

FUTURE FACES OF PHYSICS

Jeopardy



Rules & Instructions

Jeopardy Rules and Instructions

Running the Game

We suggest having three people administer the game: Host, Scorekeeper, and Game Operator.

-Host

The host is responsible for introducing the game, reading the categories at the start of each round, reading the clues, and judging the answers. The answers do not appear on the Jeopardy board, they are given only in the *Host Manual*. If no correct response is given to a clue, the host is responsible for reading the correct response. See *Host Manual* for details.

-Scorekeeper

The scorekeeper is responsible for keeping score for all of the teams. If a team provides the correct response to a clue, they earn the value of the clue. If they answer incorrectly, the value is subtracted from their score.

The questions range in value from \$100 to \$500 in the Jeopardy round and from \$200 to \$1,000 in the Double Jeopardy round.

-Game Operator

The Game Operator is responsible for running the PowerPoint game board and identifying the first team to indicate they know the answer (whether via a buzzer system, raising hands, etc.).

The Board

The Jeopardy “board” is a set of Microsoft PowerPoint presentations, one for each round (Jeopardy, Double Jeopardy, and Final Jeopardy). To use the board, open the Jeopardy round. The second slide in the presentation is the grid of categories and clue values.

Each clue value is hyperlinked to the corresponding clue in the system. For example, if you click on *Stands for It, 200* you will be taken to slide 19, which displays the appropriate clue. Once the clue has been played, click anywhere on the slide to go back to slide 2. You will be able to tell which clues have been played by the change in font color of the values on slide 2.

When a Daily Double slide comes into play, click on the middle of the slide to go to the corresponding clue after the team has made their wager.

The Double Jeopardy round (round 2) is set up identically to the Jeopardy round, although there are two Daily Doubles and the point values are doubled. The Final Jeopardy round only has one question.

Fabulous Fields	Know the Stats	Name 'em	Stands for it	Pop Culture
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

Slide 2 in each round is the main Jeopardy board.



Each value on the board links to a clue. Click anywhere on the slide to return to the main board.



Click on the middle of the slide to go to the Daily Double clue.

Teams

We've found that up to 6 teams of 2-4 people works well.

General Play

A team is randomly chosen to go first, and begins the game by selecting a category and monetary value (e.g. "Fabulous Fields for \$100"). The host then reads the clue, after which any player on any team can buzz in.

**When we allowed teams to buzz in at any time, they tended to buzz in even before the clue was read, under the assumption that they could figure out the answer. Not only is this less fun, but then players and audience members don't have much time to think about the question.*

The Game Operator recognizes the first team to buzz in, and the Host calls on that team for a response. As in the official Jeopardy game, contestants must give the response in the form of a question (for example, "Who is Albert Einstein?").

Teams are allowed to discuss responses prior to buzzing in, but all conversation must stop when someone buzzes in. The person that hits the buzzer must be the same person that gives the response.

A correct response earns the dollar value of the clue, and gives the answering team the right to select the next clue. If the player gives an incorrect response or fails to answer in time, that amount is deducted from the team's score and another team may buzz in and respond. If no correct response is given, the host reads the correct response, and the team who originally chose the question maintains control of the board.

-Daily Doubles

There are three Daily Doubles – one in the Jeopardy round and two in the Double Jeopardy round. Only the team that receives a Daily Double may respond to its clue. The team may wager as much as the maximum amount of a clue on the board (\$1000 in the Jeopardy round and \$2000 in the Double Jeopardy round) or as much as they have accumulated, whichever is greater, but they must wager at least \$100.

When a Daily Double comes up, the scorekeeper should announce the scores of each team. The team that picked the Daily Double should decide how much they want to wager and then announce their wager to the scorekeeper. After the clue is read the team may discuss the answer, but they only have 10 seconds to give a response. If they give an incorrect response, the host reads the answer. No other teams are given the option of buzzing in.

-Double Jeopardy

The team with the lowest amount of money at the end of the Jeopardy round makes the first selection in Double Jeopardy.

-Final Jeopardy

If a team finishes Double Jeopardy with either \$0 or a negative score, they are eliminated from the game and don't participate in Final Jeopardy.

At the start of the Final Jeopardy round, the host should pass out the Final Jeopardy cards. Then the host should read the category (the second slide in the Final Jeopardy round), and give teams 10 seconds to discuss how much money to risk. A team can risk any amount up to the amount they have already won. Teams should write their wager their Final Jeopardy card.

Then the clue is revealed and read by the host, and teams have 30 seconds to write their response on their Final Jeopardy cards. Teams are allowed to discuss their answers. The host should give warnings at ten, five, and two seconds left.

At the end of the 30 seconds, teams display their cards in turn (beginning with the team that has the lowest score) and final scores are tallied. The team with the highest score wins.