



ITE Collegiate Traffic Bowl Program

2013 Competition Rules and Instructions



Introduction

At the International Annual Meeting of the Institute of Transportation Engineers (ITE), a competition between ITE student member teams will be conducted. It will be known as the ITE Collegiate Traffic Bowl Grand Championship. The objectives of the ITE Collegiate Traffic Bowl are to encourage students to become more active members in the Institute, to enhance their knowledge of the traffic/transportation engineering and planning profession and of the Institute itself, to strengthen the programs of the ITE student chapters, and to foster a collegial spirit amongst the students and professionals.

Each district in the Institute will be encouraged to conduct, in the months preceding the ITE Annual Meeting, a similar event to select its representative to the Grand Championship. The following rules and instructions are set forth for the competitions held in the districts and at the Annual Meeting.

Student Teams

A team for the ITE Collegiate Traffic Bowl shall consist of up to four (4) student members, all from the same university. Up to three (3) team members will participate during a traffic bowl game with one serving as an alternate to replace another member during the competition. A substitution may take place during a game in the case of illness.

Each team member **must** be a **full-time student of the university that they represent, a member of International ITE, and have not reached their 27th birthday as of August 1, 2013**. For teams within the United States and Canada, each student must be a member of their university's chartered ITE student chapter.

If an individual was a full-time student, received their undergraduate or graduate diploma or enrolled in graduate degree program at the end of the most recent academic term, and was a member of ITE during that academic term, the student may participate as a member of their school's team with the approval of the student chapter advisor.

A student will not be eligible to participate as a member of their school's team if they are or have been registered or licensed as a professional engineer.

If a student meets the eligibility requirements at the time of their district traffic bowl, they would be eligible to participate, if their team qualifies, for the Grand Championship. If a team member is unable to participate in an event, the team may substitute an alternate who meets the above eligibility requirements.

District Traffic Bowls

Each individual that will be competing in a district traffic bowl should also be registered as a student member attendee for the meeting where that traffic bowl is held. Each district will determine (1) their meeting registration requirements for student competitors, and (2) the schools that will be eligible to participate in their district competition. The district traffic bowl coordinators will be responsible to determine that all students meet the above eligibility requirements and to notify the chapter advisor of any eligibility issues. ITE staff can assist in determining if the age requirement is met.

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Grand Championship Traffic Bowl

A team advances to the ITE Collegiate Traffic Bowl Grand Championship by winning their respective ITE District's Collegiate Traffic Bowl competition. Each team member, including alternates, competing in the Grand Championship must also register as a student member attendee for the ITE Annual Meeting.

Each district will submit the names of their first and second place teams by the deadlines stated in the attached timeline. A congratulatory letter with instructions and an entry form will be given to the student chapter advisor of the district's winning team. The school/chapter must return the entry form within two weeks. Team entry and district reporting forms are attached in the Appendix.

In the case that the winning team from a district is unable to participate, the district may send the second place team to the Grand Championship.

Travel Support

The district winning (or representing) team will be presented a check for \$2,000 USD to assist the team in their travel to the ITE Annual Meeting. The check will be made payable based on information provided in the chapter's team entry form in reply to the letter inviting them to compete in the Grand Championship. **The grant checks will be presented at the Annual Meeting based on the arrangements made with the student chapter advisor and ITE Headquarters staff.** Please refer to Team Entry Form, which is attached.

Additionally, ITE will provide complimentary student registrations to the Annual Meeting for **up to three** team members and **one** alternate for a total of up to **four** individuals.

The balance of expenses related to the team's travel to and from the Annual Meeting as well as any expenses at the meeting will be the responsibility of the team members.

Competition Resources

The traffic bowl competition will involve clues and responses (questions and answers) from various transportation resources. The following current resources will be used:

1. Traffic Engineering Handbook, 6th edition
2. Transportation Planning Handbook, 3rd edition
3. USDOT Manual on Uniform Traffic Control Devices, 2009 edition, revised May 2012
4. Canadian Manual on Uniform Traffic Control Devices
5. Highway Capacity Manual 2010
6. Canadian Capacity Guide
7. ITE Web site, www.ite.org

With specific regard to the USDOT Manual on Uniform Traffic Control Devices, 2009 edition, Canadian Manual on Uniform Traffic Control Devices, Highway Capacity Manual 2010 and Canadian Capacity Guide as well as the other references, the clues and responses will strive to cover the concepts and material presented in the resources that are common to both the United States and Canada. In addition, the competition will include categories that feature clues about ITE, its structure and governance taken from the ITE website, clues from "general transportation

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knowledge”, and clues on popular culture topics that are related to transportation planning and engineering.

