

# 2025 ITE Collegiate Traffic Bowl



## Rules and Instructions for Tournament Games

### Introduction

The Collegiate Traffic Bowl Program includes competitions conducted by ITE sections, districts and the ITE Traffic Bowl Committee. The student teams winning these competitions can ultimately advance to play in the Traffic Bowl Grand Championship, which is conducted at the ITE International Annual Meeting and Exhibit. These competitions that directly allow teams to qualify include District Traffic Bowls.

These rules and instructions apply to the 2025 Traffic Bowl Program Season and the events that would qualify teams to participate in the Traffic Bowl Grand Championship to be held in Orlando, FL, USA. The portions of the Rules and Instructions highlighted in **turquoise** are substantive changes from the previous year's rules. Other portions are highlighted for emphasis. Adaptations to these rules and instructions for virtual (on-line) play are included in [Appendix A](#) that is placed at the end of the document.

### Student Teams and Participant Eligibility

The members of a team participating in an ITE Collegiate Traffic Bowl Competition must meet the following requirements. A team shall be comprised of up to four (4) student members. No more than three (3) team members may participate in an individual traffic bowl match. The fourth individual would serve as an alternate team member to replace another team member during a tournament. Substitutions of team members are permitted from one match to another match in the same tournament; however, no substitutions may take place during the play of an individual match.

Each team member **must** be a full-time **student at the university that they represent** and either an **International ITE student or professional member. Each team member shall not have reached their 30th birthday as of August 1, 2025.** A student should also be a member of their university's chartered ITE student chapter if one exists. Individuals who meet the eligibility requirements and are students at different schools may form a traffic bowl team.

If a student has received their undergraduate or graduate diploma in the academic year from August 2024 to June 2025, they may participate as a member of their school's team. The student must meet all other eligibility requirements including the age requirement.

A student will not be eligible to participate as a member of their school's team if they have been chartered, registered, or licensed as a professional engineer or received a certification from the American Institute of Certified Planners (AICP), Professional Standards Board for the Planning Profession in Canada (PSB) or Transportation Professional Certification Board (TPCB).

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, in the Grand Championship Traffic Bowl Tournament.

### For District/Section Traffic Bowls

Students participating in a District traffic bowl will need to meet the above participant eligibility requirements, the respective traffic bowl coordinator will be responsible for determining that all students meet these eligibility requirements and notifying a chapter advisor of any issues. ITE staff can assist in determining the age of a participant. Contact Colleen Agan ([cagan@ite.org](mailto:cagan@ite.org)) with ITE staff for assistance.

As previously mentioned, teams comprised of individuals from two or more schools may participate in district/section traffic bowls.

An individual may not be a member of more than one team during the same competition.

More than one team from a school/student chapter may compete at the option of the district or section organizing committee with the following provisions:

1. A second or third team may be entered provided that the first team and subsequent teams from a school have at least three (3) team members.
2. Each team from a school/student chapter that wins at one level must retain the same roster of students for each successive level to which the team might advance.
3. Replacements to the original team roster may be made due to unforeseen medical reasons with an accompanying justification from a medical doctor.

If a school has more than one team, it is strongly recommended that teams from the same school compete against each other in preliminary rounds of play prior to a final round, if possible.

If a district only has one school willing to field a team, that team will be designated as the district's representative to the Grand Championship by the District's Traffic Bowl Committee.

### Qualifying for Grand Championship Traffic Bowl Tournament

Teams advance to the ITE Collegiate Traffic Bowl Grand Championship Tournament by winning their respective ITE District's Collegiate Traffic Bowl competition.

If a member of a qualifying team is unable to participate in the Grand Championship event, the team may substitute for an alternate who meets the above eligibility requirements. A team that wins a district traffic bowl should have a minimum of 50% of its original members from their district event present to participate in the Grand Championship tournament. If a district winning team is not able to participate in the Grand Championship, the District's Executive Board or Traffic Bowl Committee may select an alternate team, either the 2<sup>nd</sup> or 3<sup>rd</sup> place team in the district's traffic bowl competition to participate in the Grand Championship.

