

Rules

(partially excerpted/modified from

http://www.sigmapisigma.org/programs/futurefaces/jeopardy/Rules_Instructions.pdf).

Wikipedia's Jeopardy! Page (<http://en.wikipedia.org/wiki/Jeopardy!>) also has a fairly complete synopsis of the basic rules of the TV game.

Personnel.

Emcee

The emcee is responsible for introducing the game, reading the categories at the start of the round, reading the clues, operating the buzzer system, and coordinating with the judge in judging the answers.

If no correct response is given to a clue, the emcee is responsible for reading the correct response.

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 points (typically the higher value questions have a somewhat higher level of difficulty).

Projectionist

The projectionist is responsible for running the PowerPoint/HTML game board (i.e. clicking on the link which will display the needed question).

Judge

Has a copy of correct responses to each question, and if there is any question as to the validity of an answer, the judge makes the final determination.

Timer

There will be two types of categories. Some categories will call for quick "general knowledge" answers (Example: ***The equation $a+(b+c) = (a+b)+c$ illustrates this property of real number addition.*** Correct response: ***What is the associative property?***).

At the beginning of each question the time limit for the question will be noted by the emcee (short answer-30 seconds, computations-2 minutes). If a team buzzes in on the cusp of the time deadline, the timer shall decide if the buzz-in was in time. When a team buzzes in, they have 5 seconds to begin substantially offering a response. If a team is taking too long to respond, the timer will make this determination.

The Board

The "board" contains 6 categories with 5 questions each (ranging from 100-500 points).

General Rules of Play

The team with the highest composite score in the written/team segments will begin the game by selecting a category and point value (for example: We'll take "Probably Probability" for 100 points). The emcee then reads the clue, after which any player on any team can buzz in.

The emcee recognizes the first team to buzz in, and calls on that team for a response. The individual buzzing in does not have to be the person who answers. As in the TV game, contestants must give the response in the form of a question (for example, "**What is the fundamental theorem of calculus?**").

Teams are allowed to discuss their responses prior to buzzing in, but once a person buzzes in and is recognized, someone on that team must begin substantially offering a response (at the discretion of the timer) within five seconds. Once an individual begins to answer, no one else on their team will be recognized. (**Note: teams may wish to arrange in advance a system to decide who will answer: the person buzzing in, or an appointed 'captain'**).

A correct response earns the point value of the clue, and gives the answering team the right to select the next category/question.

If the player gives an incorrect response or fails to begin offering a response within the allowed time, that amount is deducted from the team's score and another team may buzz in and respond.

If no correct response is given within the time limit, the emcee reads the correct response, and the team who originally chose the question maintains control of the board.

Daily Doubles

Two questions (known initially only to the emcee and judge) are "Daily Doubles".

Only the team that initially selects a Daily Double may respond to that clue. The team may wager any or all of their current points on that question, or if they have less than 500 points, they may wager up to 500 points.

When a Daily Double comes up, the emcee should announce the scores of each team. The team that picked the Daily Double should decide how much they want to wager (within a 15 second time limit) and then announce their wager. If the emcee or judge decide a team is taking excessively long to do so, the question shall be asked at its default point value.

Final Jeopardy

If a team finishes the round with either 0 points 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 emcee announces the category of the final question in the game and passes out a sheet of paper to each team. The team will have 2 minutes to decide how many of their current points (if any) they wish to wager on the Final Jeopardy question. After collecting these, the emcee passes out another sheet for each team to write their response to the final question.

The clue is revealed and read by the emcee, and teams have 2 minutes to write their responses. Teams are allowed to discuss their answers during this time.

At the end of this period, teams turn in their responses to the emcee who reveals the answers given (beginning with the team that had the lowest initial score) and final scores are tallied. The team with the highest score wins. In the event of a tie, all teams tying for the high score are declared the winners.