The clues and responses will be presented in English to the teams, both in a spoken form by the Emcee and on a visual display using a large projector screen. Both Metric and English units of measure will be accepted as answers.

Competition Structure

ITE District Traffic Bowl Competitions

It is recognized that at an ITE District Traffic Bowl event there may be a small or large number of schools that wish to compete. Districts may elect to conduct their own competition in such a manner that best fits their needs, constraints, and number of teams participating. However, they are encouraged to use the same reference materials previously stated, and conduct their traffic bowl event as closely as possible to the format for the Grand Championship competition that is described in the following section. However, the students must meet all of the eligibility requirements that have been previously set forth in these rules.

The Districts are encouraged to review the different formats presented in the ITE Traffic Bowl Competition Guidebook as a guide in conducting their event.

ITE Traffic Bowl Grand Championship Competition

At the ITE Traffic Bowl Grand Championship, which will be held at the ITE International Annual Meeting, the competition structure will feature a preliminary round of three games with three teams in each game. The winning team from each game will advance to the Championship Game.

Prior to the ITE Traffic Bowl Grand Championship at the Annual Meeting, an informational meeting will be conducted. At this meeting the rules will be discussed, questions answered, and the drawing held to determine the pairings for the preliminary games. All teams should plan to attend this informational meeting, which will typically be held on one of the two days prior to the date of the Grand Championship. Details of this meeting’s date, time, and location will be communicated to the teams prior to the Annual Meeting.

Group 1 Preliminary (Semi-final) Game (approximately 30 minutes)

Game Format:

- Introduction of Group 1 teams and team members (2 minutes)
- First Round, 25 clues/questions in 5 categories. The game will continue until all clues are read and answered. At least one clue will be a designated as a “Daily Double”. (approx. 20 minutes)
- Break
- Final Clue (one clue/question), points to be determined by team (60 seconds to record a wager and 30 seconds to record the answer)

Tiebreaker: If there is a tie after the final written question, an additional question will be given by the Emcee, using the same format of the Final Round, and continuing as provided in the following sections until there is a winner.

(5 minute break between games)

Group 2, 3 or more Preliminary (Semi-final) Games (depending on number of schools)

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Same format as Group 1.

Final Game (approximately 30 minutes)

The three winning teams, or two winning teams and a "Wild Card" team, from the semi-final games will compete in the final game. The exact structure will depend on the number of teams competing. Refer to previous section on competition structure.

Final Game Format:

- Introduction of teams and team members (2 minutes)
- First Round, 25 clues/questions in 5 categories. The game will continue until all clues are read and answered. At least one clue will be designated as a "Daily Double". (approx. 20 minutes)
- Break
- Final Clue (one clue/question), points to be determined by team (60 seconds to record a wager and 30 seconds to record the answer)

Tiebreaker: If there is a tie after the final written question, a second question will be given by the Emcee, using the same format of the final round, and continuing as provided in the following sections until there is a winner.

The winning team will be **The ITE Collegiate Traffic Bowl Grand Champion.**

Total anticipated time of the competition is about 2 hours.

Equipment

The equipment for the traffic bowl will consist of the following:

1. Signaling push buttons and lights. Push buttons should be provided for each member of a team. The control box for the signaling lights will have the following capabilities:
 - Have a feature to lock out the buttons from registering a response until the Emcee has completely read a clue. If this capability is not available on the system, the participants must keep their hands on the table until the clue is finished being read.
 - To lock out the other team button(s) until the system is reset.
2. Countdown timers should be used to show the teams the time remaining to press their button(s) after the Emcee has read a clue, and the time remaining to give their response after being recognized by the Emcee.
3. At least one projector and screen should be used to display the clues to the teams. It should be placed straight on and facing the teams. A second projector and screen should also be used to display the clues to the audience.
4. Other equipment that should be provided includes the following:
 - Two desk bells to signal correct answers and announce a "Daily Double" clue.
 - Horns or buzzers to signal an incorrect answer or when time has expired
 - Horns or other signaling devices as a back-up to the light system.
 - Lap top computer to present clues and answers.
 - Score keeping material or equipment
 - Audio equipment.

