

2022 ITE Collegiate Traffic Bowl



Rules and Instructions for Tournament Games

KEY:

GREEN HIGHLIGHT Applies for IN-PERSON Tournament Games

YELLOW HIGHLIGHT Applies for ON-LINE Tournament Games

TURQUOISE HIGHLIGHT denotes Substantive Change from prior year's rules

Introduction

For the 2022 ITE Collegiate Traffic Bowl, the rules of play include provisions for both the **IN-PERSON** and **ON-LINE** production environments. The provisions that apply to a specific production environment are denoted and highlighted below with **green highlighting for IN-PERSON** and **yellow highlighting for ON-LINE**. Sections highlighted in **turquoise** denote a substantive change from prior year's rules.

Student Teams

A team for the ITE Collegiate Traffic Bowl Competition for an ITE section, district or the Grand Championship 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 to replace another 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 **student at the university that they represent** and either **an International ITE student or professional member**. **Each team member shall not have reached their 27th birthday as of August 1, 2022**. A student should also be a member of their university's chartered ITE student chapter.

Students who have received their undergraduate or graduate diploma at the end of the most recent academic term prior to their respective District's traffic bowl 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 are or have been chartered, registered or licensed as a professional engineer and/or received a certification from the American Institute of Certified Planners (AICP) 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. If a team member is unable to participate in the Grand Championship event, the team may substitute an alternate who meets the above eligibility requirements. A team that wins a district traffic bowl should have at least half of its members present to participate in the Grand Championship tournament. If more than half of a team is not able to participate in the Grand Championship, the District's Executive Board or Traffic Bowl Committee may select another team to represent the District. This typically has been the team placing 2nd or 3rd place in the district's traffic bowl competition.

District/Section Traffic Bowls

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

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.

It is recommended that teams from the same school compete against each other in rounds of play prior to a final round, if possible.

Grand Championship Traffic Bowl Tournament

A team advances to the ITE Collegiate Traffic Bowl Grand Championship Tournament by winning their respective ITE District's Collegiate Traffic Bowl competition.

In the case that the winning team from a District is unable to participate, the District may send the second-place or third place team to the Grand Championship. It will be up to the District's Executive Board or Traffic Bowl Committee to make this determination and selection. If only one team desires to participate in a district's traffic bowl tournament, that team will be designated as the district's representative to the Grand Championship by the District's Traffic Bowl Committee.

Participants Oath

Every participant will make the following pledge:

I promise to take part in these Traffic Bowl Games, respecting and abiding by the rules and in the spirit of fair play. I commit myself to participate without viewing notes or reference documents or receiving answers from individuals or sources other than my teammates during a game. I do this, for the ethics of the profession, for the honor of our team and in respect for the countless hours that volunteers have spent to develop and prepare these games and for the Fundamental Principles of the Traffic Bowl and ITE – A Community of Transportation Professionals.

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.

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:

1. Traffic Engineering Handbook, 7th Edition
2. Transportation Planning Handbook, 4th Edition
3. 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 download at <https://rspcb.safety.fhwa.dot.gov/RSF/default.aspx>)
4. 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 at https://mutcd.fhwa.dot.gov/res-interim_approvals.htm#valid09)
5. Manual of Uniform Traffic Control Devices for Canada (MUTCD-C), 5th Edition
6. Ontario Traffic Manuals, Books 1 through 19, Ontario Traffic Council. (Available online and download at <https://stinson.ca/ontario-traffic-manual-pdf-downloads.html> or <https://otc.org/research/download-manuals/>)
7. Highway Capacity Manual, 6th Edition
8. Canadian Capacity Guide for Signalized Intersections, 3rd Edition, February 2008 (available on-line at <http://tac-atc.ca/sites/tac-atc.ca/files/site/doc/resources/report-capacityguide.pdf> or <https://www.cite7.org/about-cite/technical-liaison-committee/tlc-projects/canadian-capacity-guide-for-signalized-intersections-3rd-edition/>)
9. ITE Web site, 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.

Competition Structure for Virtual Events

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 the traffic bowl, a team meeting will be conducted prior to the competition. For ON-LINE competitions, a virtual meeting should be held the day prior to the competition. 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 Structure

The competition structure of 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 prior to the competition. For ON-LINE competitions, a virtual meeting will be conducted prior to the competition. 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 draw of teams or seeding quiz, will be presented to the participating teams prior to the event. A description for the seeding quiz is below.

For the Grand Championship Traffic Bowl

For the Grand Championship event, the bracket will feature ten teams. The teams will be placed into a three-match semi-final round using a seeding quiz with two matches of three teams and one match of four teams. The play of the matches is described below in the Competition Format section. The winning teams from the three semi-final matches will then compete in the final championship match.

