

2024 REGIONAL DATA FESTIVAL

South Luzon Cluster 17-18 October 2024



# CONTEST MECHANICS

## SURVEY SAYS

#### GAME DESCRIPTION:

Survey Says is a game patterned from a TV game show called "Family Feud". Participants work in teams to try and come up with all of the top responses from survey questions. After a head-to-head guess to start each round, teams can either pass the question to the other team or play and try to guess the rest of the top responses with their team.

#### GAME MECHANICS:

#### A. Materials/Resources Needed

1. The game will be facilitated by a game host.

2. There will be two (2) teams to compete in the game.

3. The total number of players per team is five (5) which emanate from the participants in the venue.

4. Throughout the game, the players will try to match their answers with the most popular survey answers.

5. The game will consist of four (4) rounds and Sudden Death round, and one (1) Fast Money round.

6. The team with the most points wins and goes onto play Fast Money.

#### B. Gameplay

### FACE-OFF

1. One player from each team approaches the center, with one hand behind their backs and the other flat on the table, ready to buzz in.

2. The question is read once and stops at the first buzz in. The question may be re-read after the first player to buzz in makes their guess.

3. 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.

4. First to buzz in and provide an answer that is revealed highest ranking on the board can choose for their team to pass, or play.

5. If neither player can 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.

6. After a team has chosen to pass or play, the playing team must guess the remaining answers on the board.



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7. 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.

8. When a team reaches 3 strikes, the opposing team has a chance to steal the board. The opposing team can work together to quickly produce an answer.

9. If the opposing team reveals one of the remaining answers on the board, the opposing team steals all the revealed points for that round.

10. 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.

### FAST MONEY ROUND

10.0

1. The winning team chooses two players to play Fast Money.

2. Each player will answer the same five (5) questions in hopes of getting the highest point value for each answer.

3. The second player must leave the room and not be able to hear the first player's answers or questions.

4. First player gets 20 seconds to answer, second player gets 25 seconds if they duplicate the first player's answers.

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5. If both players can get 200 points together, the team wins!