



8 Countries to visit, set up in different areas of camp. Each marked by an international flag for that country with a clue written in the native language to find the box with the clues to the next stop. Each clue requires a choice of transportation, which must be purchased and then constructed. Tokens are used for rewards and payments. 8 Teams of 2-4 compete to complete the race first.

The Amazing Race Camp Rules

1. Follow the Girl Scout Law at all times. You are on your honor to do as the instructions tell you. No one will be watching your every move. If a team sees another team not following ANY rules please report them to the international police at the transportation area. You will find that working with other teams may be very much to your advantage at times. PLEASE take only 1 (ONE) clue at each pit stop. You will be able to judge how many teams are ahead of you by how many clues are left. There are 8 clues to start, one for each team. If you find the clues in a bag/box etc. put the remaining clues back EXACTLY as you found them and where you found them. We do not want them to get wet in the event of rain.

2. You must construct all of your transportation. Each person has a single cardboard box. There are white or clear plastic bags to cover it (in case of rain), and plain paper to decorate with permanent markers. Be creative and make your mode of transportation look like the real thing. Someone looking at it should be able to tell what it is. There are extra parts and props available to use in the transportation area. The supplies available are limited and that is all there is. Please use your resources wisely and reuse, turn over, recreate whenever possible. Team up with another team if resources are low. Do not throw anything away you may be able to use it later, as some things are repeated. Use props, sounds, body movements and pieces of paper taped to make your creations more interesting. Things you create (not items borrowed) may be resold to another team if desired. The 4 token- forms of transportation are faster, but more expensive. However,

you may fit up to the maximum number stated for the same fare. So if you get together with one or more other teams you can save money. Everyone must be connected to do this. You may tape your boxes together or use rope. The slower, cheaper forms of transportation require you to make the trip once, then return to transportation and make it again BEFORE you get your next clue. Please return any props you borrow from transportation as soon as possible and do not leave them lying around camp. Also do not throw away any clues and leave a mess near the pit stops.

3. You will be given 20 tokens (per team) to start. You are responsible for hanging on to them. If you lose them you are out of luck. Budgeting your tokens will be very important to your staying in the race. There will be opportunities to earn more along the way. Tokens may be awarded by any adult in this encampment for outstanding behavior, creativity or imagination. Translations are available for 1 token per language if you can not figure out a clue. Transportation costs are 4 or 2 tokens depending on the chosen detour. There are mishaps along the way that can cost tokens. You can avoid these by purchasing trip insurance for 4 tokens now. It can be purchased later, but will not help with a mishap that has already occurred. It only covers those that happen after purchase. You must save at least 3 tokens for your meal at the end and 5 for your lodging (covers both team members). There is a sheet of 10 bonus token opportunities to use. There are also times of good luck along the way that may gain you tokens. Only 1 girl must do the Roadblock activity. If both do it, you get an extra token. There are occasional fast forwards along the way, that allow you to skip an activity. However, doing so may mean you will not complete an activity that may apply to an interest project patch. If you should run out of tokens you may borrow some from the international bank. However with interest you will have to pay back by the end of the game double the amount you borrow.

4. During Roadblocks when asked to approach other girl(s) or adult(s), these must be outside of our older girl encampment. They should be Brownies or Juniors or the adults (if specified) with them. However, you are NEVER to interrupt their activities to accomplish your task. Wait until they are standing around or waiting in line to talk to them. You may want to ask the adults in charge of the activity if it is OK to speak to a few girls. Try to get them coming or going from their stations or at lunch. There are NO clues inside any building, please keep your voice down outside the buildings as there will be sessions going on inside. The clues are all outside and within 100 feet of the posted country flag. During Roadblocks you should keep your transportation with you, so the girls you approach will see it.

5. Once we start the race you are on your own for the day. You will have your lunch where and when you choose. You will work at your own pace. You will be checking in at transportation in between countries and collecting tokens. We will all meet at 3:30 at the archery field for snack and swaps. Please bring your Ziploc bag of snack to share, your drink and your 5 swaps. The race ends at 6pm and you must report to transportation for your final check, whether finished or not. If you finish before 6, you have free time until then.

6. You must remain with your team mate or buddy at all times. No one should be alone at any time. If one goes to the restroom, the other goes and should be within 20 feet of her at all times. The trip must be done in order and both team mates must go to the same country at the same time. Do not skip around. Be sure to get a flag sticker for your passport at every country, and a final customs sticker at the end.

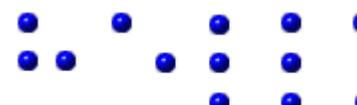
In the event of lightening or thunder you should go inside immediately and stay there until the storm passes.