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General Rules of Play

OVERVIEW

1. Teams will be comprised of up to three (3) individuals as outlined previously.
2. Contestants will be presented with clues and they will try to provide the correct responses. The clues will be organized into five categories with five clues in each category. Each clue in a category will be assigned point values, such as 100, 200, 300, 400, or 500. The responses should be phrased in the form of question.
3. Prior to the start of the game, one of the three teams will be chosen by random draw to select the first category and point value.

PRELIMINARY ROUND PLAY

5. During the Preliminary Round of the game clues will be read by the “Master of Ceremony” (Emcee), and also displayed to the teams. After the Emcee has completely read the clue, the button lock-out feature will be released to allow teams to operate their signal. The first team (or individual) that operates their signal (or triggers a switch) will have the first opportunity to respond. Teams will have ten (10) seconds to signal in after the clue has been read. In the event that the signaling equipment does not have a feature to lock out the buttons from registering a response until the Emcee has completely read a clue, the participants must keep their hands off the buttons and flat on the table until the clue is finished being read.
6. If the response is incorrect, the Emcee will reread the clue to the remaining contestants. One of these teams (or individual) may signal at any time during the reading of the clue. Upon seeing a signal, the Emcee will stop reading and recognize the team signaling and they will have ten (10) seconds to confer and provide a response. If this response is incorrect, the Emcee will offer the remaining team the opportunity to respond. If they accept the offer, they will have ten (10) seconds to confer and provide a response.
7. **The value of the clue will be deducted from the score of the appropriate team(s) for an incorrect response, and added for a correct response.**
8. The team that responds correctly will control the board and select the category and value of the next clue. The process is then repeated with each clue.
9. If no team responds or responds correctly, the team that chose the clue will retain control of the board and select the category and value of the next clue. The process is then repeated.
10. During the course of a game, up to two “Daily Double” displays will appear. The team in control of the board that selected the clue with a “Daily Double” shall place a wager of any amount up to their current cumulative score or 500 points, whichever is greater. They will be the **only team** allowed to respond to the clue, and if correct, their wager will be added to their score. If a wrong response is given, the waged points will be deducted from their current score. The team in control will have ten (10) seconds once the Emcee has read the clue to give their response.
11. In the event that there is only one team having a positive cumulative score greater than zero at the end of the first round of a game, they will be declared the winner and the Final Round will not be played.

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FINAL CLUE ROUND PLAY

12. The Final Clue Round of the game shall consist of a single clue in a single category that is indicated to all teams with a positive score at the end of the first round. A score of zero is considered a positive score. For the Final Clue, each team shall be able to make a point wager of any amount up to their total cumulative score. The wager shall be made prior to the reading of the final clue, and concealed from view until asked for by the Emcee. **The teams will have up to 60 seconds to record their wager.**
13. For the final clue the Emcee will read the clue and the teams will have 30 seconds to write their answer down. After the 30 seconds, the Emcee will ask start with the team with the lowest score and ask them to show their answer and then their wager. The Emcee will then ask the team with the next lowest score to show their answer and then their wager. Finally, the team with the highest score will be asked to show their answer and then wager. If a wrong response to the Final Clue is given, the wagered amount shall be deducted from their score. The wagered amount will be added to the score for a correct answer.
14. The team with the highest score after the Final Clue will be declared the winner of the game.

FOR NO SCORES GREATER THAN ZERO AFTER PRELIMINARY ROUND

In the event that no team has a cumulative score greater than zero at the end of the first round of a game, the Final Clue will be played as follows:

- The teams will **not** make a wager of points.
- The clue will be read by the Emcee and the teams will have 30 seconds to record their responses.
- The team with a correct response whose cumulative score was closest to zero will be declared the winner.

TIEBREAKER ROUND PLAY

If two or more teams are tied after the Final Clue, those teams that are tied will advance to a Tiebreaker Round. The Tiebreaker Round will have clues in the same format as the Final Clue, except that the teams will **not** make any wager of points. The teams will be given a tiebreaker clue and have 30 seconds to write a response. When only one team responds correctly, they will be declared the winner. If no team provides a correct response, a subsequent tiebreaker clue will be given in the same manner. In the event that all teams are participating in the tiebreaker(s) after the Final Clue and two teams provide correct responses, the teams that give a correct response will continue on in the Tiebreaker Round. The Tiebreaker Round will continue for up to **four** tiebreaker clues. **The fourth and last tiebreaker clue will have a numerical correct response, and the team being the closest to the stated answer without going over would be declared the winner.**

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Competition Staff

The competition staff will consist of the competition committee, master of ceremony (Emcee), judging panel, time keeper, equipment operator, and score keepers. Descriptions of their roles follow:

- **Competition committee:**

The competition committee will be responsible for the preparation and set-up of the games and the registration of the teams.