### Appeal or Questions about Eligibility

Appeals or questions regarding the eligibility requirements can be directed to the ITE Traffic Bowl Committee chair, John Davis at [jadavis@dmgov.org](mailto:jadavis@dmgov.org).

## Participants Oath

Every participant will make the following pledge:

*I pledge to participate in the Traffic Bowl Games with respect for the rules and in the spirit of fair play. I commit to engaging fully in the competition without consulting notes, reference documents, or seeking answers from anyone other than my teammates during the game. I do this in honor of our profession, for the integrity of our team, and in appreciation for the countless hours that volunteers have dedicated themselves to developing and preparing these games. Furthermore, I uphold the Fundamental Principles of the ITE – A Community of Transportation Professionals and the Traffic Bowl.*

*Adapted from the participants oath of the Olympics.*

## Competition Category and Clue Resources

The competition will include categories and clues with relevance to traffic and transportation knowledge commensurate and reflective of the knowledge base of university students. The categories and clues will typically include topics in the subject areas of ITE, transportation engineering and planning, general transportation knowledge, rules of the road, current events in surface transportation, popular culture topics (such as movies, music, sports, etc.) and general knowledge that are related to transportation planning and engineering. Clues may employ fundamental knowledge for post-secondary course work, such as basic math and science principles.

Informational or reference sources for clues and responses (answers and questions) for the traffic bowl competition will include, but are not limited to, the following reference documents or sources:

1. The Traffic Wiki, [Wiki - Institute of Transportation Engineers \(ite.org\)](https://www.ite.org/wiki/) (Requires ITE membership user ID and password to access)
2. Transportation Planning Handbook, 4th Edition (Available for purchase of hardcover book through ITE Bookstore at [Transportation Planning Handbook details](#) or as a PDF or e-book through other vendors, such as [Transportation Planning Handbook 4th Edition – PDF/EPUB Version Downloadable – Enjoy Store](#))
3. The Transportation Planning Process Briefing Book Key Issues for Transportation Decisionmakers, Officials, and Staff, FHWA-HEP-18-015 (Available online or as a free PDF download at [Briefing Book - Publications - Planning - FHWA \(dot.gov\)](#))
4. Road Safety Fundamentals: Concepts, Strategies, and Practices that Reduce Fatalities and Injuries on the Road, Report No: FHWA-SA-18-003, November 2017. (Available online or as a free PDF download at [Road Safety Fundamentals | FHWA \(dot.gov\)](#))
5. USDOT Manual on Uniform Traffic Control Devices (MUTCD-US), 2009 Edition with Revisions #1 and #2, revised May 2012, including current (valid) Interim Approvals #5, 11, 12, 13, 15, 16, 17, 18, 19, 20, 21, and 22 (Available online or free PDF downloads at [2009 MUTCD with Revisions 1 and 2, May 2012 - Knowledge - FHWA MUTCD \(dot.gov\)](#) and [Interim Approvals Issued by FHWA - FHWA MUTCD \(dot.gov\)](#))
6. Ontario Traffic Manuals, Books 1 through 19, Ontario Traffic Council. (Available as free PDF downloads at [Free Ontario Traffic Manual \(OTM\) PDF Downloads \(ramudden.ca\)](#) or [SydneyEnterprise: Portal \(gov.on.ca\)](#))

7. [Highway Capacity Manual, 7<sup>th</sup> Edition: A Guide for Multimodal Mobility Analysis](https://nap.nationalacademies.org/catalog/26432/highway-capacity-manual-7th-edition-a-guide-for-multimodal-mobility) (Available for purchase of hardcover book at <https://nap.nationalacademies.org/catalog/26432/highway-capacity-manual-7th-edition-a-guide-for-multimodal-mobility>)(HCQS Committee - HCM)
8. Canadian Capacity Guide for Signalized Intersections, 3<sup>rd</sup> Edition, February 2008 (Available as a free PDF download at [Canadian Capacity Guide for Signalized Intersections - 3rd Edition \(2008\) - ITE Canada](#))
9. ITE Web site, [www.ite.org](http://www.ite.org) – clues will be drawn primarily from material on ITE leadership, governance, and structure; current activities and events; history of meetings, officers, and awards; and information on ITE publications.