Seeding Quizzes

If a seeding quiz is utilized, it should feature 10 questions and tiebreaker. Each team, including the alternate member will have 10 minutes (IN-PERSON or ON-LINE) to complete the quiz together.

The quiz for IN-PERSON competitions will use a paper-based quiz response form. For the in-person quiz, a second tiebreaker to determine seeding position will be that 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 tied have been seeded.

The ON-LINE competitions will use Google Forms to conduct the on-line quiz. The on-line quiz responses will be timestamped, which will be used as a second tiebreaker, if needed. Questions would be drawn from the reference documents listed previously.

For the administration of an in-person quiz, teams will be seated at separate tables. For an ON-LINE quiz, the breakout room function of the video conferencing application will be used with a moderator in each room for oversight of each team. *Refer to the Traffic Bowl Handbook for additional details.*

Competition Format

For each set of matches, the following competition format will be used.

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 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. **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 4 to 5-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. Teams will be comprised of up to three (3) individuals. Up to four (4) teams may compete in the same match (game).
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 must be phrased in the form of question.**
3. Prior to the start of the match, one of the teams will be chosen to select the first category and point value. This selection can be accomplished by a random draw or designating the top seed for the match.
4. 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 social-distancing and are 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.
5. 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 **10 seconds (FOR IN-PERSON)** and **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.

6. Recording of the matches and the contents (clues/questions/responses/answers) by audience members by any means are strongly discouraged. The emcee should make an announcement at the start of the event about recording the competition Question and Clue content.

PLAY OF FIRST ROUND

7. 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 **10 seconds (FOR IN-PERSON)** and **12 seconds (FOR ON-LINE)** **to depress their signal button (IN-PERSON) or 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 who’s 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 **10 seconds (FOR IN-PERSON)** and **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 depress their**

- buttons or 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 people names, 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.
8. If the first team responds incorrectly or does not respond in the allotted time of **10 seconds (FOR IN-PERSON)** or **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 **10 seconds (FOR IN-PERSON)** or **12 seconds (FOR ON-LINE)** to send their school code to the EVERYONE chat box. The first school to respond after the emcee as opened 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 **10 seconds (FOR IN-PERSON)** or **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 **10 seconds (FOR IN-PERSON)** or **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.
 9. **The value of the clue will be added to a team's point total for a 'correct' response and will be deducted from the point total(s) of the team(s) for an incorrect response or a 'no' response after being acknowledged by the emcee.**
 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 for each clue.
 11. If no team responds or responds correctly, the team that selected the clue will retain control of the board and select the next clue category and value. The process is then repeated.
 12. 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 **10 seconds (FOR IN-PERSON)** or **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.
 13. If there is only one team having a positive cumulative score greater than zero at the end of the first round of a match, they will be declared the winner, but the Final Clue Round will be played. (There may be scoring records to be broken!)

PLAY OF FINAL CLUE ROUND

14. The Final Clue Round of the match 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 whole number amount up to their total cumulative score. Each team will need two (2) blank sheets of paper, a thick felt tip pen and the capability to send a text message to the emcee.
15. 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.**
16. 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"**
17. After the wagers are submitted, the emcee will read the clue and the teams will have **30 seconds (IN-PERSON)** or **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.
18. After the **30 seconds (IN-PERSON)** and **60 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 in the same fashion to show their response and then reveal their wager. 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.
19. The team with the highest score after the Final Clue will be declared the winner of the match.
20. During the competition, it shall be the responsibility of the Judges to rule on any challenge of the rules and make a final decision. **The Judges' decisions shall be final and shall stand without recourse.**

21. TIEBREAKER ROUND PLAY – SPECIAL END OF MATCH PROVISION

- a. If two or more teams are tied for the lead after the Final Clue or if no team has a positive score after the first round of play, ALL teams will be considered as being tied and this provision will be applied.
- b. The teams that are tied will play a Tiebreaker Round.
- c. The Tiebreaker Round will consist of a single clue from a new category to be played in the same format as the First Round of Play. The first team to respond correctly wins the match. If no team responses correctly a subsequent category/clue will be presented.

Production Team/Staff

The production team/staff will be responsible for conducting the matches and will consist of the following positions: master of ceremony (emcee), judging panel, competition/production coordinator / tech support, Zoom Meeting manager / stage manager (host), clue board keeper / timekeeper, 3rd party scorekeeper / backup board keeper. The description of the roles for the production team is in a separate summary.