**Physics Jeopardy Rules:**

**Suggested number of players:** Participants can be individual players (3-5) or groups with an official spokesperson.

**Anticipated game length:** 30-75 minutes

The host is responsible for introducing the game, reading the categories at the start of each round, and reading the clues. If a separate score keeper and response judge cannot be identified, the host will be responsible. If no correct response is given to a clue, the host is responsible for reading the correct response.

**Introducing the Game**

Start the game by welcoming the players and audience and letting them know that this *Physics Jeopardy* and if they are interested, they can make their own version. Briefly explain how the game works, and be sure to highlight these rules:

1. Teams may not buzz in until the question has been read.

2. Teams can discuss responses prior to buzzing in, but all conversation must stop when an individual from any team buzzes in. The person that hits the buzzer must be the same person that gives the response.

3. Responses must be given in the form of a question.

4. The Host (or another person determined by the Host) is the final judge on whether an answer will be accepted.

**Introducing the Categories**

At the start of each new round, read the categories aloud and give brief explanations when appropriate (see notes included in manual).

**Reading the questions**

After a team selects a clue and the Game Operator opens the corresponding slide, you should read the clue. Take your time reading– teams will not be able to buzz in until you have finished reading the clue.

**Judging the answers**

Occasionally teams may give responses that are similar but not identical to the responses given in the game, or they may interpret the question different from what was intended. The Host is the final say onwhether a response is acceptable. If you feel more comfortable, you can delegate this role to another person not participating in the game.

**Winner**

The person or group with the most points at the end of the game, wins. In the event of a tie score, the team who can name the most number of elements, in order, wins. If both teams are still tied, a coin is flipped to decide.