

CERT Feud

Contestants compete in a Family Feud-style game by guessing the most popular emergency management survey responses collected by the National CERT Association.

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Notes

- Familiarize yourself with the questions and survey results before beginning and make sure to have a copy of the exact placement of each answer in the first four rounds to avoid flipping over the wrong answer.
- Once the game begins, do not exit the PowerPoint or you will reset the game.
- This game requires two hosts (Moderating Host to run through the game, Technical Host to operate PowerPoint).
- There will be two teams, each containing up to 5 members. Select a team name before the game starts.
- This game requires PowerPoint and can be run on Zoom.

NOTE: Please review the entire guide to see game rules for each round, and how to determine a winner.

Rules



FEMA

The game is split into multiple stages:

1. **Face-off Round:** All contestants participate in this round. The Host will ask a question to both groups. Any contestant can buzz in. The first person to buzz in must answer the question. If their answer matches a tile worth the most points, then their team gets to play the board. If it is on the board, but not the top answer then the other team gets a chance to answer and guess the tile with the highest point value. The team that guesses the tile with the highest point value will get to play the board.
 - You may play up to three Toss-up Rounds.
 - If teams are tied at the end of three rounds, then you may play a Tie Breaker round.
 - After a team has chosen to pass or play, the playing team must guess the remaining answers on the board.
 - 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, the team receives a strike.
 - 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.
 - If the opposing team reveals one of the remaining answers on the board, the opposing team steals all the revealed points for that round.
 - 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.
2. **Fast Money Round:** Each group sends one representative to play on their behalf for the Fast Money round. That person is given five questions, and they must guess five answers within 20 seconds. The contestants will be awarded points on each question they answered correctly. A second representative will be sent to a breakout room while the first contestant guesses. Then The second contestant will then be given their own opportunity to answer the very same questions. The goal is to reach 200 points in total to win!

Setup

- Both teams will need to determine the contestant order as well as select two contestants to represent them in the Fast Money round should they advance past the first stage. **This should be sent to both Hosts in advance.**
 - Both Hosts should write out or take a picture of all the answers for the first four questions before beginning the game so that you know which tiles to reveal. Answers are available in the Answer Key section of this document.
1. Click **“Enable content”** and **“Enable macros”** (if prompted) or many features in the game will not work.



Step 1: Click “Enable content” in the yellow highlighted bar at the top of the screen.

2. Click **“Slideshow”**, **“From beginning”**, and then **“Start game”**.



Step 2: Click the “Slideshow” thumbnail, then click “From beginning” in the task bar. Click “Start game” on slide 1 to begin the game.

3. Type the team names in subsequent pop-up window, and then click “Let’s go!” *You are now ready to begin the game.*
 - a. Make sure to enter Presentation mode in PowerPoint at this time.



Step 3: Fill out team set-up box with team names, then click “Let’s go!”

Scoring Guide

Scoring:

- The game automatically calculates scores in the first three to four rounds depending on the correct answers given by each team. The Technical Host only has to click “Add round points” to the appropriate team.
 - The point multipliers that occur in rounds 2 through 4 are automatic.
- The first team to reach 300 points advances to the Fast Money round.
- During the Fast Money round, scores have to be manually added by the Technical Host, so make sure you have access to a copy of the results in a separate window or device. After filling in the first contestant’s answers, the Technical Host (or whoever controls the game) should pause the screen share to add the survey results in the same pop-up window.

- Comparing the contestant's answers with the survey results will probably require judgment calls. The Moderating Host may accept a contestant's answer if it is close enough to the wording used in the survey result.
- The contestants win if they reach 200 combined points.

How to display scores:

- Click the blue boxes with double white arrows during the first three to four rounds to display each team's score. Do so at the end of each round to update the participants and audience.
- During the Fast Money rounds, click the black boxes to reveal the answers and scores filled out in the pop-up box earlier. The total score will be automatically displayed at the top of the screen.

Gameplay

Round 1

Rules:

- The Moderating Host presents the question from the Answer Key. The instant they finish repeating it, contestants are permitted to buzz in.
- Contestants "buzz in" by clicking on the "Raise hand" function on Zoom.
- The Moderating Host calls on the contestant who raised their hand first (the name that rises to the top of the Participants list on Zoom). They will have 3 seconds to answer. You can also pin a participant to the top of the participant list.

FACE-OFF

4. Click "Start Round 1".



Step 4: Click "Start Round 1" at the bottom of the slide.

5. Click "Show question" to bring up the question

6. Click “Timer” to begin the clock. The gameboard should return to the game screen *if you click this during the question.*



Step 5: Click “Show question” at the bottom of the screen.

