

HANDBOOK

Description of stations,
contents and scoring



EUROPEAN TRAFFIC
EDUCATION
CONTEST 

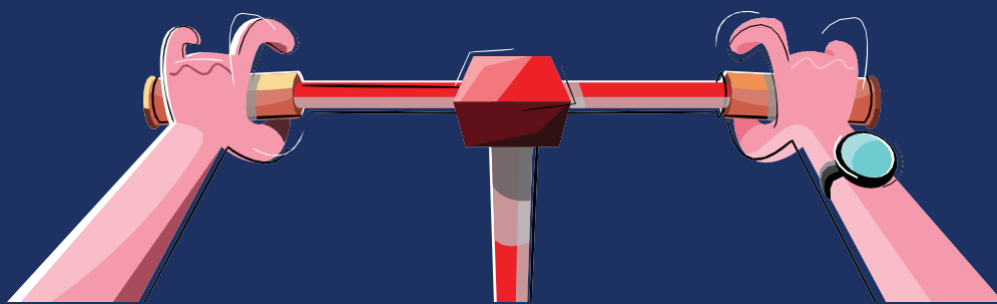


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GENERAL INFORMATION

- The teams rotate between the stations.
- The exercises and tasks of the Contest are spread across stations 1 to 7. Groups of max. 3 Club teams work at one station at a time.
- Every station contains several tasks that must be accomplished.
- The practical riding exercises must be done individually.
- Depending on the task, the theoretical exercises are done individually or as a team.
- The teams change stations every 30 minutes.
- After 4 stations there is a lunch break.

STATIONS AND POINTS

- At 4 of the 7 stations, each child has a start-up bonus of 20 points. A certain number of points will be deducted for any mistake/error that is made (3 of the stations include riding exercises, and 1 station includes theoretical exercises).
- No scores will be counted at the other 3 stations, but every participating child will be credited with 20 points. (These may be stations where new things are tested or where something is demonstrated.)
- Any team failing to accomplish the required tasks/exercises at any station will lose the 20-point start-up bonus per station and child. In that event, 0 points will be awarded for that post.
- For exercises/tasks that must be accomplished as a team, every child will be awarded the number of points obtained by the team.
- Third parties (e.g., team coaches, translators, guests of the club) are not allowed to provide any assistance to the teams; otherwise, 0 points will be given to the team at the station in question.
- The lowest possible score at any station is 0 points. No negative scores will be given.
- A team's result is calculated by adding the total number of points obtained by every child on the team. No score will be canceled. **No individual scores per child will be displayed.**
- Any decision made by the referees is final and may not be appealed.

DESIGN CONTEST

- In the framework of the contest, the FIA organizes a design contest in which each team participates.
- The aim is to customize/decorate a reflective vest. There will be a vote to award the best-looking vest.
- The FIA shall communicate requirements during the contest. Each child participating shall receive a bonus of 20 points (80 points for the team). This bonus shall be added to the score.


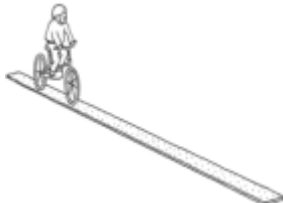
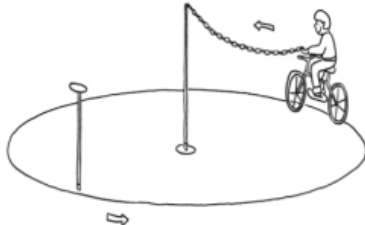
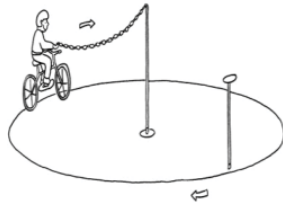


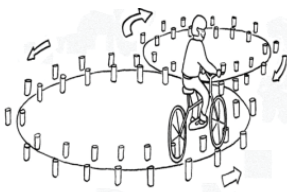
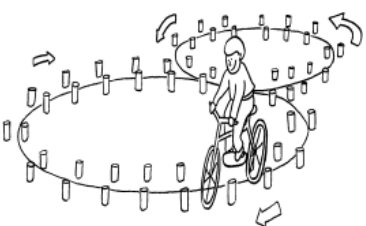
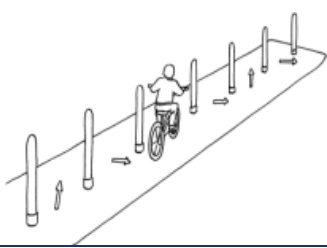
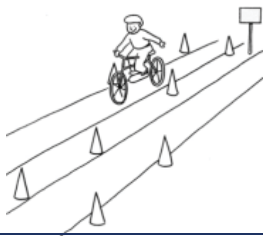
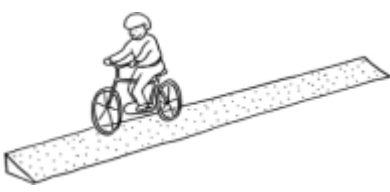
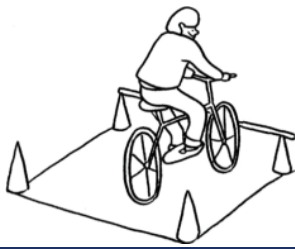
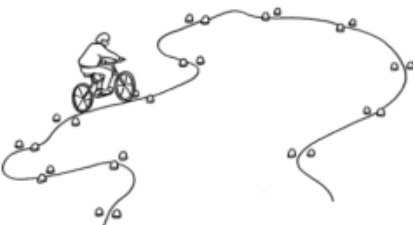
STATIONS



