THE AMAZING AUSTRALIA



DIY CLUES ENVELOPE

Cut and fold the envelope to create your very own Amazing Race clues holder. Write your own clues and pop the info card into the matching sleeve and place into the envelope.

THE AMAZING

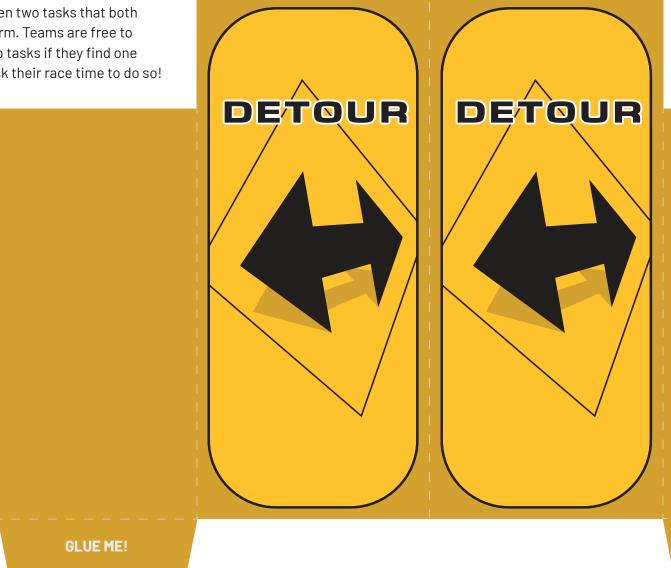
RACEE
AUSTRALIA

PRINT IN A3

RACE

DETOUR - SLEEVE

A Detour is a choice between two tasks that both team members must perform. Teams are free to choose either task, or swap tasks if they find one option too difficult – but risk their race time to do so!



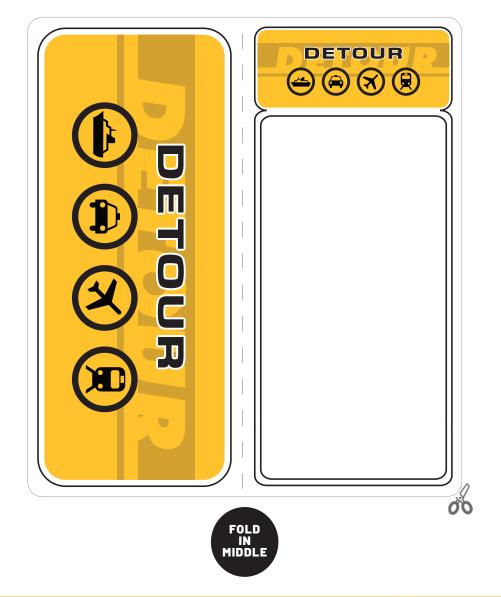


GLUE ME!

DETOUR - INFO CARD

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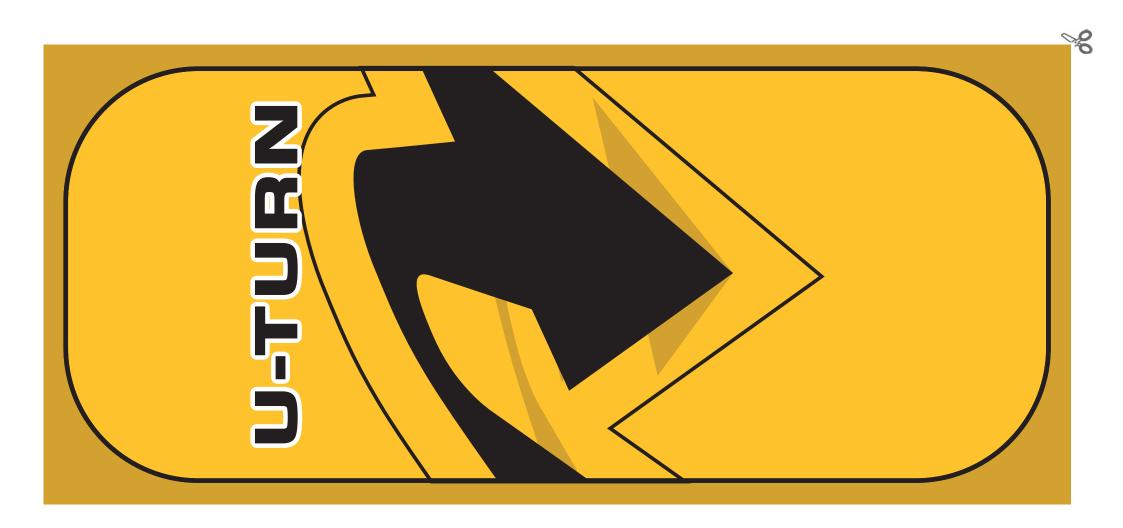






UTURN SIGN

In a U-Turn, a team in the lead can force another team behind them to return and complete both sides of a Detour. Teams are not forced to U-Turn another team – they may choose to do so or not.





