



MIDWESTERNITE COLLEGIATE TRAFFIC BOWL

2010 EDITION

Competition Rules and Instructions

Introduction

In August at the Annual Meeting of the Institute of Transportation Engineers (ITE), a competition between ITE student member teams will be conducted. It will be known as the ITE Collegiate Traffic Bowl. Each district in the Institute conducts a similar event to select its representative to this competition. The following rules and instructions are set forth for the competitions held at the ITE Annual Meeting and in the Midwestern District.

Student Teams:

Teams for the ITE Collegiate Traffic Bowl shall consist of three (3) student members, all from the same university. For teams within the United States and Canada, the students must be a member of their university's chartered ITE student chapter.

Each team member must be a full-time student of the university that they represent and a student member of ITE at the time of their district's competition. Teams may substitute an alternate for a member who is unable to participate in the event.

If a student has received their undergraduate or graduate diploma at the end of the most recent academic term, they may participate as a member of their school's team with the approval of the student chapter adviser.

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A team qualifies for the ITE Collegiate Traffic Bowl 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 team to the annual meeting competition.

The Midwestern District's Traffic Bowl is open to the first nine (9) schools sending an e-mail by April 1, 2010 expressing interest. The e-mail should be sent to John Davis, Midwestern District Traffic Bowl Chair at DavisJ@AyresAssociates.com.

Names of the members of your team must be sent to the district's traffic bowl chair by no later than June 1, 2010. Late entries may lose their place in the competition. Your entry form should be sent to John Davis via fax at 262-523-4477 or e-mail at DavisJ@AyresAssociates.com.

Awards and Travel Support:

Each team competing will receive a certificate of recognition for participating in the event. The winning student chapter will receive a plaque from the Midwestern District. The second and third place teams will also be recognized with a special certificate. MWITE will place the winning Student Chapter's name on a banner that will be displayed during future district annual meetings.

The winning team will be eligible to compete in the ITE Collegiate Traffic Bowl to be held in Vancouver, Canada at the International ITE Annual Meeting in August. The team will be given \$1500 towards their travel to the Annual Meeting by the MWITE District.

The district winning team will also be presented a check for \$US 2,000 from ITE Headquarters to assist the team in their travel to Vancouver, Canada. The check will be made payable based on information provided in the chapter's reply to the letter inviting them to compete in the Vancouver competition. Additionally, ITE will provide complimentary student registrations to the Annual Meeting.

The balance of expenses related to the team's travel to and from the Annual Meeting as well as any expenses at the meeting will be the responsibility of the team members. **Teams are reminded that the 2010 ITE Collegiate Traffic Bowl will be held in Vancouver, BC, Canada, and that students traveling to Canada should be prepared and have the required documents for entry and departure of Canada.**

Competition Resources:

The competition will involve clues and responses (questions and answers) from various transportation resources. The following current resources will be used:

1. Traffic Engineering Handbook, 6th edition
2. Transportation Planning Handbook, 3rd edition
3. USDOT Manual on Uniform Traffic Control Devices, 2009 edition
4. Canadian Manual on Uniform Traffic Control Devices
5. Highway Capacity Manual 2000
6. Canadian Capacity Guide
7. ITE Web site, www.ite.org

The clues and responses will strive to cover the concepts and material presented in these resources that are common in both the United States and Canada. The clues and responses will be presented in English to the teams. Both Metric and English units of measure will be accepted as answers.

In addition, the competition will include exciting potpourri categories that feature clues about ITE, its structure and governance and from "general transportation knowledge" as well as pop culture topics that are related somehow to transportation planning and engineering.

Competition Structure

Depending on the number of teams competing, there will be preliminary matches of competition, with teams seeded by random draw. Three teams will compete against each other during each semi-final match. The winning teams in each semi-final match will advance to the final

Championship Match. In the event that only two preliminary rounds are conducted, the team with the highest total score from the remaining four teams will be selected as the third or “Wild Card” team to advance to the Championship Match. The clues and responses will be presented in English to the teams in both a spoken form by an Emcee and a visual display on a large projector screen.

Group 1 Preliminary Match (approximately 30 minutes)

Match Format:

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

Tiebreaker: If there is a tie after the final written question, a second question will be given by the Emcee, using the same format of the Final Round, and continuing until there is a winner.

(5-10 minute break between matches)

Group 2 and 3 Preliminary Matches (depending on number of schools)

Same format as Group 1.

Championship Match (approximately 30 minutes)

The three winning teams, or two winning teams and a “Wild Card” team, from the semi-final matches will compete in the finals.

Match Format:

- Introduction of teams and team members (3-5 minutes)
- First Round, 25 clues/questions in 5 categories. The game will continue until all clues are read and answered. (approx. 15 minutes)
- Break (approx. 3 minutes)
- Final Round (one clue/question), points to be determined by team (30 seconds to record your answer)

Tiebreaker: If there is a tie after the final written question, a second question will be given by the Emcee, using the same format of the final round, and continuing until there is a winner.

The winning team will be **The 2010 MidwesternITE Collegiate Traffic Bowl Champion.**

Total anticipated time of the competition is about 2 hours.

General Rules of the Game

1. Contestants will be presented with clues and they will try to provide the responses. The clues will be organized into five categories with five clues in each category. Each clue in a category will be assigned point values, such as 100, 200, 300, 400, or 500. The responses should be phrased in the form of question.
2. Prior to the start of the competition, one of the three teams will be chosen by random draw to select the first category and point value. The competition clues will be read by the “Master of Ceremony” (Emcee), and also displayed to the teams. After the Emcee has completely

read the clue, the first team (or individual) that operates (triggers a switch) their signal will have the first opportunity to respond.

