

Wheel of Readiness

Three members of the Youth Preparedness Council will compete in a preparedness-themed Wheel of Fortune game. The contestants will guess words and phrases related to emergency preparedness. The contestant with the most points after four Toss-Up Puzzles and two Wheel Puzzles will compete in a bonus round to win.

Setup

- This game will have two Hosts (Moderating Host to run through the game, Technical Host to handle the technical aspects and keep score).

Rules

The game is split into **two rounds**. Each round will have two Toss-Up Puzzles and one Wheel Puzzle. Read about how to play these puzzles below:

1. Toss-Up Puzzle: A blank set of tiles appears on screen. The host will click begin and the word/phrase is slowly revealed until a contestant raises their hand to guess the entire phrase.
 - a) The first Toss-Up Puzzle is worth \$1,000. The first contestant to guess the phrase correctly will win \$1000.
 - b) The second Toss-Up Puzzle is worth \$2,000 and used to determine who spins first in the Wheel Puzzle.
 - c) Anyone who incorrectly guesses the phrase do not win any points and cannot guess again. Another contestant may buzz in and guess the phrase.
2. Wheel Puzzle: The screen will display blank tiles that need to be filled in. The contestant who won the Toss-Up Puzzle will spin the wheel first. The tiles on the wheel have point values.
 - a) If the contestant guesses a consonant and it appears in the phrase, then that letter is revealed and they win the point value.
 - b) If they guess a consonant and it does not appear, then the contestant does not win any points and it becomes the next person's turn to spin the wheel.
 - c) A contestant with command of the wheel may guess a vowel, but they must pay \$250 from their bank for each vowel.
3. At the end of the combined Toss-Up and Wheel Puzzles, the player with the highest point value in their bank is declared the winner.
4. Bonus Round: The winner is invited to play in the Bonus Round. Blank tiles appear on screen. The Host reveals if any of the following letters are found in the phrase: R, S, T, L, N, E. Then, the contestant is given 10 seconds to guess the full phrase. They may guess as many times as they want in that time frame.