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 or monitor. Both English and Metric units of measure will be accepted as answers/responses. Clues may contain graphics, photos, or equations.

## Traffic Bowl Competition Structures

### ITE District Traffic Bowl Competitions

The competition structures of ITE District Traffic Bowl Tournaments may have preliminary rounds of play with winners advancing three to four schools to a final match.

The students must meet all the eligibility requirements that have been previously set forth in these rules.

Prior to a traffic bowl, a team meeting will be conducted. At this meeting, the rules will be discussed, questions answered, and the seeding of teams for the preliminary rounds will be determined. All teams must attend this meeting. Details of this meeting's date, time, and place/on-line connection will be sent to the teams in advance of the meeting.

### ITE Traffic Bowl Grand Championship Competition

The competition structure of the ITE Traffic Bowl Grand Championship will feature preliminary rounds to advance three schools to a final match.

Prior to the Grand Championship Traffic Bowl competition, a meeting with all teams will be conducted. At this meeting, the rules will be discussed, questions answered, and the seeding of teams for the preliminary rounds will be determined. All teams must attend this meeting. Details of the meeting's date, time, and place/on-line connection will be sent to the teams in advance of the meeting.

## Competition Brackets

### For District/Section Traffic Bowls

The size and structure of a competition's bracket will depend on the number of teams competing in the District or Section traffic bowl. If there are 5 or more teams participating, a preliminary qualification round(s) will be conducted to identify up to 4 teams to compete in the final match to decide the district champion. The preliminary qualification round(s) will consist of games played with categories and clues as described below in the Competition Format section. Depending on the size of the competition bracket, a seeding method may be needed. The bracketing and seeding methodology, blind drawing of

slips of paper with team names or seeding quiz, will be presented to the participating teams prior to the event. Below is a description for the seeding quiz.

### For the Grand Championship Traffic Bowl

For the Grand Championship event, the bracket will feature three semi-final matches with four teams in the first match and three teams in each of the remaining two semi-final matches. The winning teams from the three semi-final matches will then compete in the final championship match. The playing of the matches is described below in the Competition Format section. A blind drawing is used to determine the seeding of the teams in the competition bracket and the teams that will select the first category and clue in a match.

#### *Seeding Quiz*

If a seeding quiz is utilized, it should feature 10 questions and a tiebreaker. Each team, including the alternate members, will have **10 minutes** to complete the quiz together.

The quiz for competitions will use a paper-based quiz response form. A second tiebreaker to determine seeding position will be for the teams tied will write down a number from 1 to 100, inclusive. The team closest to the number chosen by the tournament coordinator without going over will receive the seeding position and the next closest team without going over will receive the next available seeding position. This would continue until all teams were seeded. Questions for the quiz are drawn from the reference documents listed previously.

For the administration of a quiz, teams will be seated at separate tables. *Refer to the Traffic Bowl Handbook for additional details.*

### Competition Format – Grand Championship Event

For each set of matches, the following competition format will be used for the Grand Championship and is encouraged for all other competitions.

***Preliminary or Semi-final Match (approximately 30 minutes) (actual number of matches depending on number of schools) format:***

- Introduction of teams and team members
- The First Round of each preliminary or semi-final match will feature **25** clues/questions in **5** categories with **5** clues in each category. The match will continue until all clues are read and dispatched or a 12-minute time limit has been reached. **One clue will be designated as a “Daily Double”.**
- Final Clue (one clue/question), points to be determined by team.
- Tiebreakers: 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 First Round as provided in the following section. Refer to the following section of Rules of Play for further details.
- (Approximately a 3-minute break between matches)

### ***Final (Section, District or Grand Championship) Match (approximately 30 minutes) format:***

The teams advancing from the preliminary or semi-final matches (if conducted) will compete in the final match. The method for advancement to the final match will be described in the competition bracket.

