



# ITE Collegiate Traffic Bowl Program

## 2012 Competition Rules and Instructions



### Introduction

In August at the 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, and to strengthen the programs of the ITE student chapters.

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 three (3) student members, all from the same university.

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 1st.** For teams within the United States and Canada, each student must be a member of their university's chartered ITE student chapter.

If a student has received their undergraduate or graduate diploma at the end of the most recent academic term, and was a full-time student and 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 register as a student member attendee for the meeting where that traffic bowl will be 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 eligibility requirements and to notify the chapter advisor of any eligibility issues. ITE staff can assist in determining if the age requirement is met.

### ***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

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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
4. Canadian Manual on Uniform Traffic Control Devices
5. Highway Capacity Manual 2010 **(NEW FOR 2012)**
6. Canadian Capacity Guide
7. ITE Web site, [www.ite.org](http://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.

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

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## **Competition Structure**

### **District Traffic Bowl Competitions**

It is recognized that at a 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 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 below, and 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 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 Annual Meeting, the competition structure will feature a preliminary round of three matches with three teams in each match. The winning team from each match will advance to the Championship Match.

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 matches. 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) Match (approximately 30 minutes)**

#### **Match Format:**

- Introduction of Group 1 teams and team members (3-5 minutes)
- First Round, 25 clues/questions in 5 categories (approx. 15 minutes)
- Break (2-3 minutes)
- Final Clue (one clue/question), points to be determined by team (30 seconds to record your 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 until there is a winner.

(5-10 minute break between games)

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

Same format as Group 1.

### **Championship Match (approximately 30 minutes)**

The three winning teams, or two winning teams and a "Wild Card" team, from the semi-final matches will compete in the finals. (Refer to previous section on competition structure.)

#### **Final Match Format:**

- Introduction of teams and team members (3-5 minutes)
- First Round, 25 clues/questions in 5 categories. The game will continue until all clues are read and answered. (approx. 15 minutes)

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- Break (2-3 minutes)
- Final Clue (one clue/question), points to be determined by team (30 seconds to record your 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 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. 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.
  - To determine which team pressed their push button(s) first and determine the order that the teams pressed their buttons.

If this last capability is not available, an alternate rule (see the section on General Rules of the Game, rule #8) should be used to determine which team can respond in the event of an incorrect answer.

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 in and facing the teams. A second projector and screen should also be used to display the clues to the audience.

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.

## General Rules of Play

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 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.

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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.
4. 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.
5. **For the Grand Championship, the signaling equipment has the capability of determining the order in which the push button(s) for the individual teams have been pressed.** As such, the Emcee will recognize the team (or individual) that triggered their signal first, at which time the team (or individual) shall have ten (10) seconds to confer with their team members and provide a response prior to the expiration of time. The team must complete their response prior to the expiration of time.
6. If the response is incorrect, the team that signaled in second will have the opportunity to respond to the clue. They may elect to respond or not. If they choose not to respond, they will not be penalized. However if they elect to respond, they will have 10 seconds to respond upon recognition by the Emcee. If they are correct, they will have the value of the clue added to their score. If the second team answers incorrectly, the value of the clue will be deducted from their total, and the remaining team will have the option to respond or not.  

The same procedure shall apply to the remaining team if they elect to respond. If they are correct, they will have the value of the clue added to their score. If this team answers incorrectly, the value of the clue will be deducted from their total, and play will move forward to a new clue and value.

If only one team triggered their signal, and they respond incorrectly, the two remaining teams will have ten (10) seconds to press their buttons if they desire to attempt a response. If no team signals in, the Emcee will move on to the selection of a new clue and value.
7. **In the event the game is being played with equipment that DOES NOT determine the order in which teams responded, the following rule will be used in place of rule #7.** 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.
8. **The value of the clue will be deducted from the appropriate team(s) for each incorrect response, and added for a correct response.**
9. 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.
10. 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.
11. 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

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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 wagered 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.

12. The Final Clue 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.
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 wager total will be added to the score for a correct answer.
14. 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.
15. In the event that no team has a positive cumulative score 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.
  - If no team responses correctly, a second question will be given by the Emcee, using this same format, and continuing until there is a winner.
16. The team with the highest score after the Final Clue will be declared the winner of the game.
17. If two or more teams are tied after the Final Clue, those teams that are tied will advance to a tiebreaker. The tiebreaker will be of 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. If one team responses 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. This will continue for up to four tiebreaker clues. The last tiebreaker clue will be quantitative in nature, and the team being the closest to the stated answer would be the winner.
18. 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.
19. During the games, the members of those teams will be kept in a separate room away 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

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should remain in that room during the actual competitions, and may briefly leave during breaks in between games.

20. Have fun.

### Competition Staff

The competition staff will consist of the competition committee, master of ceremony (Emcee), judging panel, time keeper, and score keeper. 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:**

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 to the answer 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.

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.

For the competition at the Annual Meeting, the three individuals to serve as judges shall be appointed from a panel comprising the International Vice President, International Past President, International Vice President-elect, and Coordinating Council Chair.

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.

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.

- **Time Keeper:**

The time keeper will be responsible for keeping track of the time to signal in after a question is given, and the time after a team has to respond after being recognized by the Emcee. The clock for the response (answer) rule 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.

- **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 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

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the Emcee of the display of a Daily Double. This would generally be done through the use of a bell or similar device.

### Other Rules and Awards

- **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.

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

- **Awards and Recognitions:**

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.

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 plaque and a cash award of \$2,000 USD. Following the Annual Meeting, the plaque will be mailed to the student chapter advisor for presentation at a suitable place and time.

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.

### ATTACHMENTS

- 2012 Registration/Entry Timeline
- District Results Reporting Form
- Team Entry Form

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**2012 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, 2012**. The form should be sent to: John Davis, e-mail: DavisJ@AyresAssociates.com or by FAX to 262-523-4477. ITE staff would also be notified by the Traffic Bowl Committee to expect an entry from the winning student chapter.
3. At the award ceremony, the District Traffic Bowl Chair would 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. Annual Meeting competition will be held on **Tuesday evening, August 14, 2012** in Atlanta, Georgia, 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 Atlanta on **Monday morning, August 13, 2012**. The exact time and location will be announced to the participating teams prior to the meeting.

# 2012 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: \_\_\_\_\_

# 2012 DISTRICT TRAFFIC BOWL ANNUAL REPORT



Number of members attending the event: \_\_\_\_\_

Comments:

Format:

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Equipment:

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Clues/Questions:

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Issues:

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**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](mailto:DavisJ@AyresAssociates.com) or  
via fax at 202-785-0609.**



# 2012 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 2012 ITE Annual Meeting in Atlanta, Georgia, 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](mailto:aoneill@ite.org) or via fax at 202-785-0609.