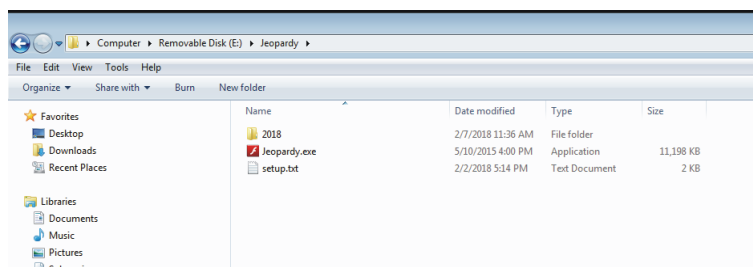


Official Optics Olympiad Jeopardy Tournament Rules and Instructions 2019

Software

The game is played with software that will be installed on laptops in each quiz room. On the desktop will be a folder called “Jeopardy”. Opening that folder will be a folder called “2019” along with an executable file “Jeopardy.exe” and a text file, “setup.txt”. All of these are necessary to running the game. There will also be a backup folder called “Backup Jeopardy” with duplicates of all the files in “Jeopardy”, should you need to revert to unchanged originals at any point.



In the file “setup.txt” you will find commands the program uses to setup the game. The first three lines of “setup.txt” read:

```
// Relative path to folder containing questions/answers
```

```
//dir=questions/
```

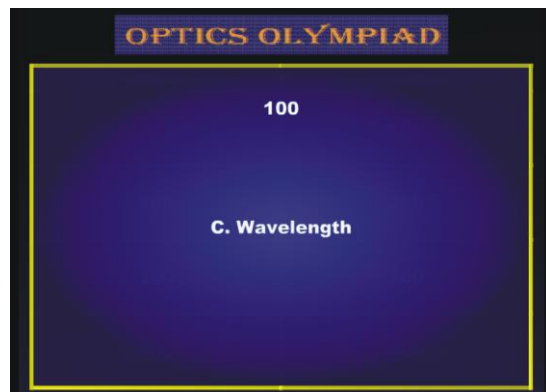
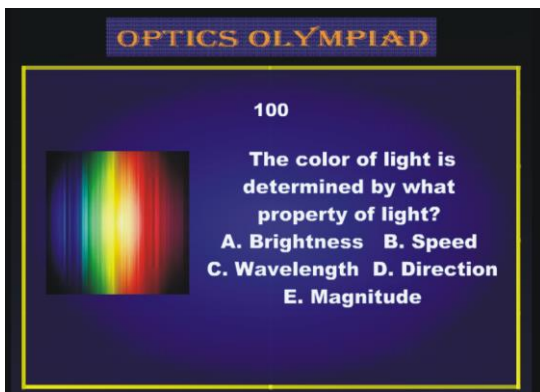
```
dir=2019/Phase 1/Game 1/
```

The third line is the only line in this file you should modify. It gives the directory that will be used to read in the questions and answers. It needs to be changed after each game, and between the two phases of the tournament (see below). At the beginning of the tournament it should read as above, pointing to the directory 2019/Phase 1/Game 1/. The phase number and game number should be changed in “setup.txt” as the phase and game change. A tiebreaker (see below) question can be brought up by replacing “/Game 1/” in the above with “/Tiebreaker/”. There is a different Tiebreaker directory for both Phase 1 and Phase 2.

Once the correct file has been set in “setup.txt”, the executable file “Jeopardy.exe” should be double clicked. This will bring up the game screen. First select “Fullscreen”, then wait for the screen below to appear. You should hear the Jeopardy theme music as you wait.

OPTICS OLYMPIAD	
Colors	Infrared Light
100	100
200	200
300	300
400	400

To play the game, click on the number of points (100, 200, 300, or 400) of the column for the category (Colors or Infrared light in the above example) that student team has chosen. This will bring up a question screen, as below for the 100 point question under Colors in Phase 1, Game 1:



The number of points the question is worth is shown at the top, in the above left case 100 points. In some cases an image is shown to help explain the question. There is then a question followed by 5 multiple choice answers, A. through E. After the students have answered, click the mouse on the screen and an answer screen, as seen above right.