- Introduction of teams and team members
- For the Final Match, the First Round will feature **25** clues/questions in **5** categories with **5** clues in each category. The match will continue until all clues are read and dispatched. **Two clues will be designated as a “Daily Double”.**
- Final Clue (one clue/question), points to be determined by team.
- Tiebreakers: 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 First Round as provided in the following section. Refer to the following section of Rules of Play for further details.

Note: Section and districts, if they desire, may conduct a second round in a match with clue values being doubled. The matches in the Grand Championship tournament will not conduct double value rounds.

## General Rules of Play

### OVERVIEW

#### 1. **Team Composition**

Each team will consist of up to three (3) individuals, with a maximum of four (4) teams competing in the same match.

#### 2. **Clue Structure and Scoring**

Contestants will be presented with clues, attempting to provide correct responses. Clues will be organized **into four or five categories, each containing five clues**. Each clue will be assigned point values of 100, 200, 300, 400, or 500. Typically, matches will feature one set of clues, but event organizers may implement a “double value round,” in which a second set of clues has doubled point values (e.g., 200, 400, 600, 800, and 1000). Responses to clues should be phrased in the form of a question.

- **Special Note:** If a correct response is given without proper phrasing, **points will not be deducted**, and the response will still be recognized as correct.

#### 3. **First Selection**

Before the match begins, one team will be chosen to select the first category and point value. This selection can be made through a random draw or other means to designate the top-seeded team.

#### 4. **Recording Prohibition**

Audience members are prohibited from recording matches and their contents (clues, questions, responses, answers) by any means. The emcee will announce this prohibition at the start of the event.

## PLAY OF FIRST ROUND

### 1. **Clue Presentation**

During the first round, clues will be read aloud by the Master of Ceremonies (emcee) and simultaneously displayed for all teams.

### 2. **Signaling After Clue is Read**

Once the emcee has completed reading a clue, teams will have 10 seconds to press their signal button if they wish to answer. The first team (or individual on a team) to signal and be recognized by the emcee will be given the first opportunity to respond. After being recognized, the team has 10 seconds to confer and provide their response. **When the emcee recognizes the team, they will state, for example, “Faber College, you now have 10 seconds to answer.”**

### 3. **Interrupting the Clue**

After a clue is displayed, a team may signal and interrupt the emcee's reading. **Upon recognition, the team must respond immediately and without conferring. An incorrect or delayed response will result in a deduction from their score equal to the clue's value. When the emcee recognizes the team, they will state, for example, “Faber College, your answer.”**

- Following the first interruption, the emcee will re-read the clue once for the remaining teams, who may also interrupt and respond under the same rules and penalties. The clue will not be read a third time.

### 4. **Special Clue Categories**

For categories that include abbreviations, acronyms, graphics, or letter scrambles, clues will not be read by the emcee. Teams will be allowed to press their buttons as soon as these clues are displayed. These categories will be pointed out to participants at the beginning of and during the match.

### 5. **Name Responses**

When responding with names, the full name or last name will be accepted unless the clue specifically requests only the first name.

### 6. **Response Phrasing**

If a response is correct but lacks the required phrasing, points should not be deducted, and the answer should be accepted.

### 7. **Incorrect or Delayed Response by First Team**

If the first team responds incorrectly or fails to respond within the 10-second limit, the emcee will verbally declare the answer incorrect and offer a clue to the remaining teams. These teams will have 10 seconds to press their signal button if they wish to answer, with the first signaling team being recognized by the emcee. This time limit does not apply when the emcee's first reading of a clue is interrupted. See item 3 above.

### 8. **Subsequent Incorrect Responses**

If the next team answers incorrectly or does not respond within 10 seconds, the emcee will again declare the answer incorrect and offer the clue to any remaining teams, following the same procedure. This time limit does not apply when the emcee's second reading of a clue is interrupted.

