

AP Physics Feud Recommended Rules

By Seth Baum

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Note: This is just one possible way of handling the rules. You may find others work better for you.

Recommended Scoring Sytem – Equation Round

Teams get one point for each correct answer. If they get the equation correct, they double their points. For example, for $V=IR$, if a team gets V , I , and R and $V=IR$ then they get 6 points total. The number of incorrect guesses (X 's) used up does not affect the team's score. X 's can be used trying to guess the equation.

Stealing: If a team gets three X 's then the other team can steal the points. That team then picks up where the first team left off: They get three X 's to fill in the remaining answers and the equation. *Note: This is different from the original Family Feud.* If they succeed, they get all of the points, including all of the points from the first team's guesses. If they fail, the answers and equation are revealed and no team gets points.

Recommended Scoring Sytem – Regular Round

For the regular round, correct answers are worth two points. The first team only gets points if they get all of the questions right. For example, for "What type of shape is this?", if the team guesses all three answers before getting three X 's, then they get 6 point. Otherwise, the other team can try to steal the points.

Stealing: If the first team gets three X 's then the other team can steal points. Like in the original family feud, that team can take one suggestion from each team member then guess. If the guess is a remaining correct answer, that team gets all of the first team's points plus two points for their correct answer.

Turns – Both Rounds

Teams are arranged in a fixed order. Instead of having one player from each side race to raise their hand first, we simply go back and forth between sides, so the order of the first person to play looks like A1, B1, A2, B2, A3, etc. for teams A and B with players 1, 2, 3, etc.

While a side is playing, the turn rotates from the first person to play that round to the next player. So, if A3 is the first person to play that round, it goes A3, A4, A5, A1, A2 (if side A has 5 players). If side B can steal, its order goes B3, B4, ...