STUDENT TRAFFIC BOWL
GUIDELINES

Introduction

At the ITE Western District Annual Meeting, a Student Traffic Bowl competition will be held between student chapter members. The objectives of the Student 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. The winning team of the Western District Student Traffic Bowl will go on to compete in the Grand Championship ITE Collegiate Traffic Bowl at the International ITE Annual Meeting.

The following rules and guidelines are set forth specifically for the Western District competition, but are generally based on the rules set forth for the International competition.

Student Teams

A Student Traffic Bowl team shall consist of three (3) student members, all from the same college or university. **Each team member must be a full-time student of the school that they represent, a member of International ITE, and have not reached their 27th birthday as of August 1st.** Each student must also be a member of their school'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 the 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 the Grand Championship, the team may substitute an alternate who meets the above eligibility requirements.

Each individual that will be competing in the Western District Student Traffic Bowl must also register as a student member attendee for the Annual Meeting. The Western District, with assistance from ITE Headquarters, will be responsible for determining that all students meet the eligibility requirements for participation in the Western District Student Traffic Bowl and the Grand Championship.

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

Western District Student Traffic Bowl Coordinators will submit the names of their first and second place teams to ITE Headquarters upon conclusion of the Western District Student Traffic Bowl. A congratulatory letter with instructions and an entry form will be given to the student chapter advisor of the Western District's winning team. The school/chapter must return the entry form within two weeks. In the case that the winning team from the Western District is unable to participate, the District may send the second place team to the Grand Championship.

Travel Support

The Western District winning team will be presented with a check for $1,000 USD from the ITE Western District. They will also receive a check for $2,000 USD from ITE International to assist the team in their travel to the International 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 ITE International Annual Meeting based on the arrangements made with the student chapter advisor and ITE Headquarters staff.

Additionally, ITE International 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 International Annual Meeting as well as any expenses at the meeting will be the responsibility of the team members.

Competition Resources

The Student 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. Highway Safety Manual, Part A – Chapters 1, 2, and 3
4. USDOT Manual on Uniform Traffic Control Devices, 2009 Edition, revised May 2012
5. Highway Capacity Manual 2010
6. ITE Western District Web Site, www.westernite.org
7. ITE Web Site, www.ite.org
8. Other miscellaneous documents prepared by FHWA and other government agencies.

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

The ITE Western District Student Traffic Bowl will feature a prequalification round (Round 1), a preliminary round (Round 2) of three matches with three teams in each match, and a final round (Round 33) consisting of the winning team from each preliminary round match.

The Student Traffic Bowl must be limited to 90 minutes and three preliminary round matches of three teams each. <u>The prequalification round will be held at the beginning of the event.</u> It will be used to determine which nine teams will participate in the preliminary rounds. Teams must participate in the prequalification round in order to qualify for the Student Traffic Bowl. The prequalification round will consist of ten (10) written questions. Team members will be able to work together to answer the questions, but they may not leave the room until the questions are completed and they may not use cell phones, laptop computers or any other electronic device while taking the exam. Pre-registration for participation in the prequalification round is encouraged, but is not required. Additional details for each round include the following:

Round 1: Prequalification Round
- Held at the start of the Student Traffic Bowl.
- Mandatory for all Student Traffic Bowl participants.
- Consists of 10 written "exam" questions.
- Teams will be given 10 minutes to complete the questions.
- A tiebreaker question will also be provided, consisting of a numerical answer; the team(s) with the answer closest to the correct value will qualify.

Round 2: Preliminary Round
- Consists of 3 matches of 3 teams each.
- Includes 25 clues/questions in 5 categories. The game will continue until all clues are read and answered.
- Each preliminary round match will take approximately 15 minutes.
- If there is a tie after the final question, a second question will be used as a tiebreaker.

Round 3: Final Round
- Includes 3 teams consisting of the winning team from the 3 preliminary round matches.
- Includes 25 clues/questions in 5 categories. The game will continue until all clues are read and answered.
- For the Final Clue, each team will write the number of points they would like to wager and have 30 seconds to record their answer after the clue is read.
- The final round will take approximately 15 minutes.
- If there is a tie after the final question, a second question will be used as a tiebreaker.

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:
   a. Have a feature to lock out the buttons from registering a response until the Emcee has completely read a clue.
   b. Lock out the other team button(s) until the system is reset.
   c. Determine which team pressed their push button(s) first and determine the order that the teams pressed their buttons.
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. A second projector and screen may also be used to display the clues to the audience.
4. Other equipment that should be provided includes the following:
   a. Lap top computer to present clues and answers.
   b. Score keeping material or equipment.
   c. 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.
3. The responses should be phrased in the form of question.
4. 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.
5. The game clues will be read by the 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 that operates their signal 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. 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 that triggered their signal first, at which time the team shall have ten (10) seconds to confer and provide a response prior to the expiration of time. The team must complete their response prior to the expiration of time.
7. 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. If they elect to respond, they will have 10 seconds to respond upon recognition by the Emcee. If the second team answers incorrectly, 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 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.

8. 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 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.

9. The value of the clue will be deducted from the appropriate team(s) for each incorrect response, and added for a correct response.

10. 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.

11. 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.

12. 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.

13. 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 or 500 points, whichever is greater. The wager shall be made prior to the reading of the final clue, and concealed from view until asked for by the Emcee.

14. 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 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.

15. 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 Clue will not be used.

16. 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:
    a. The teams will not make a wager of points.

b. The clue will be read by the Emcee and the teams will have 30 seconds to record their responses.
c. The team with a correct response whose cumulative score was closest to zero will be declared the winner.
d. If no team responds correctly, a second question will be given by the Emcee, using this same format, and continuing until there is a winner.

17. The team with the highest score after the Final Clue will be declared the winner of the game.
18. 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 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. 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.
19. 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.
20. 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 should remain in that room during the actual competitions, and may briefly leave during breaks in between games.
21. Have fun.

Competition Staff

The competition staff will consist of the competition committee, 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. They primarily consist of members of the Local Arrangements Committee and Student Initiatives Committee.

Emcee:
The competition's clues and correct responses will be read by the Emcee (Master of Ceremony), 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 to the answer 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. 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.

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 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 Recognitions

The winning team will receive the Western District Student Traffic Bowl traveling trophy and a certificate of recognition from ITE Headquarters for participating in the ITE Traffic Bowl Grand Championship. The winning team will be presented with a check for $1,000 USD from the ITE Western District and a check for $2,000 USD from ITE International to assist the team in their travel to the International ITE Annual Meeting. Additionally, ITE International 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 student team winning the ITE Collegiate Traffic Bowl Grand Championship will receive a plaque and an additional cash award of $2,000 USD from ITE International.

Questions

Students and faculty advisors are encouraged to contact Danielle Scharf, ITE Western District Student Initiatives Chair at dscharf@sandersonstewart.com or 406-922-4325 with any questions regarding these guidelines or the event itself.