- **Master of Ceremony:**

The competition's clues and correct responses will be read by the "Master of Ceremony" (Emcee), who will also serve to control the flow of the game.

- **Judging Panel:**

A panel of three judges shall rule on correctness of the responses. The judges will be responsible for signaling if a correct or incorrect response was given by the team. Two different sounds such as a bell and buzzer should be used to denote a correct or an incorrect response. The decision by the judges shall be final and shall stand without recourse.

The clues and correct responses for a game will be provided to the judges, but judges will be allowed to determine whether a different response/answer is also acceptable, based upon their collective knowledge and judgment. The judges will also be permitted to dismiss a clue if they deem it incorrect, inaccurate, or poorly worded.

Judges will also be responsible for ruling on irregularities or issues that evolve during the course of play that are not specifically addressed within the rules.

During the competition, any challenge of the rules shall be the responsibility of the Judges to rule and make a final decision. Their decisions shall be final and shall stand without recourse.

Selection of Judges

For the Traffic Bowl Grand Championship at the ITE Annual Meeting, the three individuals to serve as judges shall be appointed from a group comprising the International President, International Vice President, International Immediate Past President, International Vice President-elect, and Coordinating Council Chair. In the event that three of these individuals are not available, others will be recruited from among prominent ITE members present at the event and shall be selected for their broad knowledge and fairness.

For a district competition, judges should be recruited from among prominent ITE members present at the event and shall be selected for their broad knowledge and fairness.

- **Time Keeper:**

The time keeper will be responsible for keeping track of the time to signal in after a question is read, and the time after a team has to respond after being recognized by the Emcee. The timer for the initial signal in of a team will commence when the Emcee has completed reading the clue (question). The timer for the response (answer) shall start after the student team, who has signaled, is recognized by the Emcee. A buzzer or horn should be used to signal that time has expired for either time period.

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- **Equipment Operator:**

The equipment operator will be responsible for monitoring the performance of the signaling equipment during the competition to assess that is in good working order. They will be responsible for operating the reset button for the equipment during the competition as well.

- **Score Keepers:**

The score keepers will be responsible for operating the visual display of the clues and correct responses, and visibly displaying the scores of all teams. One score keeper should operate the software, and the other will keep a running tally of the scores and answers “off line.” They will also be responsible for recording the Final Clue wager by each team, and will give each team a wager card on which to write the amount to be wagered against their current score. The score keeper operating the visual display will also be responsible for reminding the Emcee of the display of a Daily Double. This would generally be done through the use of a bell or similar device.

Awards and Other Rules

- **Awards and Recognitions:**

In addition to the complementary registration to the ITE International Annual Meeting and travel grant previously described, each team winning a district competition will receive a certificate of recognition from ITE Headquarters for participating in the ITE Traffic Bowl Grand Championship. In the event that a district’s winning team is unable to attend the Grand Championship, the school that represents that district will receive a suitable certificate.

Each individual team member including an alternate will receive a Traffic Bowl t-shirt and small framed certificate (5-inch x 7-inch) to recognize their participation.

An ITE District may choose to provide additional recognition for their winning student team and other participating teams.

The student team winning the ITE Collegiate Traffic Bowl Grand Championship will receive a framed certificate to recognize the achievement and a cash award of \$2,000 USD. Following the Annual Meeting, the certificate will be mailed to the student chapter advisor for presentation at a suitable place and time. The schools that finished in second and third place will also receive framed certificates in recognition of their achievement.

ITE shall maintain a historical record of the district traffic bowl winners and three finalist of the ITE Collegiate Traffic Bowl for each year’s competition.

A press release by ITE will issued announcing the results of the district and the Grand Championship competitions. The release will be sent to the winning school for their use.

- **Other Rules:**

Prior to the competition, any interpretation or clarification of the contest rules shall be submitted to the ITE Executive Committee for their consideration. The ITE Executive Committee decision shall be final and shall stand without recourse.

Recording of the game and the contents (clues/questions/responses/answers) by audience members by any means will not be permitted. Signs should be posted to remind the audience of this rule.

