Passport Stickers (1 for each country/continent and one for each roadblock and detour).

Ideally, each station should be manned by a staff person or volunteer, meaning that 11 people will be required to administer this program. (Seven people manning 10 stations; one roadblock was eliminated.)

- Anna, Shun-Sho, Nathan, Kierstin Shadden, Service Desks

Station: Argentina – Reference Desk

- Team will choose a Spanish and English phrase from each bag.
- Team must decide if the phrases match.
- Team may use a Spanish/English dictionary.
- Team must continue pulling one Spanish/one English phrase until they answer, “yes, they match,” or “no, they don’t match,” correctly.
- To earn a passport stamp, the team must answer correctly whether or not the phrases match.
- After they have earned their stamp, give the team the clue to their next location.

Supplies:

- Spanish and English translation phrases cut onto the slips of paper
- Spanish/English Dictionaries
- 2 bags

Station: Rwanda – Meeting Room D (Shun-Sho)

- Team members play the game Gutera Uriziga
- Team members will stand shoulder to shoulder, each holding a stick.
- Judge will roll a hula hoop in front of the players and they will try to throw their sticks through the hoop.
- To earn a passport stamp, team members must each get their stick through the hoop on the same turn.
- After they have earned their stamp, give the team the clue to their next location.

Supplies

- Hula Hoop
- 2 sticks

Station: Japan – Meeting Room C (Kierstin)

- Using the instructions on hand, each team member must make a paper crane.
- Team members can help each other verbally, but cannot touch each other's paper.
- To earn a passport stamp, each team member must complete a paper crane.
- After they have earned their stamp, give the team the clue to their next location.

Supplies

- Decorative Paper
- Paper Crane instructions

Station: Canada – Youth Desk

- Team must identify which famous actors/actresses are of Canadian origin. They will be told how many are on the list (5): William Shatner, Jim Carrey, Mike Myers, Celine Dion, Michael J. Fox.
- Team may use the Internet or books to complete this task.
- To earn a passport stamp, team must correctly identify all 5 starts on the list.
- After they have earned their stamp, give the team the clue to their next location.

Supplies

- Computer
- Canada books (with star info)
- Quiz

Station: Europe – Admin Office (Katie)

- Team must identify all the countries in western Europe on a blank map.
- Team will be given a list of the countries and a blank map for this task.
- Team may use the Internet or books to complete this task.
- To earn a passport stamp, team must correctly identify all countries on the list.
- After they have earned their stamp, give the team the clue to their next location.

Supplies

- Blank map and country list
- Computer
- Atlases

Station: Australia – Teen Central (Anna)

- Each team must play the game “Down, Down, Down.”
- How to play:
 - Two players throw a tennis ball back and forth.
 - When 1 of the players drops the ball, both say, “Down, Down, Down.”
 - The player who dropped the ball gets down on 1 knee (2 knees), 1 elbow (2 elbows), chin and the pair has to continue throwing the ball back and forth until one of the players can’t go down anymore.
- To earn a passport stamp, ...
- After they have earned their stamp, give the team the clue to their next location.

Station: Antarctica – Phoenix Window (Abby)

- Each team must play the Emperor Penguin Egg Game.
- Object: to pass an egg back and forth using only the feet. How to play:
 - Stand facing your partner, a few feet apart and with your hands by your sides and your feet together.
 - Balance the soft ball or toy (the penguin egg) on the top of your feet.
 - Waddle towards each other, keeping the egg precariously perched on your feet.
 - Now, here is the tricky bit! Pass the egg to your partner's feet, without using your hands or letting the egg touch the ground. If the egg touches the ground and stays there, it will die. Argghh!
 - It’s a tricky thing to do, but you want your egg to survive so it will hatch as a penguin chick.
- To earn a passport stamp, each team must complete the pass off without killing the penguin egg.
- After they have earned their stamp, give the team the clue to their next location.

Supplies

- Tennis ball (egg)

Detour 1: Place or Face (CHOOSE ONE) – Behind Teen Central by 239 (Nathan)

Read Around the World

- Team must look at the selected YA fiction books and identify the country in which the story takes place.
- To earn a passport stamp, team must match every book to its country.
- After they have earned their stamp, give the team the clue to their next location.

Supplies

- 10 YA books that take place in different areas of the world
- Worksheet listing titles and with a place to write the country

Sticky Face

Teams will complete this task individually, one after the other. (Second person starts after the first has finished the course.)

- Each team member will smear his or her nose Vaseline.
- The Team member will then plunge his or her nose into a plate of cotton wool balls until one sticks.
- When one has stuck to the nose, the team member will carry the ball to the end of an agreed course before dropping it in a bucket by blowing or head shaking (no hands).
- To earn a passport stamp, both team members must complete the entire course without losing the cotton ball and must drop the cotton ball into the bucket without the use of hands.
- After they have earned their stamp, give the team the clue to their next location.

Supplies

- Vaseline
- Cotton wool balls
- Plate

Detour 2: Fish or Fowl (CHOOSE ONE) – Teen Central (Anna)

Go Fish

- Team members will be placed behind a foul line, 6 feet from a fish bowl of pretzels.
- A gummy worm will be tied so it hangs 48” from the tip of the rod.
- Team members should get the gummy worm wet and ring it out until it is sticky in preparation to play.
- Team members may raise the fishing rod and attempt to fish pretzels out of the fishbowl and get the pretzel into his or her mouth.
- If the team member touches the string or gummy worm while a pretzel is attached, that pretzel won't count.
- String may not be wound around the fishing pole during an attempt.
- To earn a passport stamp, team members must each successfully retrieve a pretzel from the fish bowl and get it into his or her mouth without touching the pretzel or worm with their hands.
- After they have earned their stamp, give the team the clue to their next location.

Supplies

- Dowel rods
- Fishing line
- Fish bowl
- Pretzels
- Gummy Worms
- Tape for foul line

Rubber Ducky Dash

- Each team member must get a rubber duck across a trough of water using only a straw.
- Team members may not use their hands.
- To earn a passport stamp, both team members have to get the ducks across the water, one team member after the other.
- After they have earned their stamp, give the team the clue to their next location.

Roadblock 1: Who has the greatest aim? – Iowa Room (Shun-Sho)

This is a roadblock. A roadblock is a task that only one team member may complete. You must decide who is going to complete this task before you read the rest of this clue.

- For this roadblock, each team must choose one team member to complete the task.
- Once a team member is chosen, the team cannot switch places.
- The team member must get one ping pong ball in all 20 glasses with only one bounce on the table.
- To earn a passport stamp, the chosen team member must get 20 balls in 20 glasses with one only bounce.

Supplies

- 20 glasses
- 2 buckets
- Ping Pong Balls
- Table