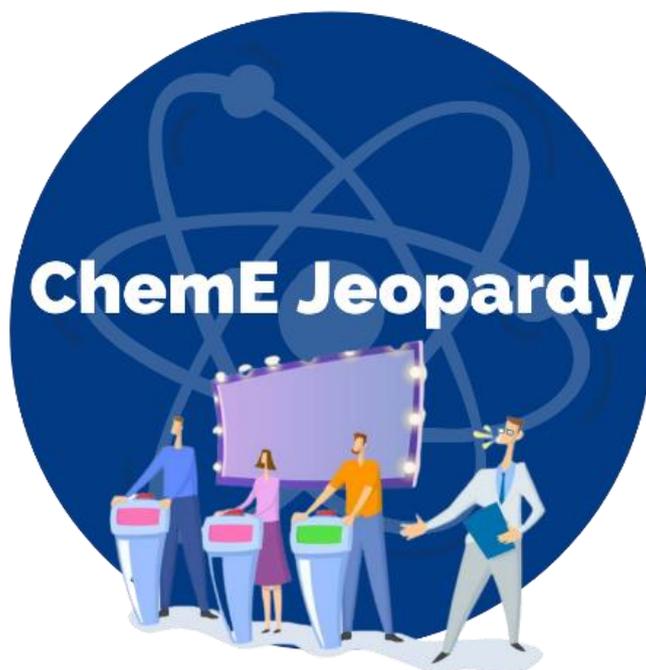




# Student Regional Conference, 2022

## ChemE Jeopardy Guidelines



## Guidelines

- ❖ A maximum of three teams can play in each game.
- ❖ The team can have a maximum of 4 participants.
- ❖ Points are deducted for incorrect responses.
- ❖ Responses should be given in the form of a question, otherwise, the response will be considered incorrect and the clue's value will be deducted from the team's score.
- ❖ Participants are not allowed to buzz in until the host finishes reading the clue. Buzzing in early will be considered an incorrect response that leads to the clue value being deducted from the team's score.
- ❖ Only the person who buzzed in can respond to the clue. A response by any other team member or talking among the team members after they have buzzed in (talking among team members is allowed prior to buzzing in) will be considered an incorrect response and the clue's value should be deducted from the team's score.
- ❖ Participants should not continuously press the buzzer (even when the participants are locked out from buzzing in). Note that continuously pressing the buzzer while the clues are being read will not be allowed at the national competition.
- ❖ The semi-final and championship games at the regional and national competitions will consist of Jeopardy, Double Jeopardy and Final Jeopardy rounds.
- ❖ Only the team that selects the Daily Double may respond to the clue. In Jeopardy, the Daily Double wager may be as high as the team's total points at the time that the Daily Double is chosen or 500 points, whichever is greater. Similarly, the maximum Daily Double wager in Double Jeopardy is either the team's total points or 1000 points, whichever is greater.
- ❖ Teams with negative scores will not be allowed to participate in Final Jeopardy.
- ❖ Jeopardy and Double Jeopardy will each consist of six categories with five clues each. Final Jeopardy consists of one clue.

- ❖ The point totals vary from 100 to 500 points (multiples of 100) and from 200 to 1000 (multiples of 200) for each category in Jeopardy and Double Jeopardy, respectively.
- ❖ Jeopardy and Double Jeopardy contain 1 and 2 Daily Doubles, respectively. The corresponding clue(s) is determined randomly.
- ❖ The Emcee shall begin each round (Jeopardy or Double Jeopardy) by revealing the board and then reading the categories and providing special instructions (if needed) for the given categories.
- ❖ A team is randomly chosen to go first in Jeopardy and begins the game by selecting a category and point value (e.g., "Sports for 100"). The Emcee then reads the clue, after which any player on any team can buzz in. The last team to give a correct response selects the next category and point value.
- ❖ The Emcee recognizes the first team to buzz in and calls on that team for a response. Only the person who buzzed in can respond to the clue. A response by any other team member or talking among the team members after they have buzzed in (talking among team members is allowed prior to buzzing in) should be considered an incorrect response and the clue's value should be deducted from the team's score.
- ❖ A correct response earns the point value of the clue and gives the answering team the right to select the next clue. If a team gives an incorrect response or fails to answer in time, then that amount will be deducted from the team's score and another team may buzz in (within five seconds after the Emcee indicates that the previous team's response was incorrect) and respond. If no correct response is given, then the Emcee reads the correct response.
- ❖ Teams can discuss responses prior to buzzing in, but all conversations must stop when someone buzzes in. The person that hits the buzzer must be the same person that gives the response. This person must begin their response within five seconds following recognition by the Emcee.
- ❖ Play continues in each Jeopardy and Double Jeopardy round until all of the clues have been read.
- ❖ Prior to revealing and reading the Daily Double clue, the Emcee will announce the team scores.

- ❖ The team with the lowest score entering the Double Jeopardy round chooses first.
- ❖ **Key times** (time begins when the Emcee has completed reading the clue):
  - ❖ Five seconds to buzz in to answer,
  - ❖ Five seconds to provide a response after being recognized by the Emcee,
  - ❖ Five seconds to buzz in following an incorrect response by another team, and
  - ❖ Ten seconds to provide a response to the Daily Double.

➤ **Playing Final Jeopardy**

- ❖ At the end of Jeopardy (preliminary games) or Double Jeopardy (semi-final and championship games), the Emcee should announce the team scores and reveal the Final Jeopardy category.
- ❖ Teams with negative scores will not be allowed to participate in Final Jeopardy.
- ❖ Upon revealing the Final Jeopardy category, teams will have 30 seconds to write down their wager (which can be any value between 0 and the current team score). The resulting paper should be placed face down in front of the team.
- ❖ After all the teams have placed their wager, the Emcee should reveal and read the Final Jeopardy clue.
- ❖ The teams have 30 seconds to write down their response, which must be in the form of a question. Each team must place the resulting paper face down in front of the team.
- ❖ The Emcee will then, beginning with the team with the lowest score, reveal the teams' responses and wagers, and their final score.
- ❖ After revealing all team responses & wagers, the Emcee would summarize the scores and announce the winner.

➤ **Tie Breaker**

- ❖ If two or more teams are tied for first place at the conclusion of Final Jeopardy, then a tiebreaker round will be played.
- ❖ The tied teams will be presented with a category and the clue will then be revealed.
- ❖ The first team to buzz in and give the correct response wins the game.
- ❖ If a team buzzes in too early (i.e., prior to the Emcee reading the entire clue), then their response will be incorrect.
- ❖ If a team provides an incorrect response, then another team may buzz in and respond.
- ❖ If no team provides a correct response, then another category will be presented. Thus, multiple clues need to be available since the tiebreaker could require multiple rounds.
- ❖ Contestants will not be eliminated from play for providing an incorrect response.
- ❖ The tie-breaking categories should be chemical engineering related.
- ❖ If more than 9 teams are participating in the competition, then a preliminary game(s) will be conducted to reduce the number of teams to 9 for the semi-final games.

➤ **ChemE Jeopardy at the Annual Student Conference**

- ❖ The winners of the nine Regional Conference competitions will automatically qualify for the national competition held at the Annual Student Conference. In addition, up to six regions having at least 10 participating teams will qualify a second team for the national competition. If more than six regions have at least 10 participating teams, then the six regions with the most participating teams will also qualify a second team. In the case of a tie, the 6th qualifying team will be selected randomly. No school will be allowed more than one team in the national competition.
  - ❖ If the qualifying team(s) from any of the nine Regional Conference competitions are not able to compete in the national competition, then the next place team(s) from that Region will be invited to compete.
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