2024 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 2024 Traffic Bowl Program Season and the events that would qualify teams to participate in the Traffic Bowl Grand Championship to be held in Philadelphia, PA, 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 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 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, 2024. 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 current academic year (from August 2023 to June 2024), 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) 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 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 2nd or 3rd 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.
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 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, [https://www.ite.org/technical-resources/wiki/](https://www.ite.org/technical-resources/wiki/) (Requires ITE membership user ID and password to access)


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 at [https://mutcd.fhwa.dot.gov/res-interim_approvals.htm#valid09](https://mutcd.fhwa.dot.gov/res-interim_approvals.htm#valid09))


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.

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 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. A description for the seeding quiz is below.
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.

Seeding Quiz

If a seeding quiz is utilized, it should feature 10 questions and a tiebreaker. Each team, including the alternate member 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 tied have been seeded. Questions for the quiz would be 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. 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 **four or 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. Typically, most matches will feature one set of clues, but the event organizers may conduct a “double value round” which would use a second set with the assigned point values being doubled. The responses to clues should be phrased in the form of a question. **If a correct response is given but without proper phrasing being used, points should not be deducted, and the correct response should be recognized appropriately.**

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. After a team has successfully signaled in and has been recognized by the emcee, the team will have **10 seconds** to give an answer. A team can use this time to answer immediately or deliberate amongst themselves.

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

**PLAY OF FIRST ROUND**

6. 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 to press their signal button 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. After being recognized by the emcee, they will have **10 seconds** to confer and give their response.
a. Participants shall wait until the emcee completely reads a clue before pressing their push buttons to signal in. If a member of a team presses their button prior to a clue being completely read, their team will not be recognized or allowed to respond to that 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 press their buttons. These categories will be pointed out to the participants at the beginning of and during a match.

c. For responses with the 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.

d. **If a correct response is given but without proper phrasing being used, points should not be deducted, and the correct response should be recognized appropriately.**

7. If the first team responds incorrectly or does not respond in the allotted time of 10 seconds, the emcee will verbally declare the answer incorrect and offer the clue to the remaining teams, who will then have 10 seconds to press their signal button if they want to give an answer for the clue. The first team to light their signal will be recognized by the emcee to give a response.

a. If the next team responds incorrectly or does not respond in the allotted time of 10 seconds, the emcee will verbally declare the answer incorrect and offer the clue to the remaining teams, who will have 10 seconds to respond in a similar fashion as previously described.

b. **The process will be repeated until all teams have either responded or indicated a desire NOT to try to give a response to the clue.** Once the process has been completed, the emcee will move to the selection of the next clue.

8. If a team provides a ‘correct’ response to a clue, the value of the selected clue will be added to a team’s point total. If a team provides either an incorrect or a ‘no’ response, the value of the selected clue will be deducted from the point total of the team.

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 for each clue.

10. 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.

11. During a match, either one or two clues will be designated as a “Daily Double” clue. The team that selected a “Daily Double” clue will 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 team selecting the clue will have 10 seconds 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 be designated to appear.

**PLAY OF FINAL CLUE ROUND**

12. The Final Clue Round of a match shall consist of a single category with a single clue.
13. All teams may participate in the Final Clue round. However, any or all teams that have accumulated a point total in the first round of play of zero or a negative number will not be allowed to place a wager. For the purposes of playing the Final Clue or any tiebreakers, zero is considered a positive number.

14. The category of the Final Clue will be shown to the teams and each team (that has a point total greater than zero at the end of the first round) will make a point wager of any whole number amount up to their total cumulative score.

15. The teams will have up to 60 seconds to record their wager on a blank sheet of paper with a thick felt tip pen. A designated person on each team will write the wager.

16. After the wagers are submitted, the emcee will read the clue and the teams will have 30 seconds to write their response/answer down. A designated person will write down the response in the form of a question on a second sheet of blank paper/dry erase board with a thick tip pen.

17. After the 30 seconds has elapsed, the emcee will call for pens down, and then ask the team with the lowest score 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.

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

   Note: If no team has a point total greater than zero or all teams had negative points after the first round of play, the wagering of points will be skipped, and the team answering the final clue correctly will be declared the winner.

19. TIEBREAKER ROUND PLAY – SPECIAL END OF MATCH PROVISION

   a. If the results of the final clue have two or more teams tied for the lead after the Final Clue, the teams that are tied will play a Tiebreaker Round.

   Special Note: If the results of the Final Clue have two or more teams with zero points, all teams with point totals of zero will be eligible to play in the tiebreaker. For example, if Teams A and B wagered all of their points from the first round of play and answered the Final Clue incorrectly to bring their respective scores to zero, and Teams C or D had point totals of zero after the first round of play and thus could not make a wager for the Final Clue, each team with a zero point total at the end of the Final Clue would play in the tiebreaker. A team that had a cumulative negative point total at the end of the first round of play will not be eligible to participate in any tiebreakers unless all teams had negative point values.
b. The Tiebreaker Round will consist of a single clue from a new category to be played in the same manner as the First Round of Play, described above. The first team to signal in after the emcee has read the clue and respond correctly wins the match.

c. If no team responses correctly subsequent categories/clues will be presented until a winner is found.

20. DECISIONS AND CHALLENGES - During the competition, it shall be the responsibility of the Judges to rule on the correctness of responses and on any challenge of the rules and make a final decision. The Judges’ decisions shall be final and shall stand without recourse.
APPENDIX A: RULE ADAPTATIONS FOR VIRTUAL COMPETITIONS

For adaptations (highlighted in yellow) of the rules and instructions will apply for Virtual or On-line 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 themself, verbally provide the answer in the form of a question, then mute themself. 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 ONLINE 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 ONLINE) to confer and give their response.

e. Participants must wait until the emcee completely reads a clue before signaling. For the ONLINE 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.”

<table>
<thead>
<tr>
<th>EXAMPLE: ZOOM “EVERYONE” CHAT BOX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Emcee Gary: GO</td>
</tr>
<tr>
<td>CAL-Kimberly Leung: cal</td>
</tr>
<tr>
<td>PUR-John Davis: pur</td>
</tr>
<tr>
<td>UW-Ken Voigt: uw</td>
</tr>
<tr>
<td>Emcee Gary: DONE</td>
</tr>
</tbody>
</table>

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.

f. 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.

g. 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 ONLINE), the emcee will verbally declare the answer incorrect, say and enter “GO” in the chat box (FOR ONLINE), and the remaining teams will have 12 seconds (FOR ONLINE) 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 ONLINE), the emcee will verbally declare the answer incorrect, say and enter “GO” in the chat box (FOR ONLINE), and the remaining teams will have 12 seconds (FOR ONLINE) 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.