Step 6: Click “Timer” at the bottom of the screen.

7. The Moderating Host will Closely watch the Participants window to see who raises their hand first. Allow contestant to answer.



Step 7: Watch the “Participants” window in Zoom to see who raises their hand first.

8. If the contestant’s answer matches the top answer, the Moderating Host asks the team if they want to “pass” or “play”. (See Pass or Play section for next steps).
 - a. The Moderating Host will review the question to ensure that it is correct. A secondary technical support team member can help to ensure the answers are correct.
9. If the contestant’s answer does not match the top answer, the Moderating Host gives the opposing contestant a chance to answer. The team with the highest answer gets to decide to “pass” or “play”.
10. If both representatives from each team fail to guess a listed response, move on to the next consecutive contestant on each team (starting with the contestant’s team who “buzzed in” first).

PASS OR PLAY

11. After a contestant chooses to play, allow the next contestant to answer.

12. When a contestant guesses a correct answer, click inside the corresponding blue oval to flip over the correct answer.



Step 12: Click inside the blue oval to reveal the correct answer.

13. Click the “X” if the contestant gives an unlisted answer and move on to the next contestant in line.



Step 13: Click “X” at the bottom of the screen.

14. If a team gives three unlisted answers and all three X's are marked, the second team gets to guess once to “steal” the points.
15. If they guess correctly, they win the points for the round.
16. If they guess incorrectly, the first team wins the points.
17. Reset the “X’s” by clicking the “X” to unmark it (see figure below).
18. Click the **blue tab with arrows** on the left or right to award points to the appropriate team.



Step 17: Click on the X's to unmark and reset.

Step 18: Click the blue arrows on the side of the screen to award points.

19. Click "Add round points" to award the winning team points for the round.



Step 19: Click "Add round points" to input points.

20. Minimize the score pop-up by clicking it again.

21. Click "Next round".



Step 20: Minimize the score pop-up by clicking it again.

Step 21: Click "Next round".

Round 2

- Instructions are the same as [Round 1](#).

Round 3

- Instructions are the same as [Round 1](#).

Winning The Initial Rounds

A preset amount of points will need to be set to win the game. Typically, this amount is set at 300 points. If this point level is not reached by the end of the first round, then it will go to a tie breaker. Once a winner is determined with a point threshold or tie breaker, the game moves on to the Fast Money round.

Tie Breaker

- If the teams are tied by the end of Round 3, there will be a tie breaker question.*
- Click the **rightward-facing arrow** in the bottom left-hand corner of the screen to move to the tiebreaker question.



Step 22: Click the rightward-facing arrow in the bottom left-hand corner of the screen.

- In this round there is only one answer on the board. The first team to raise their hand and answer correctly (one attempt per team) wins the game and advances to the Fast Money round.



Step 23: Tie breaker slide

Fast Money

1. Each team selects one contestant to represent them in the Fast Money round.
2. Technical Host sends one of the two contestants into a Zoom breakout room.
3. Click **“Set timer for 20 seconds”**.



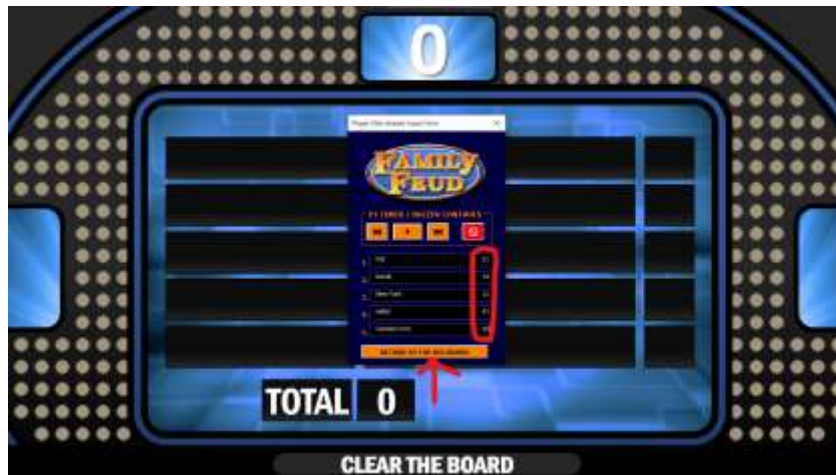
Step 26: Click **“Set timer for 20 seconds”**

4. Read the first question (can be found in Answer Key) then click the **“Play”** button to begin the clock. The Moderating Host quickly reads the next questions while the Technical Host fills in the contestant’s answers in the corresponding answer space.