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During the games, the members of those teams will be kept in a separate room so as not to view or hear the clues/questions of the games. The use of cell phones or other communication devices will not be permitted by the members of the team. The students should remain in that room during the actual competitions, and may briefly leave during breaks in between games.

ATTACHMENTS

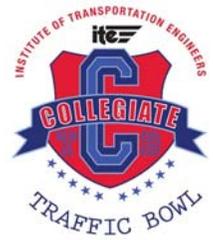
- 2013 Registration/Entry Timeline
- District Results Reporting Form
- Team Entry Form

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2013 Collegiate Traffic Bowl Registration/Entry Timeline

1. District Traffic Bowl takes place and winner determined.
2. District Traffic Bowl Chair completes an event report and sends it to the Traffic Bowl Committee within two (2) weeks of their event and no later than **July 23, 2013**. The form should be sent to: John Davis, e-mail: DavisJ@AyresAssociates.com or by FAX to 262-523-4477. ITE staff will also be notified by the Traffic Bowl Committee to expect an entry from the winning student chapter.
3. At the district's recognition ceremony, the District Traffic Bowl Chair should give to the winning student chapter team a pre-prepared packet of information that would include the following: a congratulatory letter; an entry form; and rules and instructions for the Grand Championship. The entry form should be sent to **ITE Headquarters** within two weeks of the district event to the attention of Ann O'Neill, e-mail: aoneill@ite.org or by FAX to 202-785-0609.
4. The Traffic Bowl Grand Championship at the ITE Annual Meeting will be held on **Tuesday evening, August 6, 2013** in Boston, Massachusetts, USA. The exact time and location of the competition will be announced prior to the event.
5. A mandatory informational meeting will be held prior to the competition in Boston on either **August 5 or 6, 2013**. The exact date, time and location will be announced to the participating teams prior to the meeting.

2013 DISTRICT TRAFFIC BOWL ANNUAL REPORT



ITE District: _____

Date of Competition: _____ Location: _____

Competition Coordinator: _____ Email: _____

Participating Universities and Advisors Contact Information:

1. University _____

Advisor's name and e-mail address: _____

2. University _____

Advisor's name and e-mail address: _____

3. University _____

Advisor's name and e-mail address: _____

4. University _____

Advisor's name and e-mail address: _____

5. University _____

Advisor's name and e-mail address: _____

6. University _____

Advisor's name and e-mail address: _____

Attach additional pages as needed.

Winning University: _____

Team Members [name and e-mail]:

1. _____

2. _____

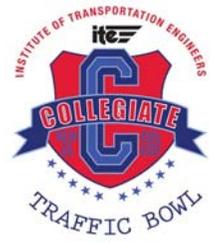
3. _____

4. _____

Second Place University: _____

Third Place University: _____

2013 DISTRICT TRAFFIC BOWL ANNUAL REPORT



Number of members attending the event: _____

Comments:

Format:

Equipment:

Clues/Questions:

Issues:

THANK YOU!

**The Report should be submitted to ITE Traffic Bowl Committee
within two weeks of the district event to:**

**John Davis
Chair, ITE Traffic Bowl Committee
Ayres Associates Inc
N17 W24222 Riverwood Drive, Suite 310
Waukesha, WI 53188-1170**

**Your form can be sent via e-mail: DavisJ@AyresAssociates.com or
via fax at 202-785-0609.**



2013 ITE Collegiate Traffic Bowl Team Entry Form

(Please Print)

University: _____

ITE District: _____

Student Chapter Advisor Name: _____

Advisor's Mailing Address: _____

E-mail: _____ Phone: _____

Team Members:

T-Shirt Size

1. _____

2. _____

3. _____

Alternate: _____

Will the Alternate be attending the Annual Meeting (please circle) YES NO

Travel grant check should be made out to: _____

The travel grant check will be received by (print name) _____

at the 2013 ITE Annual Meeting in Boston, Massachusetts, USA.

Each team member shall meet the eligibility criteria of the Competition Rules and Instructions. A team may substitute an alternate for a member who is unable to participate in the event. If any substitutions are needed, please contact ITE Headquarters as soon as possible.

Please send in the names of the members of your team to the ITE Headquarters within two (2) weeks of receipt of your invitation. Your entry form should be sent to Ann O'Neill, e-mail: aoneill@ite.org or via fax at 202-785-0609.