

team jeopardy!



1. Description

- a. The game is based on TV's Game Show JEOPARDY! in which contestants compete to provide a response in the form of a question to a revealed clue which is in the form of an answer.
- b. A value within a category is selected by one of the teams, the clue is read, and then the teams may buzz in to be selected to provide the correct response.
- c. Up to four teams may compete at once.
 - i. Teams of four to five contestants each (four or less seems to work best).
 - ii. Each team has single "Buzz In" button:



- iii. Once a team has buzzed in and is recognized by the host, they have 10 seconds to provide the correct response.
- d. The on-screen game board is provided by a computer running a Power Point presentation.
 - i. A standard game has three JEOPARDY! rounds:
 1. Regular JEOPARDY!
 2. Double JEOPARDY!
 3. Final JEOPARDY!
 - ii. Regular and Double JEOPARDY! rounds have six categories with five clues in each category.
 - iii. Final JEOPARDY! is a single category and clue where the teams determine how much they will wager on their response.

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- e. A JEOPARDY! “Buzz In” system is provided



- i. Has four Buzz In buttons and display panel for Team Lights and Timers.
- ii. Lights on both the display panel and team buttons indicate when it's "OK To Buzz In" and also indicate the first team that successfully Buzzed In.
- iii. Early "Buzz In" penalty reduces the advantage of quick reflexes . This is determined using the white control wand on the right – usually operated by the Host, or another non-playing person.
- iv. Senses team Buzz-In buttons
- v. Indicates which team has successfully Buzzed In first
- vi. Displays how much time has elapsed in the 10 second response window.

2. Required Equipment

- a. Computer running Power Point 2007 or later (can be provided)
- b. Projector and Screen or Big-screen TV connected to the computer
- c. JEOPARDY! Buzz In System (provided)
- d. A table for each team with chairs
- e. A small table or stand for the Buzz In System and projector (if used)
- f. A small table for the computer with chair for the operator
- g. Sound system for sound effects and the Host (optional, but recommended for large groups)
- h. White Board(s) for displaying team scores (recommended)
- i. Paper and markers for each team for Final JEOPARDY! wagers and responses.

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3. Required Personnel to run the game
 - a. Host (also final referee if there are any disputes)
 - b. Computer Operator
 - c. Scorekeeper(s) (two recommended for four-team games).
4. Miscellaneous
 - a. A full game takes about 1 to 1½ hours to play with a five to ten minute intermission between Regular and Double JEOPARDY! rounds.
 - b. A shorter game can be played with a single Regular JEOPARDY! and a Final JEOPARDY! round (approximately ¾ of an hour).
 - c. Tables should be set up such that all contestants can comfortably see the game board and have access to the team Buzz In button.
 - d. Games can be designed for specific areas or levels of knowledge. Each game board is a power-point presentation that is easily customized.