FAMILY FEUD
Non-Technical Events

FAMILY FEUD

1. Objective:

- ✿ A game involves a competition between two teams.
- ✿ There will be a total of 3 rounds per game.
- ✿ The team with the higher number of points after the 3 rounds will move on to the next round.
- ✿ The game is played as in the TV show.

2. Participant Rules

- ✿ Each school may enter one team only.
- ✿ Each team must consist of 5 members.
- ✿ Each team member must be a registered participant of PSWC 2021.
- ✿ Each team must have at least one underclassman.
- ✿ Each team must have at least one female.

3. Event Description

- ✿ Gameplay (Face-Off)
  - o One player from each team faces off, with both hands in the air.
  - o The question is read once and stops at the first buzz in (this will be done through the website buzzin.live – a room code will be sent at the start of the game for all players to join, where they will be able to buzz in real time against the opposing school). The question may be re-read after the first player to buzz in makes their guess.
  - o If the first player who buzzed in reveals an answer that isn't number 1, then the other player has a chance to guess an answer.
  - o First to buzz in and provide an answer that is revealed the highest ranking on the board can choose for their team to pass, or play.
  - o If neither player is able to make any correct guesses during the face-off, then play goes to the second player of the team of the first player who buzzed in and continues to alternate between teams until a correct answer is given.
- ✿ Gameplay (Continued)
  - o After a team has chosen to pass or play, the playing team must guess the remaining answers on the board.
  - o Players on the team answer one at a time, with no help from their other teammates. If a player incorrectly guesses or doesn't provide a guess in time (3 seconds), the team receives a strike.

- o When a team reaches 3 strikes, the opposing team has a chance to steal the board. The opposing team can work together to quickly come up with an answer (30 seconds).
- o If the opposing team reveals one of the remaining answers on the board, the opposing team steals all the revealed points for that round.
- o If the opposing team is unable to reveal an answer on the board, the playing team keeps the points they've earned, and the round is over. The remaining answers are revealed.

4. Scoring

- ☼ When an answer is guessed correctly, it is revealed.
  - o The playing receives all points per revealed answer at the end of the round, unless the round is stolen from the opposing team.
- ☼ The opposing team receives all points per revealed answer if they are able to steal the round.
  - o Each answer has a predetermined value, with more popular answers worth more and less popular answers worth less.
- ☼ The sum of answer point value per round shall be 100.