### 9. **Completion of Attempts**

This process will continue until all teams have either responded or declined to answer. Once complete, the emcee will proceed to the selection of the next clue.

### 10. **Scoring for Correct and Incorrect Responses**

A correct response adds the clue's value to the team's score, while an incorrect or a "no" response deducts the clue's value from the team's score.

### 11. **Board Control for Correct Responses**

The team that answers correctly will control the board and select the category and value of the next clue. The process will then repeat for each clue.

### 12. **Retaining Board Control**

If no team responds correctly, the team that originally selected the clue will retain control of the board and may choose the next category and value. The process will then repeat.

### 13. **Daily Double Clues**

During each match, one or two clues will be designated as "Daily Double" clues. Only the team that selects a Daily Double clue may respond to it.

- **Wagering:** The team may wager any whole number amount up to either their current cumulative score or 500 points, whichever is greater.
- **Scoring:** If the team's response is correct, their wager will be added to their score; if the response is incorrect, the wagered points will be deducted from their score.
- **Response Time:** The team will have 10 seconds to respond after the emcee has read the clue.
- **Championship Matches:** In matches that determine a District Champion or Grand Champion, two Daily Double clues will be designated.

## PLAY OF FINAL CLUE ROUND

### 1. **Structure of the Final Clue Round**

The Final Clue Round consists of a single category with one clue.

### 2. **Eligibility**

Teams with a cumulative point total of zero or higher at the end of the first round may participate in the Final Clue Round.

### 3. **Category and Wagering**

The category for the Final Clue will be displayed, and each eligible team (with a point total zero or higher) may wager any whole number amount up to their total score.

### 4. **Recording Wagers**

Teams will have up to 60 seconds to record their wager on a blank sheet of paper using a thick felt-tip pen. A designated person from each team will write the wager.

### 5. **Final Clue and Response Time**

After wagers are submitted, the emcee will read the Final Clue. Teams will then have **30 seconds** to



write their response in the form of a question on a second sheet of blank paper or dry erase board using a thick-tip pen.

**6. Revealing Responses and Wagers**

After 30 seconds, the emcee will call for pens down and begin with the team holding the lowest score, asking them to: 'Show their response' and then to 'Show their wager.' This process will continue with each team, moving from the lowest to the highest score.

**7. Scoring the Final Clue**

If a team's response is incorrect or no response is provided, their wagered amount will be deducted from their score. If the response is correct, the wagered amount will be added to their score.

**8. Determining the Winner**

The team with the highest score after the Final Clue Round will be declared the winner of the match.

**9. Special Case for Zero or Negative Scores**

If no team has a point total above zero or if all teams have negative scores after the first round, wagering will be skipped. The team that answers the Final Clue correctly will be declared the winner.

**TIEBREAKER ROUND PLAY – SPECIAL END OF MATCH PROVISION**

**1. Eligibility for Tiebreaker Round**

If two or more teams are tied for the lead after the Final Clue, those teams will participate in a Tiebreaker Round.

**Special Case:** If no team is declared the winner after the Final Clue and the teams participating in the Final Clue have point totals of zero, they will be eligible for the Tiebreaker Round. For example, if Teams A and B wagered all their points and answered the Final Clue incorrectly, resulting in scores of zero, and Teams C and D also ended with zero points after the first round (and were therefore unable to wager), all teams with a score of zero at the end of the Final Clue (Teams A, B, C, and D) will advance to the Tiebreaker Round.

**2. Structure of the Tiebreaker Round**

The Tiebreaker Round consists of a single clue from a new category. It follows the same rules as the First Round of Play. The first team to signal in after the emcee completes reading the clue and to answer correctly will win the match.

**3. Continued Play if No Correct Response**

If no team responds correctly to the first Tiebreaker clue, additional categories and clues will be presented until a winning team is determined.

