Have you ever watched the Amazing Race on TV? Well, we decided to put a fun twist on the game show and turn it into our ACE Intro Night – the Amazing ACE Race!

Each Group will start at an Activity Station and will receive instructions on how to complete the activity at that station. Each station will be timed at 7 minutes and the Group is to complete as many of that Station’s puzzles, challenges, or equations as they can in 7 minutes. After 7 minutes is up, they will add up their points earned at that station and rotate to the next station.

There are 9 Activity Stations total – each with a different amount of points the Groups can receive by completing the Station’s puzzles/challenges/equations. At the end of the night, each Group will total up their points to determine our winners!
STATION #1  PUZZLE TIME

Objective: Start with one puzzle and work with your team members to put it together as fast as you can! After you think you have successfully completed that puzzle, have the Station Mentor check it. If correct, grab another puzzle and complete it!

Rules: You get 1 Point for each puzzle completed in 7 minutes. Your Group can only work on ONE puzzle at a time before moving on to another one.
STATION #2 CUP TOWER

Objective: Stack the cups (in pyramid form). Work together as a team to come up with a way to move the cups without touching the cups with your hands. Lift the cups with the straws, tie the string to the cups, use the rubber band, whatever you must do to stack the cups without touching them with your hands.

Rules: For every TWO levels of cups you get stacked, you get 1 Point. Stack the cups as high as you can in 7 minutes!
STATION #3 MARSHMALLOW BUILDING

Objective: Choose 1 of the Cards and flip it over. Build the geometric shape shown on the card with only marshmallows and toothpicks.

Rules: You get 1 Point for each Card completed in 7 minutes. Your Group can only work on ONE Card at a time before moving on to another one.
OBJECTIVE: As a team, figure out how to build a bridge with only straws, tape, and scissors that will hold as much weight as possible. Remember, you only have 7 minutes! So make it as strong as possible as quick as you can and then ask your Station Mentor to test it by putting a weight on it. If it successfully holds 1 weight, you get 1 point! You can have the Station Mentor add another weight, for each weight it holds BEFORE it breaks, you get 1 point!

RULES: You get 1 Point for each weight your bridge holds BEFORE it breaks.
STATION #5  HIGH INTENSITY EQUATIONS

Objective: Start by solving the first equation. If you complete the first equation, ask your Station Mentor to check it. If correct, move on to the second equation. Complete as many equations in 7 minutes as you can!

Rules: You get 1 Point for each equation completed in 7 minutes. Your Group can only work on ONE equation at a time before moving on to another one.
STATION #6 POPSICLE BRIDGE

Objective: As a team, build a structure using popsicle sticks and binder clips that can hold as much weight as possible. If your bridge can successfully hold one weight, ask the Station Mentor to add another! You receive 1 point for every weight your bridge can hold before breaking.

Rules: You get 1 Point for each weight your bridge can hold before breaking in 7 minutes.
STATION #9 GUM DROP TRUSS

Objective: Build a structure using gum drops and toothpicks that can hold as much weight as possible. If your truss can successfully hold one weight, ask the Station Mentor to add another! You receive 1 point for every weight your truss can hold before breaking.

Rules: You get 1 Point for each weight your truss can hold before breaking in 7 minutes.
STATION #7 ARCHITECTURE MATCH GAME

Objective: Looking at the 30 building pictures in front of you, match the buildings together into pairs based on the architectural style of the building. Look at the style, materials, shapes, and features to give you a clue as to which ones match! Take a stab at matching all of the pairs first – then ask your Station Mentor to check to see which pairs are correct. If any pairs are correct, put them to the side and try to match the remaining pairs again! But remember, you only have 7 minutes to try to match the pairs AND get the Station Mentor to check them. You get 1 point for every match!

Rules: You get 1 point for every match!
STATION #8 PIPELINE CONSTRUCTION

Objective: Work as a group to construct a pipeline that transfers one cup of water from one end of the site to the other using the given materials. You must figure out ways to travel around the mountains, lake, and wildlife habitats without disturbing them.

Rules: You get 1 point for every 11x17 sheet you successfully transfer water across!