Step 27: Read the question, click the **“Play”** button, and type in the contestant’s answers.

5. After the round, stop screen sharing on Zoom to avoid spoiling the results, and fill in point totals.
6. Click **“Return to the big board”**.



Step 29: Fill in point totals and click “Return to the big board”.

- Resume sharing your screen on Zoom and begin to reveal answers by clicking each rectangle.
- Click “**Clear the board**”.



Step 30: Reveal the answers.

Step 31: Click “Clear the board”.

9. You will then be prompted with a message confirming that the second contestant is not looking at the board. Confirm by clicking **“Yes”**.



Step 32: Confirm the second contestant cannot see the board by clicking “Yes”.

10. For a Zoom setup, this will require the next step.

11. Block the first contestant’s answers by covering the left column with the input form.



Step 34: Block the first contestant’s answers.

12. You may now bring the second contestant back from the Zoom breakroom, and then place the first one into a breakroom.

13. Click the “Start” button and fill out the second contestant’s responses.

14. Click the red “Cancel” symbol if they repeat any answers from the first contestant and have them give another.

15. Pause screen share and fill in points.

16. Click “Return to the big board”.

17. Reveal answers one-by-one to see if the score is greater or less than 200.



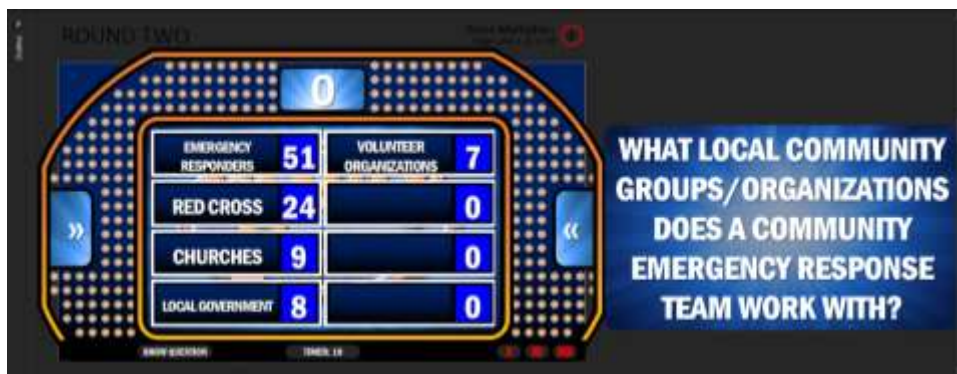
Step 40: Reveal the contestant's answers.

Answer Key

First Four Rounds



Round One



Round Two



Round Three



Round Four

Fast Money Answer Key

1. On a scale from 1 to 10, how prepared is your community to deal with a disaster?
 - a. 5, Total: 24
 - b. 8, Total: 22
 - c. 6, Total: 19
 - d. 7, Total: 16
 - e. 9, Total: 5
 - f. 10, Total: 2
 - g. 1, Total: 1
 - h. 2, Total: 1
 - i. 3, Total: 0
 - j. 4, Total: 0
2. What is a must-have item in your CERT go-bag?
 - a. Medical kit, Total: 35
 - b. Flashlight, Total: 18
 - c. Uniform equipment, Total: 16
 - d. Water, Total: 11
 - e. Tools, Total: 7
 - f. ID Badge, Total: 4
 - g. Duct tape, Total: 4
 - h. Notebook, pen, Total: 2
 - i. Phone and charger, Total: 2

- j. Whistle, Total: 2
3. Name something in your house you might only use in case of an emergency.
- a. Fire extinguisher, Total: 46
 - b. Lantern/flashlight, Total: 17
 - c. Emergency radio, Total: 10
 - d. Generator, Total: 10
 - e. Go-bag, Total: 4
 - f. Candles, Total: 4
 - g. Water, Total: 3
 - h. Dried food, Total: 2
4. If you had to shelter in place, how many days could you survive off the food currently in your home?
- a. 4, Total: 180
 - b. 7, Total: 60
 - c. 10, Total: 30
 - d. 8, Total: 21
 - e. 3, Total: 20
 - f. 18, Total: 14
 - g. 7, Total: 10
 - h. 1, Total: 8
 - i. 19, Total: 7
 - j. 3, Total: 4
 - k. 8, Total: 3
5. What types of training do CERT volunteers receive?
- a. Basic medical skills, Total: 47
 - b. Basic disaster skills, Total: 28
 - c. Basic CERT Training, Total: 5
 - d. Search and rescue, Total: 15
 - e. Variety, Total: 7
 - f. Incident command system, Total: 2