**DECISIONS AND CHALLENGES**

During the competition, it shall be the responsibility of the Judges to rule on the correctness of responses, on any challenge to the rules, and to make final decisions.

**The Judges' decisions shall be final and shall stand without recourse.**

## APPENDIX A: RULE ADAPTATIONS FOR VIRTUAL COMPETITIONS

### General

For adaptations (highlighted in yellow) of the rules and instructions will apply for Virtual or Online Competitions:

1. For an ON-LINE competition, the Zoom video conference application will be used.
  - a. Team participants will list their Zoom name as “3-letter initials for their school” – FirstName LastName. The chat box function will be used by the teams when they have a response to a clue. Teams shall not utilize virtual backgrounds with their video.
  - b. The Zoom meeting host will have all the student competitors muted, and the only time to unmute yourself will be to provide an answer or select the next question on the board.
  - c. If a team is socially-distancing and is not together, a team will need to engage a means to deliberate answers amongst the teammates. All school teams will be responsible for having a conference call with their teammates outside of the Zoom meeting.

For example, use the computer audio for the Zoom meeting and a cell phone to have a Google, Skype, Teams, or phone conference call with teammates for the entire game.

For better audio, it is recommended that participants wear headphones or ear buds.
  - d. **All participants should have their video cameras on to be seen on the video and should not use virtual background images or out of focus backgrounds.**
  - e. Each team **MUST** have the capability to send TEXT messages using a cell phone to the emcee or a judge for the final clue. The wager and the response will be sent as typed TEXT messages. If the use of text messaging is not possible, other means/methods can be accommodated.
  - f. Each team will be assigned a three-letter code based on their school’s name to be used in the Zoom chat box as described below.
  - g. It strongly suggested that teams shut down all other applications on their computer(s) that are not needed to maximize their internet connectivity and speed to communicate via Zoom.
2. How to Answer Questions After Signaling In
  - a. After a team has successfully signaled in and has been recognized by the emcee, the team will have **12 seconds (FOR ON-LINE)** to give an answer. A team can use this time to answer immediately or deliberate amongst themselves. For ON-LINE competitions, teams will deliberate on their own separate, non-Zoom audio connection.
  - b. For ON-LINE, an individual should **unmute themselves**, verbally provide the answer in the form of a question, then mute themselves. Using Apple MAC: the zoom shortcut for MUTE/UNMUTE is **COMMAND + SHIFT + A**. Using WINDOWS: the zoom shortcut for MUTE/UNMUTE is **ALT + A**.

### PLAY OF FIRST ROUND (VIRTUAL)

3. During the first round of the match, clues will be read by the “Master of Ceremony” (emcee) and displayed to the teams. After the emcee has completely read the clue, teams will have **12 seconds**

(FOR ON-LINE) to send their school's three-letter code in the "EVERYONE" Zoom Chat box (FOR ON-LINE) if they want to give an answer for the clue. The first team (or individual on a team) to respond **will be recognized by the emcee** and will have the first opportunity to respond. For an ON-LINE competition, the first team whose 3-letter school code appears **in the EVERYONE chat box AS SEEN BY THE EMCEE IN THEIR EVERYONE CHAT will be recognized.** After being recognized by the emcee, they will have **12 seconds (FOR ON-LINE)** to confer and give their response.

- a. Participants must wait until the emcee completely reads a clue before signaling. For the ON-LINE play, the emcee will say and enters "GO" in the "EVERYONE" chat box at the end of the cue reading. The first school responding will be the team recognized by the emcee to respond.

Each school should have their assigned code typed out and ready to "send it" - that way this isn't a race of who can type the fastest! Each team member should only enter their school code once per clue.

For example: "Emcee Gary has finished reading the question."

