

Gradwrite Gameplay Rules

Packs:

- Gradwrite trivia packs consist of 96 questions totalling 1000 points. Each pack is divided into four quarters with 250 total points in each quarter.
- At the end of each quarter, the reader will announce the current score and allow teams to change their active rosters.

Team Composition:

- Gradwrite tournaments are designed to be played by two teams of four players each, but any team consisting of at least one player can participate.
- Teams of more than four players may only have four players actively participating at a time. Teams may not change their active roster outside of quarter breaks.
- For high school tournaments, all players on a team must be current full-time students at the same high school.
- For post-secondary tournaments, all players on a team must be currently enrolled full-time at the same post-secondary institution. Students on co-op can play with a team from their institution if they are on track to return there as a full-time student.
- For open tournaments, all players must not have attended a high school that participated in a tournament using the same set of questions at that time.
- A school may send any number of teams to any tournament for which they are eligible unless otherwise stated.

Answering Questions:

- Any active player may answer any question at any point in the question by activating their buzzer, given that the question is open to them according to the question format.
- A correctly-answered question will award the team points. The reader will immediately move on to the next question.
- If a player answers a question incorrectly, the reader will continue the question without awarding points, and it will be open only to the other team.
- Once a player buzzes in and the reader acknowledges their buzz, the reader will give 1 second for the player to begin giving their answer before ruling it incorrect.
- Once a question has been read out in its entirety, unless otherwise specified, the reader will give 3 seconds for an answer before moving on and no longer accepting answers.
- No discussion is permitted while a player is giving an answer. If the reader hears the voice of a player who is not buzzed in, the buzzed-in player will automatically be ruled incorrect if they are on the non-buzzed-in player's team, or they will be ignored if they are not on the buzzed-in player's team.

Correctness:

- When the answer is a real person, their surname alone is typically an acceptable answer. Any names by which they are commonly referred to are also typically acceptable. The first name of a real person alone is typically unacceptable.
- When a fictional character is the answer to a question, their first name, their last name, or any common name by which they are commonly referred to are typically acceptable answers.
- When the answer is a number, the answer must be given in lowest terms, where applicable.
- Omitting the leading article of a title is typically acceptable. Changing in the leading article is typically not acceptable.
- Some questions allow prompts for answers which the pack writers and editors deem correct but not specific enough. If a player gives such an answer, the reader will say "prompt" and the player must give a more specific answer within 3 seconds.
- Answers may require a greater or lesser degree of specificity depending on the question, even if a specific type of answer is listed above as "typically acceptable".
- If a player says multiple complete answers after their buzz, the reader will always take the first answer given, even if the player is correcting themselves.

Challenges and Replacements:

- If anyone in the room believes points were unjustly awarded due to a factual error in the question or answer, they can lodge a challenge by telling the moderator what exactly they believe to be incorrect.
- If anyone in the room believes a player who answered a correct but unspecific answer and was ruled incorrect should have been given a prompt, they may lodge a challenge.
- All urgent challenges must be lodged before the next question is read. Urgent challenges are those where the outcome affects how the game continues to be played out: the first question in a double jump or any question in a jailbreak.
- All other challenges can be lodged at any point until the end of the game.
- If a challenge ruling returns that a team should have been awarded points for an answer initially ruled incorrect, they will be awarded those points. This will result in the other team losing points if they were originally awarded points for the same question.
- If a challenge ruling returns that a team was wrongly awarded points for an answer initially ruled correct, they will lose those points. If the other team had not answered that question, they will be given a replacement question that is only open to their team.
- If a challenge ruling returns that a player should have been prompted for an answer ruled incorrect, they will be given a replacement question. The replacement question will be open only to their team if the other team had incorrectly answered the first question and open to both teams otherwise.

- Pronunciation is not challengeable if the reader believes they heard the correct answer, unless the given pronunciation more commonly refers to something else.
- Timing rules are subject to the reader's discretion and are not challengeable.
- All rulings returned from challenges are final and cannot be re-challenged.