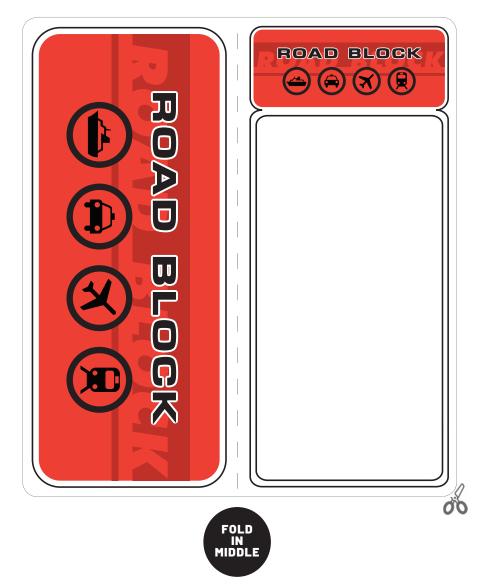
ROAD BLOCK - SLEEVE

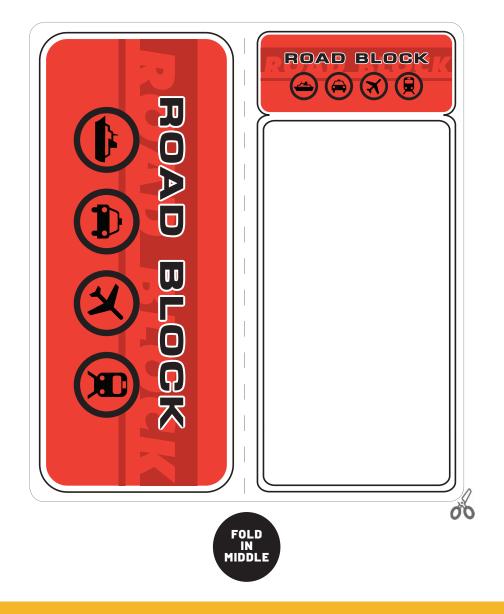
A Road Block is a task only one team member can complete. Teams must choose which member will complete the task based on only a brief clue. ROAD ROAD BLOCK BLOCK **GLUE ME! GLUE ME!**



ROAD BLOCK - INFO CARD

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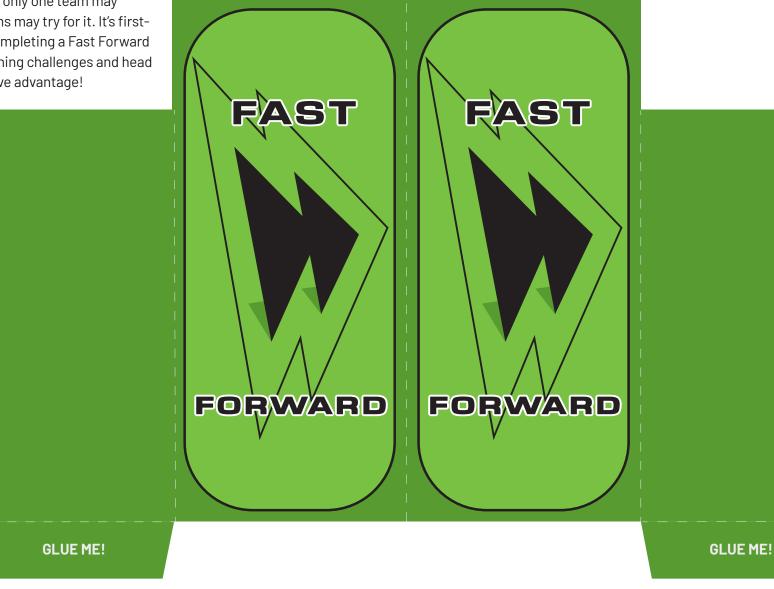






FAST FORWARD - SLEEVE

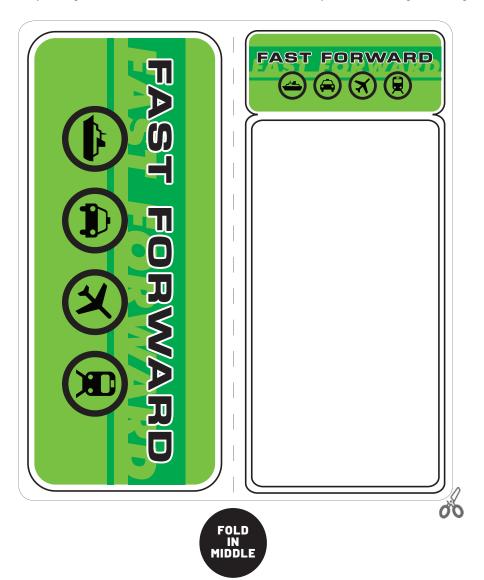
A Fast Forward is a side task that only one team may complete, although multiple teams may try for it. It's firstin, best-dressed! Successfully completing a Fast Forward allows that team to skip all remaining challenges and head directly for the Pit Stop - a massive advantage!