**EXAMPLE: ZOOM "EVERYONE" CHAT BOX**

**Emcee Gary: GO**

**CAL-Kimberly Leung: CAL**

**PUR-John Davis: PUR**

**UW-Ken Voigt: UW**

**Emcee Gary: DONE**

*Here, CAL would be the team that is recognized to respond. The emcee will enter "DONE" in chat box when it is time to move on to the next clue.*

- b. For categories with clues that include abbreviations, acronyms, only graphics, and letter scrambles, the clues will not be read by the emcee. The teams will be allowed to **send their school code as soon as the emcee has entered "GO" in the chat box.** These categories will be pointed out to the participants at the beginning of and during a match.
  - c. For responses with names of people, a response with only the individual's first name will not be considered an acceptable or correct response unless specifically asked for in the clue.
4. If the first team responds incorrectly or does not respond in the allotted time of **12 seconds (FOR ON-LINE)**, the emcee will verbally declare the answer incorrect, **say and enter "GO" in the chat box (FOR ON-LINE)**, and the remaining teams will have **12 seconds (FOR ON-LINE)** to send their school code to the EVERYONE chat box. The first school to respond after the emcee has offered the clue up to the remaining teams will be the next team recognized by the emcee to respond.
    - a. If the next team responds incorrectly or does not respond in the allotted time of **12 seconds (FOR ON-LINE)**, the emcee will verbally declare the answer incorrect, **say and enter "GO" in the chat box (FOR ON-LINE)**, and the remaining teams will have **12 seconds (FOR ON-LINE)** to respond in the appropriate fashion.
    - b. **The process will be repeated until all teams have either responded or do not desire to try to respond.** Once the process has been completed, the emcee will **enter "DONE" in the chat box and move to the selection of the next clue.**

5. During a match, either one or two “Daily Double” displays will appear for a clue. The team that selected the clue with a “Daily Double” shall be the **only team** to respond to the clue. The team will place a wager of any whole number amount up to their current cumulative score or 500 points, **whichever is greater**. If the team gives a correct response, their wager will be added to their score. If a wrong response is given, the wagered points will be deducted from their total score. The selecting team will have **12 seconds (FOR ON-LINE)** once the emcee has read the clue to give their response. In a match that would decide a District Champion or Grand Champion, two “Daily Double” clues will appear.

### PLAY OF FINAL CLUE ROUND (VIRTUAL)

6. After the category of the final clue has been shown, a wager by each team shall be made prior to the reading of the final clue **and sent to the emcee via a TEXT MESSAGE TO THE EMCEE**. **The teams will have up to 60 seconds to record their wager.**
7. Each team will write down their wager on a blank sheet of paper with a thick felt tip pen. A designated person on each team will write the wager. **A designated person on each team should also submit the same wager in a TEXT MESSAGE to the emcee.** The emcee will provide their cell phone number to the teams in advance. For example, format the message like this: “CAL: 5000”
8. After the wagers are submitted, the emcee will read the clue, and the teams will have **60 seconds (ON-LINE)** to write their answer down **and send their answer to the emcee in a text message.** A designated person will **write down the answer in the form of a question** on a second sheet of blank paper with a thick tip Sharpie or thick felt tip pen. **A designated person on each team will submit the same answer in the form of a question to the emcee as a typed TEXT MESSAGE to the emcee.** For example, “CAL - Who is Mark Spencer?”

When each team is called upon by the emcee to show their response, the designated team member should hold up the paper for all to see **and in front of the camera**, and say the response written. They will in turn be asked to show their wager in the same fashion and again say the written wager.

**NOTE FOR ON-LINE GAMES: You do not need to write in reverse as Zoom will make the letters show properly. No virtual backgrounds are permitted as they cause the paper to not be seen.**

9. After the **30 seconds (ON-LINE)** has elapsed, the emcee will start with the team with the lowest score and ask them to:
  - a. show their response  
**and then**
  - b. show their wager.

The emcee will then ask the team with the next lowest score to show their response and then reveal their wager and so forth until finally, the team with the highest score will be asked to show their response and then wager. If a wrong response (or no response) to the Final Clue is given, the wagered amount shall be deducted from a team’s score. For a correct response, the wagered amount will be added to a team’s score.