

Roadblock : A Roadblock is a task that only one team member may perform. A Roadblock clue is given as a cryptic question, such as "*Who's **really** hungry?*" (leading to task involving exotic food) or "*Who wants to get down and dirty?*" (for a task related to laundry). Based on this information and observation of any other racers at the task, the team must decide which member will complete the task before reading the full task description. Once a team announces its decision of who will complete the Roadblock, it cannot be taken back. The Roadblock task is performed only by the selected racer while his or her partner waits in a designated area, although the partner is usually able to supply words of encouragement and advice. Further, unless directed by the task instructions, the selected racer can gain help from other racers that have been selected to do the Roadblock or from locals. Some Roadblocks may involve the non-selected racer, such as leading a camel his or her partner rides, or helping his or her partner solve a puzzle. On completing the Roadblock, the selected racer receives their next clue which they then return to their partner to read.

Face off: teams compete against each other in a specific task. The winning team is given the next clue, while the losing team(s) must wait for the next team's arrival to start the task over. The last team(s) will receive a penalty. Most often, losing team(s) must wait out a 15-minute penalty before receiving the next clue.

Detour: A Detour presents the team with a decision between two tasks, "each with its own pros and cons," as often stated by the host. The two tasks are named, often based on rhymes or puns such as "Plow" / "Fowl" to differentiate between a task involving plowing against a task involving corralling ducks. Teams are given several details about both tasks, but may need to travel a short distance by foot or car to the different task locations. The two tasks generally involve different skills, often pairing physically-demanding or fear-challenging tasks alongside tasks that rely on intelligence or craftsmanship. The decision about which task to attempt lies solely with the team, though due to logistical constraints some Detours may impose additional limits, such as how many teams may attempt one of the tasks at one time, or the hours when a task may be available. A team may choose to switch tasks as many times as they wish with no penalty other than the time lost in attempting the tasks and traveling between task locations. Unless otherwise instructed, teams can work together to finish a Detour option. Once a team has completed one of the tasks, they are given the clue to their next location.