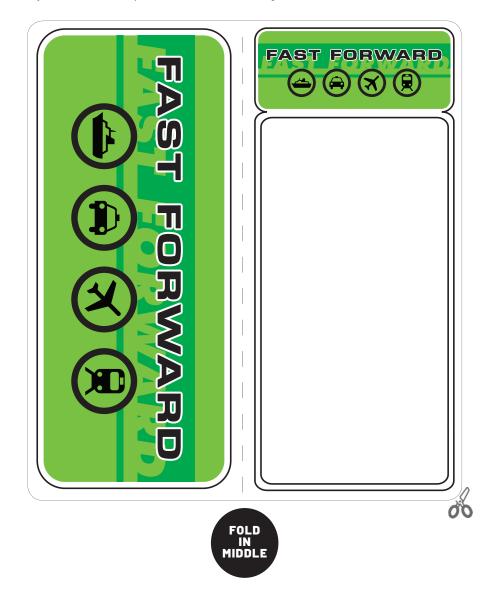


T H E

FAST FORWARD - INFO CARD

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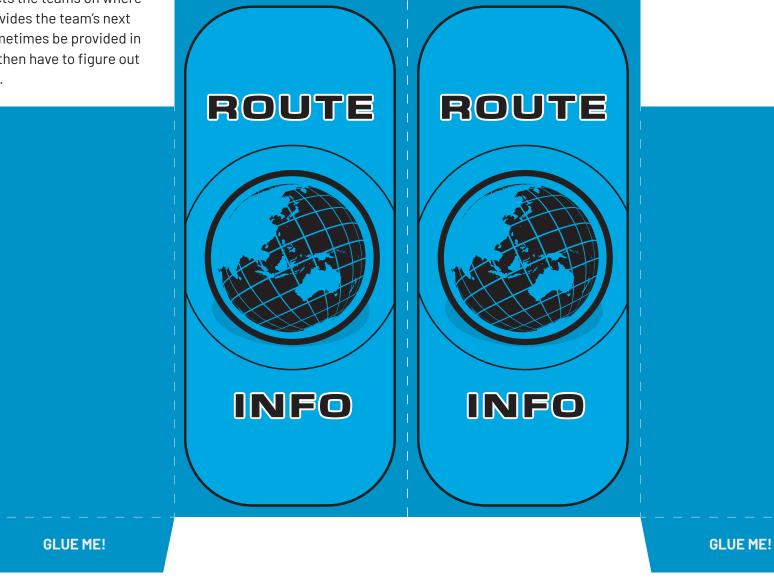






ROUTE INFO - SLEEVE

Route Information instructs the teams on where to go to next, but only provides the team's next destination and it can sometimes be provided in a cryptic manner. Teams then have to figure out how to get to the location.

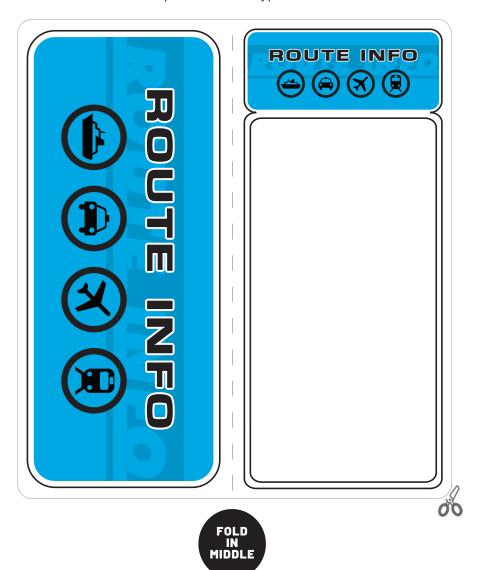


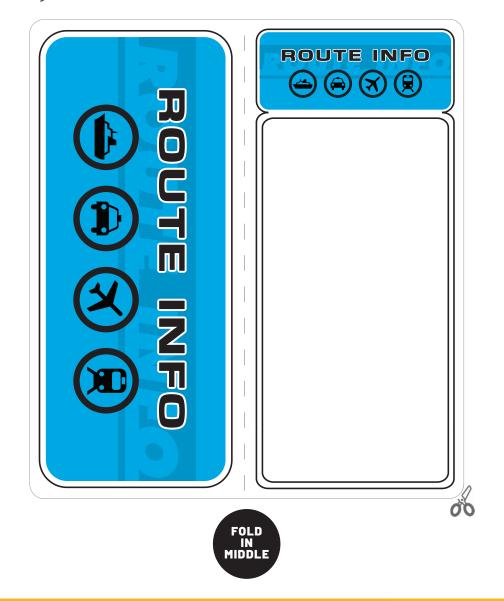


AMAZING

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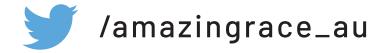








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