7. You are being issued a small notebook, please use it to write down the names and other information required of the people you contact. Also make notes of any interesting or unusual things that happen along the way. Also note any strange reactions you get from people. We will share these later.

8. Take your day pack with you. You will need to have the following with you: Compass, Flashlight (may be getting dark by the end of the race), paper and pencil, journal notebook, rain gear, a drink or snack (optional), pocket knife, a piece of rope, a jump rope, a flat sheet, a bandana and anything else you think may be helpful. You may return to the cabin to get something you forgot or to rest anytime you like.

You will be doing a lot of walking so have on comfortable shoes.

Pit Stop	Detour Choice of 2 ways to go	Road Block 1 st – Both must do 2 nd - 1 person does	Other
1. Pioneer USA	Must choose 1, make transportation, Cost – 1 st 4 tokens, 2 nd – 2 tokens	Must complete both 1. Riddle	Expensive transportation may be used by max number and they can split the cost.
2. Yates ENGLAND	Arrive by: Plane or Cargo ship	1. Braille Clue 2. 1 Blindfolded	Give 3 girls a card that says Hello in Braille and get their names and troop numbers and their leaders name
3. Gate House GERMANY	Arrive by: Rental Car or Horseback	1. German Clue 2. Eat to the clue GS Song	Say Hello in German and teach a Song to at least 2 girls Guten Tag GOOT-en Tah
4. Dining Hall FRANCE	Arrive by: Bus or Hot Air Balloon	1. French 2. Use Crutches or cast Promise	Say Hello in French and say the Girl Scout Promise to 3 persons Bonjour (bohn-ZHOC ?)
5. Rambler Lodge CANADA	Arrive by: Plane or Row Boat	1. Blank tape – deaf 2. Jump Rope Freezing	Say Hello in Sign Language and act like you are freezing, then 1 girl to Jump Rope to stay warm

6. Gypsy Lookout AUSTRALIA	Arrive by: Plane or Swimming	1. Compass 2. Draw camp map with Correct directions	Say Hello – G day Mate and ask a girl to tell you where you are on your map you just drew, ask her to come over later for “Shrimp on the Barbie”.
7. Pool Area JAPAN	Arrive by: Cruise Ship or Row Boat	1. Japanese 2. Color dots on face and bandana covering hair	Say Hello in Japanese and ask girls for directions to the Ocean while telling them not to get too close to the person with dots Konichiwa (oh-NEE-cheewah)
8. Challenge Area BRAZIL	Arrive by: Plane or Homemade Raft	1. Portuguese 2. Challenge Course/Exercise	Say Hello in Portuguese and give the Names of Adult Helpers and troop# Bom dia (bon DEE-ah)
9. Lake Area ITALY	Arrive by: Cruise Ship or Sail Boat	1. Italian 2. Reach in pasta bowl for clue – make 2 swaps	Say Hello in Italian and give the swaps to 2 girls and get their name and troop # Buon giorno (bwohn JOR-noh)
10. Stables SAUDI ARABIA	Arrive by: Train or Camel	1. Arabic 2. Puzzles to solve Sing GS Song Arabic Clothing	Say Hello in Arabic and sing a Girl Scout song for 3 girls. Al salaam a'aykum (Ahl sah-LAH mah ah-LAY-koom)
11. Game Court MEXICO	Arrive by: Plane or Hang Glider	1. Spanish 2. Make 5 baskets in a row	Say Hello in Spanish to a girl and Have them tell you which basket they earned last. Hola (OH lah)
			
	Hello in Sign Language		Hello in Braille

Pit Stop	Container	Extras
1. Pioneer USA	None English Rhyme	May buy Insurance now

2. Yates ENGLAND	Foam Ice Chest	Braille Cards
3. Gate House GERMANY	Brown Plastic Box	Eat to the clue – Inside Rice Krispie Treat Code Word -Hungry 1 Token
4. Dining Hall FRANCE	Easter Eggs in Basket	
5. Rambler Lodge CANADA	Green Christmas Tin	Blank Tape – If they tell us it is blank 1 Token
6. Gypsy Lookout AUSTRALIA	Drink Pitcher Need compass degrees	
7. Pool Area JAPAN	Envelope in Tree in Bag	
8. Challenge Area BRAZIL	Basket in a Bag	
9. Lake Area ITALY	Bucket of Pasta	Clue inside bucket of wet pasta inside ziploc bag Paper Towels
10. Stables SAUDI ARABIA	Box	Jigsaw Puzzle to assemble Code Word -Desert 1 Token
11. Game Court MEXICO	Basketball on Court	Last stop, no clue here

GLOSSARY

ROUTE MARKER: International flag that marks the locations of further instructions.

