

TEAM	SCORING	VALUE
Pick to Win:		Win: 200 Win leg: 25
Second:		Win: 120 Win leg: 20
Third:		Win: 60 Win leg: 15
		Win: 50 Win leg: 10
		Win: 50 Win leg: 10
		Win: 50 Win leg: 10
		Win: 50 Win leg: 10
		Loses fanny pack: 5 Loses passports: 5 Can't ride a bike: 15 Can't swim: 15 Can't drive manual: 15 Goes to the wrong place: 15 Switches detour: 10 Quits: 30 Permanently breaks up by finale: 5 Lies to other team: 5 Cries before mat: 1 Vomits: 1 Gets heatstroke: 1 Falls: 1 Incurs a penalty: 10 Eliminated before 5 th leg: 10

RULES: Score points if mid-range and top teams win legs or win, and score points if bottom teams make errors (listed on right). The player with the highest total wins.

SET UP RANKING: Ranking decisions must be made by the end of the initial introductions in the first leg. Pause to fill chart. Three (3) swaps may be made at the end of the first episode or leg, whichever comes first. A swap is moving one team to the position of another team, and moving the deposed team to the position vacated by the team originally moved. Points are awarded *before* swaps are made. Example: If a player's mid-range team wins a leg and the player chooses to use one of the three swaps to move the team into a higher position and consequently downgrade a higher team, only ten points are awarded for winning the leg because the leg was won before the swap. No changes may be made after the first leg.

SCORING: Points are recorded in the middle column of the chart as they occur, according to the section allotments on the right. It is unnecessary to track the leg in which the points occurred.

TOTAL: