

# AREMA Committee 24 Collegiate Quiz Bowl Competition

## 2023 Guidelines

At the American Railway Engineering and Maintenance-of-Way Association (AREMA) annual conference, a competition between AREMA collegiate teams will be conducted as the AREMA Committee 24 Collegiate Quiz Bowl (Quiz Bowl). The objectives of the Quiz Bowl are to encourage students to enhance their knowledge of the railway industry and of AREMA, to strengthen the programs of the AREMA student chapters, and to foster a collegial spirit amongst the students.

The following rules and guidelines are set forth for the competition.

### **Teams**

A team for the Quiz Bowl shall consist of up to five (5) AREMA Student Members. Each Student Chapter is allowed to have at least one team in the competition. Each Student Chapter Team member **must** be:

- a full-time student of the university that they represent
- a member of AREMA
- a member of their university's chartered AREMA student chapter

Each team will designate a Team Captain on the Team Sign-up form and sign-in sheet.

Student Chapters that do not have a full Quiz Bowl team can elect to combine with one other Student Chapter or add students that do not have a Student Chapter at their university (members-at-large). This can be coordinated via Committee 24 the day of the competition at the student events check-in table.

Students who do not have an AREMA Student Chapter at their university are eligible to participate in the competition on either of the two (2) Member-At-Large Teams. The teams will be organized by Committee 24. Each member of the Member-At-Large Teams must be:

- A full-time student at a university
- A member of AREMA
- Must attend a school who is not already represented in the competition

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.

No professors and/or students that are not participating in the competition will be permitted in the team competition area.

Each team member will be required to sign-in the day of the competition. Once sign-in is complete, changes to the team roster are not permitted.

### **Competition Resources**

The Quiz Bowl will involve questions and answers from various railway industry resources. The following current resources will be used in addition to other publicly available information:

1. Practical Guide to Railway Engineering

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2. Federal Railway Administration (FRA) website, [www.fra.dot.gov](http://www.fra.dot.gov), and associated publications
3. American Railway Engineering and Maintenance-of-Way Association (AREMA) web site, [www.arema.org](http://www.arema.org), and associated publications
4. American Shortline Railroad Association website, [www.aslrra.org](http://www.aslrra.org) and associated publications

In addition, the competition will include categories that feature questions about AREMA, its structure and governance taken from the AREMA website, questions from “general railway industry knowledge”, railroad history, and questions on popular culture topics that are related to the railway industry.

The questions and answers 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. All answers should be given in English units of measure unless otherwise directed.

## **Competition Structure**

At the AREMA Annual Conference, the competition structure will consist of four (4) rounds of ten (10) questions, each round varying in level of difficulty from easy to expert.

- Each question will be read once and displayed by the Emcee.
- A single response sheet will be given to each team for each round.
- In each round, questions will be read with thirty (30) seconds between each question provided for team discussion.
- Each question will be worth one point.
- All questions are scored as all or nothing, unless stated otherwise during the competition.
- All the teams will participate in all five rounds.
- In the event of a tie, a Tiebreaker Round (1 question with multiple answers) will be conducted. The teams will have a set time to answer the question. The team with the most points in the end will be declared the winner.

## **Competition Outline**

- Introductions of judges and emcee and present competition instructions.
- At the beginning of each round, each team will be given an answer sheet by Competition Assistants.
- In each round, questions will be read with thirty (30) seconds between each question provided for team discussion.
- After each team has completed each question, a representative is to raise their team’s name tent to alert the Emcee the competition can be moved onto the next question.
- Ten (10) questions will be included in each round.
- Answer sheets will be picked up by Competition Assistants.
- One (1) minute will be given between the reading of the last question and the point at which the answer sheet must be turned in.
- Answers will be read after all answer sheets are turned in.

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- Teams will have two (2) minutes between the reading of the last answer for each round and before the first question is read for the next round. During this time, challenges will be accepted
- Scores will be posted between rounds upon the completion of scoring.

### **Question Challenge**

- Each team will receive one (1) Question Challenge to be used for one (1) single question during the initial four (4) rounds.
- Only the Team Captain can present a challenge to the Challenge Judge, in the form of a challenge card, to the scoring table. The challenge card will have the following information written on it: Team Name, Question Round, Question Number, and Team Proposed Acceptable Response.
- Teams will have until two (2) minutes after the last answer for the round is completely read to get in line to present a challenge card. Any team captain not in line for the scoring table prior to time expiring will not be considered.
- Any Question Challenge presented without a challenge card will not be considered.
- Any Question Challenge presented by any team member other than the Team Captain will not be considered.
- Question Challenge cards will not be returned if the challenge is acknowledged as correct.

The team with the most points will be the AREMA Committee 24 Collegiate Quiz Bowl Champion.

### **Equipment**

Each team is responsible for supplying their own scratch paper, writing utensils, and calculators as they see necessary. No books, reference materials, or computers/cell phones, cameras or other electronic devices with internet capabilities will be allowed.

### **Competition Staff**

The competition staff will consist of the Emcee, Scorers, Competition Judge, Challenge Judge, Competition Assistants, and Timekeeper. Descriptions of their roles follow:

**Emcee:** The competition's questions and correct answers will be read by the Emcee, who will also serve to control the flow of the game. The Emcee will be responsible for displaying the questions during the competition as well as keeping track of the time.

**Scorers:** The competition's answers will be judged by two Scorers who will also serve as the scorekeepers for the competition.

The questions and correct answers will be provided to the Scorers, but the Scorer will be allowed to determine whether a different response/answer is also acceptable, based upon their collective knowledge and judgment. The Scorers will also be permitted to dismiss a question if they deem it incorrect, inaccurate, or poorly worded.

The Scorers 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.

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During the competition, any challenge of the questions shall be the responsibility of the Scorers and Judge to rule and make a final decision. Their decisions shall be final and shall stand without recourse.

**Competition Judge:** Any disagreements between the Scorers that can't be settled regarding acceptable answers, irregularities or other issues will be settled by the Competition Judge. This person will be presented with the information in dispute and will make the ruling as to how to proceed. His/Her decision shall be final and shall stand without recourse. The Competition Judge has the final ruling over the Scorer's decisions and Challenge Judge's decision.

**Challenge Judge:** The challenge cards will be presented to the Challenge Judge for consideration. The challenge card will have the following information written on it: Team Name or Number, Question Round, Question Number, and Team Proposed Acceptable Response. The Challenge Judge will review all challenges and supply a timely response to the entire group between rounds. The Competition Judge can also be the same as the Challenge Judge.

**Competition Assistants:** The Competition Assistants will be responsible for miscellaneous tasks throughout the competition as necessary, including checking in the teams, monitoring the competition, and handing out and collecting answer sheets.

**Timekeeper:** The timekeeper will be responsible for keeping track of time between each question and between the end of reading the last answer and first question for the next round.

## Awards

The members of the team winning the Quiz Bowl will each receive a certificate to recognize the achievement and prize from AREMA. Prizes will be awarded the day of the competition. Following the Annual Conference, the certificates will be mailed to the student chapter advisor for presentation at a suitable place and time.

An announcement by AREMA will be issued announcing the Champion of the Quiz Bowl.

## Other Rules

Prior to the competition, any interpretation or clarification of the contest rules shall be submitted to the Student Chapter Coordinator at [scc@arema.org](mailto:scc@arema.org) for consideration by the Quiz Bowl planning team. The Quiz Bowl planning team decision shall be final and shall stand without recourse.

Recording of the competition and the contents (clues/questions/responses/answers) by audience members by any means will not be permitted.

During the competition, only the members of the teams will be allowed in the competition area.

Communication with the audience during the competition will result in disqualification of the

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team participating.

The use of cell phones or other electronic devices with internet access or other banned resources will not be permitted by the members of the team.

### **Timeline**

Entries must be submitted by September 22, 2023 via the [Google Form](#). For Student Chapter Teams, only the Team Captain is required to sign-up. All other team members can be finalized up to the day of the event at the student events check-in table. It is the responsibility of the Student Chapter to coordinate if they would like to have multiple teams in the competition and sign-up for each team separately with separate Team Captains.

Notifications to participants will be sent out shortly after the sign-up deadline. Day of sign-ups will be permitted for Member-At-Large Teams only.