DETOUR: A choice between two different ways to accomplish a goal or reach a destination. On the surface, one may seem easy but involves some sort of twist; the other may seem difficult, but in the end may be the quicker or less expensive choice.

ROAD BLOCK: A task in which only one member of the two-person Team may participate; in most cases, the other member must wait for the partner to accomplish the goal.

FAST FORWARD: Each leg has one FAST FORWARD, which allows the Team who wins it to proceed directly to the next PIT STOP without having to do any further tasks, including DETOURS or ROAD BLOCKS, on the way.

PIT STOP: The end destination for each leg of a race, at which point a Team must "clock in." The first Team to arrive at most PIT STOPS receives extra tokens.

CHANCE CARDS: Given out at each return to the transportation area to each

team. Some are good, some are bad. Those that purchased trip insurance can ignore all the bad "mishap" ones. Cards are based on type of transportation chosen.

Bonus Token Opportunities

2 Tokens for each completed item brought back.

(all must be done with girls/adults not in the Older Girl Encampment write down the info to receive credit)

- _____ 1. Find a girl who has a mom, dad or brother sister in the military and get her name
and what branch of the military they are in.
- _____ 2. Find a girl born in another state and get her name and what state she was born in.
- _____ 3 Find a girl/adult that uses an inhaler and get their name.
- _____ 4. Find someone who lived in/was born in another country and get their name and what country.
- _____ 5. Pick up 5 pieces and trash and show us.
- _____ 6. Find a rock shaped like South Carolina and show us.
- _____ 7. Find a girl that wears glasses and get her name and age.
- _____ 8. Find a girl that is allergic to dogs or cats and get her name.
- _____ 9. Find a girl/adult that speaks another language fluently and get her name and the language.
- _____ 10. Find a girl born in 1994 and get her name and birthdate.

❖ PACK LIST

- ✓ **Sleeping Bag**
- ✓ **Pillow**
- ✓ **Air mattress or foam pad (opt. but there will be no mattresses to use. We will be in the Platform tents.**
- ✓ **Flashlight**
- ✓ **Rain gear**
- ✓ **Bag Lunch and drink**
- ✓ **Quart size Ziploc bag of food for friendship snack. Bring cereal, candies, pretzels, etc. to add to mix. MUST be in a Ziploc bag, as we will be mixing all ingredients together and giving each girl her bag back of mixed snack.**
- ✓ **Extra drink for snack and/or canteen it case it is hot out.**
- ✓ **5 Swaps for swap time.**

- ✓ **Bug Spray and sunscreen if desired.**
- ✓ **Usual personal overnight items and a change of clothes. Jacket for evening.**
- ✓ **New or gently used children's game to donate for service project.**
- ✓ **Backpack with essential items. If you have it bring it, if not, do not worry about it. If you have extras to share, bring them.**

Pocket Knife

Compass

Paper and pencil

Piece of Rope (3-5 feet or so) and/or pieces of string

Jump Rope

Old flat sheet

Vegetable Peeler (does not need to be in backpack)

Snorkel mask

At least one bandana

Anything else they think might be helpful!!!????!!!

We also need crutches, and large cardboard boxes from refrigerators or stoves. If you have any please let me know. Also any extra old flat sheets and snorkel masks would be appreciated.

INTEREST PROJECT REQUIREMENTS MET

AMAZING RACE OLDER GIRL ENCAMPMENT

Girl will need to check off which requirements they completed.

Name _____

_____ **A WORLD OF UNDERSTANDING – Skill Builder 6**

Wear the clothing an Arabic Woman would wear and she how others react.

_____ **GAMES FOR LIFE – Service Project 3**

Donate games for a collection to go to a homeless shelter

_____ **HIGH ADVENTURE – Skill Builder 3**

Complete 3 parts in a low elements course

_____ **JUST JEWELRY – Skill Builder 4**

Create a piece of jewelry (swap pin) from commonly found items (nature).

_____ **JUST JEWELRY – Skill Builder 6**

Create a piece of jewelry (swap pin) using a combination of at least 3 different materials

_____ **CREATIVE COOKING – Skill Builder 5**

Choose and test a recipe that can be prepared easily while camping (hobo dinners)

_____ MATH, MAPS AND MORE – Skill Builder 1
Plan a budget for a trip. Complete race with money left for lodging and food.

_____ MATH, MAPS AND MORE – Skill Builder 5
Make a map using symbols for buildings, features, etc.

_____ THE LURE OF LANGUAGE – Skill Builder 3
Learn simple phrases in American Sign Language

_____ DO YOU GET THE MESSAGE? – Skill Builder 1
Learn some words in another language

_____ ORIENTEERING – Skill Builder 2
Be able to identify the parts of a compass and take a bearing from a map.

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