# GRANT LAND! The Post-Award Game

### Object of the Game

This is not a game of chance!

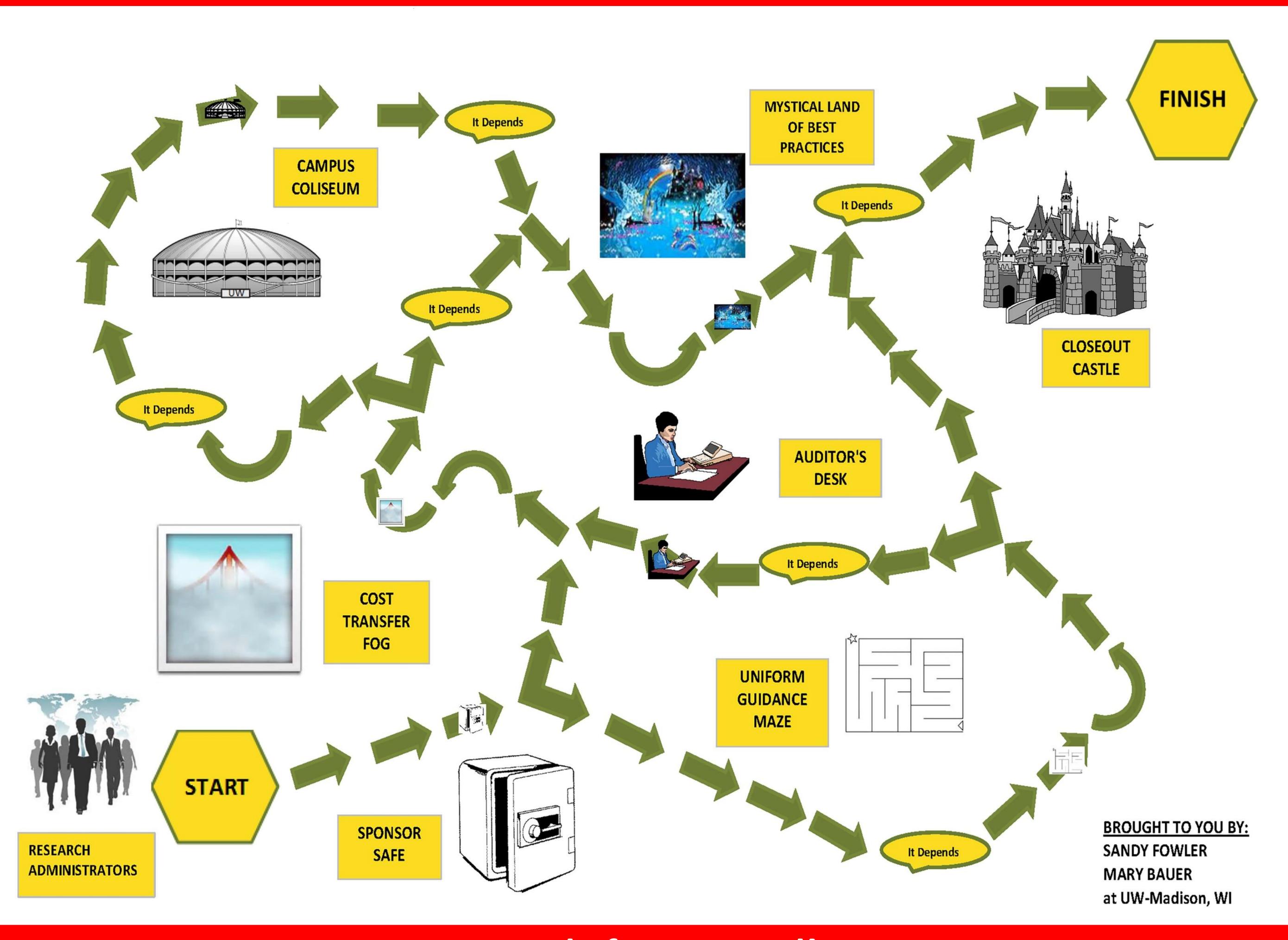
To reach the award Closeout Castle by managing the award correctly from the time of award. Avoid award management pitfalls that send you back to start or delay your progress.

#### The Rules of the Game

- Draw a card and move game piece as instructed. If you land on a double arrow, choose your route.
- Discuss the scenario on the card. Is it good or bad? Or does it depend?
- Don't ignore the scenario and move on; it will delay closeout and create extra work or rework.

## Tips for Winning!

- Plan ahead Prior approval
- Communicate
- Be timely
- See the BIG picture
- Do not assume
- Remember, "it depends"
- Know the terms and conditions of an award before spending
- Know policies and procedures at all levels
- Know more about the award than just the numbers
- Seek assistance, ask questions
- If it looks odd, it is odd
- Reconcile
- Go to trainings
- Dig into the details
- Use your resources
- Look at situation from various perspectives



## Legend of Grant Land!

Research Administrators – The players of the post-award game.

Sponsor Safe – The Award! This is where it all begins.

Uniform Guidance Maze – If you are not familiar with UG you'll get lost.

Auditor's Desk – If you follow the rules, you shouldn't be here long.

Cost Transfer Fog – Avoid!! Cost transfers are audit red flags.

Campus Coliseum – Don't feel like you're being thrown to the lions, they are here to help.

Mystical Land of Best Practices – It's not really mystical, it's just the cost principles. Use common sense to find it.

Closeout Castle – The Goal! If you followed the rules and played the game well, you'll find yourself here.