

## How-to: Host Virtual “Family Feud”

### To-Do List

- Create a small committee
- Find a Fun host!
- Identify a game operator to run the answers and scoring
- Source incentives/prizes for winners
- Team Registration Page (five players per team)
- Each team needs a team name and captain
- Choose a video platform (e.g. Zoom, Microsoft Team, etc.)
- Cost per player: \$10 (\$50 per team) – Team pay through a giving page created by UWGA
- Each game has 3 rounds
- Create a tournament style bracket: multiple games among the multiple teams
- Practice: host a rehearsal in which you run through a game

### Family Feud Rules

1. Host announces the teams and players for each team.
2. The host identifies who is up first, one person from each team, for the “face-off”, and reads the first question off the game board.
3. Teams will pick a number based on the host to decide who goes first. The team with the correct answer (highest answer) receives control of the board and has the option of playing or passing control to the other team. The correct player must announce “we will play” or “we will not play”.
4. The team that has the control tries to reveal all of the correct answers to the question before receiving three strikes.
5. If the team receives three strikes without clearing the board, control is passed to the other team.
6. The team that now has the control is able to give one answer in the hopes that it is found on the board.
7. If it is, points are added to the team’s score.
8. If not, the other team gets the points.
9. Points are collected as each team finds its answers to the question on the board. Team with the most points wins!