General Game Rules

Each game is played between two teams of students and will be moderated by a quiz show host (also known as a quiz moderator or “Trebek”). The quiz show host will be assisted by one or more AU student assistants. Each team will designate a captain to the host before play begins. The team that controls the board first is determined by a coin flip performed by the host. A coin for this is provided in the packet for each room. The captain of the team that controls the board picks a category and number of points. The entire team may then discuss the answer the question corresponding to that choice. The team may NOT refer to any notes they have taken from the morning demonstrations, nor any books, devices, etc. during their deliberations. After no more than 1 minute of time, the captain of the team must provide an answer to the question (we expect and hope that most answers will be given in much less than 1 minute). If the given answer is correct, the team receives the stated number of points. Control of the board then passes to the other team, whose captain then picks a category and the process repeats.

Teams accumulate points from successfully answering questions. An AU student assistant will keep track of the points each team has earned during each game on a whiteboard with a marker. Whiteboards in the room may be used; otherwise a portable whiteboard provided in the room packet can be used. If at the end of a game the score is tied between two teams a tiebreaker question will be asked. The quiz host will select the lowest number of points in the tiebreaker category that has not already been used during the current phase. The important thing is not to repeat a tiebreaker that a team may have seen before. There are separate Tiebreaker questions in two different Tiebreaker folders for phase 1 and phase 2. Tiebreaker questions are of the form “List as many things that fit into this particular category as you can”. The tiebreaker question for 100 points in phase 1 is shown below as an example. Teams will then make lists over 1 minute. The team with the most number of valid entries on their list wins the tiebreaker. The quiz hosts decision on what constitutes a “valid entry” and the count of the number of valid entries is final. Ties should be relatively rare, but one did happen in 2017. It is important to keep the tournament moving that each game end with one champion and one runner up.



The AU student assistant will keep careful track of time, both during the deliberations on each particular question and for the overall time of each game and phase. Deliberations on each question must be complete within no more than 1 minute. The expectation is that most deliberations will take less than 20 seconds. During phase 1, games may not last more than 8 minutes and can be less time than this. The entire phase 1 must be complete within 45 minutes. During phase 2, games may not last more than 12 minutes, and the entire phase 2 must be complete by 3:30 pm. The AU student assistant will inform the quiz show host as time for any deliberation, game, or phase is nearing its limit.

Phase 1

Phase 1 of the Jeopardy tournament will take place in 8 different rooms in the Don Meyers building. Each room will contain one quiz host, at least one AU student assistant, and four teams. In some instances a room might have only three teams. A double elimination tournament between the teams will be played, with just the four teams that start the phase in the room participating. Teams do not change rooms during phase 1. At the end of phase 1, one team will be declared the champion and one team the runner up. In some instances two runner up teams are declared. All other teams are eliminated from the tournament.

0 minutes 8 minutes 16 minutes 24 minutes 32 minutes Results

Team A
G1
Team B

Team C
G2
Team D

G3

G1*
G2*

G4

G5

Champion
Stays in room

Runner Up
Moves to new room

At the end of phase 1, the tournament will transition to phase 2. In phase 2 the champion team from each room stays in the room and the runner up team(s) will change to other rooms. A sheet showing what room(s) the runner up team(s) from your room will go to is provided with the room packet.

Phase 2 is a single elimination tournament between the 16 teams that are still active in the tournament after phase 1. Phase 2 is a single elimination tournament, where the champion teams from each game advance to the next round of the tournament and the runner up in each game is finished in the tournament. A sheet showing the entire phase 2 tournament is provided in each game packet. This shows what room the champion from each game moves to.

The first round of phase 2 has 16 teams competing in 8 rooms. The second round, after the 8 games in the first round, has 8 teams competing in 4 rooms. Thus 4 rooms in phase 2 are only used for one game. The quiz hosts and AU student assistants from these rooms can escort the teams to their next rooms and then act as assistants or team escorts for the rest of the tournament. The third round of phase 2 has four teams competing in two rooms.

The entire phase 2 of the tournament must be completed by 3:30 pm, thus there is about an hour and a half of time available. There are three rounds of regular play in phase 2, then the game for the bronze medal and the game for the gold medal. The bronze and gold medal games can be played simultaneously in two rooms if time demands, but can be played sequentially if there is enough time. The phase 2 tournament diagram is shown below

Each game in phase 2 should last no longer than 15 minutes and has three categories, with 4 different number of points per category, for a total of 12 questions. Thus each question should take no longer than 1 minute, to allow time for teams to change rooms. The AU student assistant will keep careful track of time and inform the quiz host if time is running out for any question, game, or the entire phase.