3. The Emcee will recognize the team (or individual) that triggered their signal, at which time the team (or individual) shall have ten (10) seconds to confer with their team members and provide a response.
4. If the response is incorrect, the Emcee will reread the clue to the remaining contestants. One of these teams (or individual) may signal at any time during the reading of the clue. Upon seeing a signal, the Emcee will stop reading and recognize the team signaling and they will have ten (10) seconds to confer and provide a response. If this response is incorrect, the Emcee will offer the remaining team the opportunity to respond. If they accept the offer, they will have ten (10) seconds to confer and provide a response.
5. **The value of the clue will be deducted from the appropriate team(s) for each incorrect response.**
6. 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.
7. If no team responds or responds correctly, the team that choose the clue will retain control of the board and select the category and value of the next clue. The process is then repeated.
8. Randomly throughout the course of a game, a Daily Double will appear. The team in control of the board that selected the clue 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.
9. The Final Round shall consist of a single clue in a single category that is indicated to all competition teams with a positive score at the end of the first round. For the Final Round, each team shall be able to make a point wager of any amount up to their total cumulative score. 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.

In the event that there is only one team having a positive cumulative score at the end of the first round of a match, they will be declared the winner and the Final Round will not be played.

In the event that no team has a positive cumulative score at the end of the first round of a match, the Final Round will be played as follows:

- The teams will not make a wager of points.
 - The clue will be read by the Emcee and the teams will have 30 seconds to record their response.
 - The team closest to zero with a correct response will be declared the winner.
 - If no team responses correctly, a second question will be given by the Emcee, using this same format, and continuing until there is a winner.
10. The team with the highest score after the Final Clue will be the winner of the match.
 11. Recording of the match and the contents (clues/questions/responses/answers) by any means will not be permitted.

12. During the matches, 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 matches. The use of cell phones or communication devices will not be permitted by the members of the team.

Competition Staff

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

- **Competition committee:**

The competition committee will be responsible for the preparation and set-up of the Matches and the registration of the teams.

- **Master of Ceremony:**

The competition's clues and correct responses will be read by the "Master of Ceremony" (Emcee), who will also serve to control the flow of the game.

- **Judging:**

A panel of three judges shall rule on correctness of the responses. The judges will be responsible for signaling if a correct or incorrect response to the answer given by the team. Two different sounds such as a bell and buzzer should be used to denote a correct or an incorrect response. The decision by the judges shall be final and shall stand without recourse.

Judges will also be responsible for ruling on irregularities or issues that evolve during the course of play that are not specifically addressed within the rules.

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

For a MWITE District competition, judges should be recruited from among prominent ITE members present at the event and shall be selected for their broad knowledge and fairness.

The clues and correct responses for the match 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.

- **Time Keeper:**

During the First Round of each Match, the team that signals first will have ten (10) seconds to provide a response. The time keeper will be responsible for keeping track of the ten (10) second answer clock (time allowed after a question is given). The clock for the ten (10) second answer rule shall start after the student, who has signaled, is recognized by the Emcee. A buzzer should be used to signal that time has expired.

- **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 Round 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. If a wrong response is given, the wagered amount shall be deducted from their score.

Other Rules and Awards

- **Other Rules:**

Prior to the competition, any interpretation or clarification of the contest rules shall be submitted to the Midwestern District Executive Committee for their consideration. The MWITE District's Executive Committee decision shall be final and shall stand without recourse.

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

- **Awards:**

Each team competing will receive a certificate of recognition for attending the event. The winning student chapter will receive a plaque and a cash award. The second and third place teams will also be recognized with special plaques. The district shall maintain a historical record of the winner of each year's competition.

A press release by ITE will be issued announcing the results of the district and the Vancouver competitions. The release will be sent to the winning school for their use.

For the ITE Collegiate Traffic Bowl in Vancouver, ITE will provide a grant of \$US 2,000 for the winning district teams that come to Vancouver to compete. The team members will also receive complimentary student registrations to the ITE Annual Meeting. The MWITE will provide an additional grant of \$US 1,500 for the winning teams travel to Vancouver.

The student team winning the ITE Collegiate Traffic Bowl in Vancouver will receive a plaque and a cash award of \$US 2,000. The second and third place teams in Vancouver will also be recognized with plaques.

Again, if you have any questions, please let us know. You can direct your inquiries to John Davis at 262-522-4905 or DavisJ@AyresAssociates.com.

ATTACHMENTS

- Team Entry Form



2010 TRAFFIC BOWL ENTRY FORM

University: _____

Student Chapter Adviser Name: _____

E-mail: _____ Phone: _____

Team Members:

1. _____
2. _____
3. _____

Alternates:

Please send in the names of the members of your team to the competition committee by no later than June 1, 2010. Your lists on the entry form should be sent to John Davis via fax at 262-523-4477 or e-mail at DavisJ@AyresAssociates.com

REALLY SPECIAL TRAVEL NOTE: Teams are reminded that the 2010 ITE Collegiate Traffic Bowl will be held in Vancouver, BC, Canada, and that students traveling to Canada should be prepared and have the required documents for entry and departure of Canada.

Passports are now required for all US citizens to re-enter the United States from Canada. Individuals who do not currently have a valid US Passport should plan ahead to obtain their passport as *processing time is about 4 to 6 weeks, but varies by time of year.* **Remember the Midwestern District Meeting is only six weeks before the International Annual Meeting in Vancouver!**