



NAIMISHYA 2025

AIChE INDIA STUDENT REGIONAL CONFERENCE 2025

ChemE-Jeopardy Event Rulebook

1. Participation Rules & Guidelines:

- All participants should be undergraduates and active AIChE members.
- Each group should have **2-4 members**.
- Participants should have registered for the India student conference and have their SRC ID.
- Each team must nominate one team leader for communication purposes. A student can be part of only one team.
- A Participant cannot be present in more than one team for. Violation will lead disqualification of all the members from all the events registered.

2. Rounds:

Preliminary Round: More details regarding the prelims will be intimated on the D-Day

Semifinal Round:

- Includes standard Jeopardy and Double Jeopardy gameplay.
- Participants face off in answering clues across various categories.
- Designed to shortlist teams for the Finals.
- Top 3 teams will be selected for finals based on the scores.

Finals

- The most advanced round of the event.
- Top 3 teams compete using Jeopardy, Double Jeopardy formats and Final Jeopardy
- Determines the winning team that will represent their region at the ASC 2025.
- Includes a Tie-breaker round if necessary to break scoring deadlocks.

3. Gameboard format:

- Jeopardy and Double Jeopardy Rounds follow a similar structure, with increasing complexity and stakes in Double Jeopardy.
- Jeopardy and Double Jeopardy each consist of six categories with five clues each. Final Jeopardy consists of one clue.



NAIMISHYA 2025

AIChE INDIA STUDENT REGIONAL CONFERENCE 2025

ChemE-Jeopardy Event Rulebook

Clue Values:

- Jeopardy Round: Clues are worth 100 to 500 points (in 100-point increments).
- Double Jeopardy Round: Clues are worth 200 to 1000 points (in 200-point increments).
- The higher the point value, the more challenging the clue.

Answering Format:

- Clues are presented as statements.
- The team responds within 5 seconds and is informed if they are correct.
- 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 must respond in the form of a question.
- For example, if the clue is: "This law relates pressure and volume in gases at constant temperature." Correct response: "What is Boyle's Law?"

Daily Doubles:

- One Daily Double in Jeopardy and two in Double Jeopardy.
- When a team selects a Daily Double, only they get to answer.
- Team responds within 10 seconds and is informed if they are correct.
- In Jeopardy Round, A team can wager up to the amount of their current score, or 500 points if their score is less than that. Example: If a team has 300 points, they can wager up to 500. If they have 1000 points, they can wager up to 1000 points.
- In Double Jeopardy Round, A team can wager up to the amount of their current score, or 1000 points if their score is less than that. Example: If a team has 800 points, they can wager up to 1000. If they have 1500 points, they can wager up to 1500 points.
- This is a high-risk, high-reward opportunity to shift momentum.

Final Jeopardy Round:

- At the end of Jeopardy and Double Jeopardy, the Emcee will announce the team scores and reveal the Final Jeopardy category.
- Teams with negative scores will not be allowed to participate in Final Jeopardy.



NAIMISHYA 2025

AIChE INDIA STUDENT REGIONAL CONFERENCE 2025

ChemE–Jeopardy Event Rulebook

- 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 Emcee will now 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 should summarize the scores and announce the winner.

Tie-breaker Round (if needed):

- If two or more teams are tied after Final Jeopardy:
- A sudden-death clue is presented.
- The first team to buzz in and answer correctly wins.
- 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.
- The tiebreaking clues/responses should be chemical engineering related.

Buzzing and Answering:

- Players are not allowed to press the buzzer while the clues are being read (even when the players are locked out from buzzing in) Buzzing before the host has finished reading the clue will be treated as incorrect.
- The first team to buzz gets the chance to respond. The player who has buzzed will only be allowed to respond. Violation will lead to loss of clue's point value.
- Discussions not allowed within the team after the respective team has buzzed.
- The emcee's decision shall be final and abiding as unnecessary discussions shall not be entertained.
- Responses must be in the form of a question (e.g., "What is the Reynolds number?").

Correct answer: Team earns the clue's point.

Incorrect answer: Team loses the clue's point value, and other teams may buzz in to attempt.