

Gradwrite Question Formats

- **Blitzes** are individual unrelated questions that appear in a specified group size at the start and end of some quarters. Blitz questions are open to all players and are worth 10 points each.
- **Sets** consist of three or four 10-point questions open to all players that are all related to the theme described in the title of the set.
- **Unrevealed Sets** consist of four 10-point questions open to all players that pertain to a theme described by the answer to the first question of the set.
- **Splits** consist of two sets of four questions each that follow the same format as sets. Before a split is played, both themes will be announced, and each team must divide their team such that no more than 2 players play each set. Teams may not allocate any player to more than one set. Players may not discuss information that could come up in either split while discussing split allocation.
- **Double Jumps** consist of two 10-point questions related to a particular theme. The first question is played open and the second question is open only to the team that correctly answered the first question. If the first question is not answered correctly, the second question is open to both teams.
- **Chains** consist of six 10-point questions open to all players, where the last 5 questions are related to the answer to the immediately previous question in some way.
- **Jailbreaks** consist of thirteen assorted 10-point questions. If a player correctly answers a question, they are "out". Players who are out may not buzz in. Once all four players on a team are out, they immediately "break jail" and are no longer considered out until they correctly answer a question again. Players may not consult amongst themselves in any way, verbal or non-verbal during a Jailbreak. When teams have less than 4 players the rules are different depending on the format being used. In the "no advantage" format, teams with fewer than 4 players may only break jail as many times as their opponents have, even if every player on their team is out. In the "brick" format, teams with fewer than 4 players may never break jail.
- **Mystery Links** consist of five questions played like a Set of 5 without a stated theme, but all answers in a Mystery Link fit into a category that players are encouraged to try

to figure out. The questions are designed to be significantly easier if the players know the theme.

- **Jackpots** consist of four clues describing the same answer, given in order of decreasing difficulty. Each clue is played as an individual question, with the answer only being revealed after Clue D. Each team can give one answer per clue but no more than 2 answers between all four clues. The point value depends on the clue on which the correct answer is given: Clue A is worth 30 points, Clue B is worth 25 points, Clue C is worth 15 points, and Clue D is worth 10 points.