

**2015 AICHE NORTH CENTRAL REGIONAL CHEMÉ JEOPARDY COMPETITION RULES**

**GENERAL RULES AND CONSIDERATIONS**

- A maximum of three teams can play in each game.
- There is a maximum of four players per team.
- 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 should be considered as an incorrect response that leads to the clue value being deducted from the team’s score.
- Preliminary games (i.e., those used to determine the teams that will compete in the championship game) consist of Jeopardy and Final Jeopardy rounds.
- The championship game that determines the regional winner consists 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.

**GAME BOARD**

- Jeopardy and Double Jeopardy should 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 each contain 2 Daily Doubles.

- At least 50% of the categories in Jeopardy and Double Jeopardy should be chemical engineering related, e.g., related to material & energy balances, fluid flow, heat transfer, mass transfer, unit operations, separations, thermodynamics, chemical reaction engineering, chemical process safety, process control, chemical process design, biochemical engineering, etc.

- The difficulty of the clues should increase as the value of the correct response increases.

- The Final Jeopardy clue should be chemical engineering related.

**PLAYING JEOPARDY AND DOUBLE JEOPARDY**

- 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 Host 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.

- 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 host indicates that the previous team's response was incorrect) and respond. If no correct response is given, then the host reads the correct response.

- 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. This person must begin their answer within five seconds following recognition by the Host.

- Play continues in each Jeopardy and Double Jeopardy round until all of the clues have been read.
The team with the lowest score entering the Double Jeopardy round chooses first.

Key times (time begins when the Host has completed reading the clue):

(i) five seconds to buzz in to answer,

(ii) five seconds to provide a response after being recognized by the Host,

(iii) five seconds to buzz in following an incorrect response by another team, and

(iv) ten seconds to provide response to Daily Double.

**PLAYING FINAL JEOPARDY**

- 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 teams have placed their wager, the Host 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 Host will then, beginning with the team with the lowest score, reveal the teams’ responses and wagers, and their final score.

**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 Host reading the entire clue), then their response will be considered to 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.
- Contestants will not be eliminated from play for providing an incorrect response.
- The tiebreaking categories should be chemical engineering related.

All disputes will be brought to the ChemE jeopardy chair. His decision is final

If you have any questions, please email Isaac Roberts at irober2@illinois.edu

Rules taken from 2013 national conference rules