
Avengers “Infinity Quest” Scoring System

Overview

- Each team starts the day with an **empty clear jar**.
- As they rotate through **8 competition stations**, they compete for Infinity Stones (represented by colored marbles).
- At each station, teams are graded on performance (vs. a standard score, not against other teams).
- The **color of stone earned** depends on their score bracket.
- At **lunch** and at the **end of the day**, teams place their stones in their jars.
- Final score = **sum of stone values** collected.

Stone Values

-  **Red Stone = 90 points** (score $\geq 90\%$)
-  **Purple Stone = 80 points** (score 80–89%)
-  **Green Stone = 70 points** (score 70–79%)
-  **Gold Stone = 60 points** (score 60–69%)
-  **No Stone** if score $< 60\%$

(Note: marbles can be glass or plastic, but must be easily distinguishable in jars.)

Station Process

1. Arrival

- 3–4 teams arrive together at a station.
- Station Leader explains the activity, rules, and scoring criteria.

2. Competition

- Each team performs the challenge.

- Station Leader evaluates team against a **pre-set scoring rubric** (not compared to other teams).
 - Example:
 - Target throws hit / total throws attempted
 - Puzzle solved in X minutes
 - Relay completed within time limit

3. Grading & Awarding Stones

- Using the rubric, the Station Leader calculates each team's **percent score**.
- Assign the appropriate stone (colored marble) to that team's container.
- Each team leaves the station with **one colored stone** or nothing.

Score Brackets (Quick Chart for Leaders)

Score (percent) Stone Awarded Points

90–100%	 Red	90
80–89%	 Purple	80
70–79%	 Green	70
60–69%	 Gold	60
<60%	 None	0

Midday & Final Tally

- **At Lunch:**
 - Each team pours their earned stones into their clear team jar in the dining hall.
 - Scouts can see which teams are leading visually (more stones, brighter colors).

- If any **bonus stones** are awarded (for spirit, teamwork, etc.), they are added then.
 - **End of Day:**
 - Teams add stones from their last 4 stations.
 - Scorekeeper counts stones by color, multiplying by point value:
 - Red stones × 90
 - Purple stones × 80
 - Green stones × 70
 - Gold stones × 60
 - Tally sheets are completed and winners announced.
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Example Scoring

Team A Day Totals:

- 2 Red ($2 \times 90 = 180$)
- 3 Purple ($3 \times 80 = 240$)
- 2 Green ($2 \times 70 = 140$)
- 1 Gold ($1 \times 60 = 60$)

Grand Total = 620 points

Roles

- **Station Leaders:** Run activity, evaluate score, award stones.
 - **Runners (optional):** Deliver extra marbles if needed.
 - **Scorekeepers (end of day):** Count jars, double-check totals.
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Theming Tips

- Call the jars **“Infinity Vaults.”**

- Station leaders = Avengers training the Scouts.
- Stones = Infinity Stones that teams must collect to “defeat Thanos.”
- Optional bonus awards: “**Heroism Stone**” (big marble worth 100) for teamwork, spirit, or creativity.

👉 Do you want me to also make you a **ready-to-print Station Leader Score Sheet** (with percent ranges, stone color, and a place to record which team earned which stone), so leaders just check boxes instead of doing math?