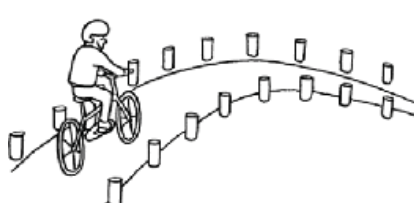


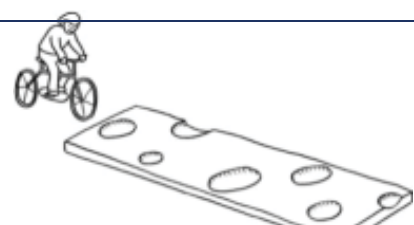
PRACTICAL STATIONS

The following list shows 32 obstacles. The Technical Committee of the contest will select obstacles from this list for the two practical stations with scoring.








GENERAL MISTAKES (valid through all the stations)	
Description	Points
Late arrival at start	-3
Unallowed foot contact with the ground (each occurrence)	-1
Fall (each occurrence)	-3
An obstacle omitted or not completed	-5
Group of obstacles omitted	-10
Multiple passes through an obstacle	-5

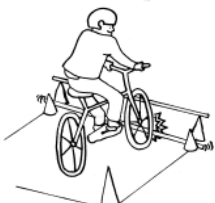



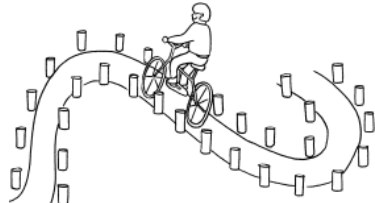
Picture No.	Description	Mistake	Points	
01		Traffic lights	Ignoring a traffic light	-2
02		Narrow board	<ul style="list-style-type: none">Leaving the board with one or two wheelsMissing the board	-2 -3
03		Circle (left hand)	<ul style="list-style-type: none">Not taking the chainDropping the chainChain touching the ground (each occurrence)Displacing a poleKnocking over a pole	-3 -3 -1 -1 -2
04		Circle (right hand)	<ul style="list-style-type: none">Not taking the chainDropping the chainChain touching the ground (each occurrence)Displacing a poleKnocking over a pole	-3 -3 -1 -1 -2

Picture No.	Description	Mistake	Points
05		<ul style="list-style-type: none"> Knocking over or displacing 1 cone Knocking over or displacing 2-4 cones Knocking over or displacing 5-8 cones Knocking over or displacing 9 or more cones 	-1 -2 -3 -4
06		<ul style="list-style-type: none"> Knocking over or displacing 1 cone Knocking over or displacing 2-4 cones Knocking over or displacing 5-8 cones Knocking over or displacing 9 or more cones 	-1 -2 -3 -4
07		<ul style="list-style-type: none"> Displacing a pole (each occurrence) Knocking over a pole (each occurrence) Crossing over the sideline (each occurrence) 	-1 -2 -3
08		<ul style="list-style-type: none"> Not looking to the rear Not signing correctly Crossing-over the sideline 	-3 -3 -1
09		<ul style="list-style-type: none"> Leaving the board with one or two wheels Missing the board 	-2 -3
10		<ul style="list-style-type: none"> Foot or feet outside the limits Make the barrier fall Bicycle outside the limits 	-1 -3 -2
11		<ul style="list-style-type: none"> Displacing one cone Displacing 2-4 cones Displacing 5 or more cones 	-1 -2 -3

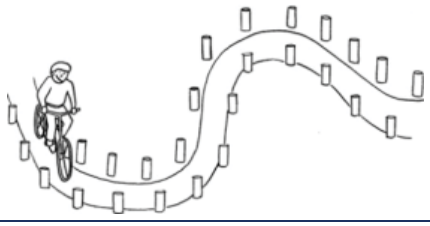
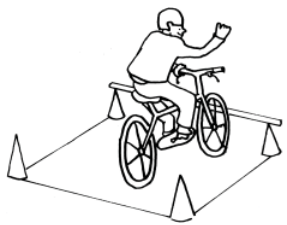

Picture No.	Description	Mistake	Points
12	 Bumpy road	<ul style="list-style-type: none"> To skip 1 obstacle To skip 2 obstacle To skip 3 obstacles 	-1 -2 -3
13	 Cones along a straight road	<ul style="list-style-type: none"> Displacing cones/pegs in Sector 1 Displacing cones/pegs in Sector 2 Displacing cones/pegs in Sector 3 Displacing cones/pegs in Sector 4 	-4 -3 -2 -1
14	 Cones along a curved road	<ul style="list-style-type: none"> Displacing cones/pegs in Sector 1 Displacing cones/pegs in Sector 2 Displacing cones/pegs in Sector 3 Displacing cones/pegs in Sector 4 	-4 -3 -2 -1
15	 Narrow passage (handlebar height)	<ul style="list-style-type: none"> Touching the first obstacle Touching the second obstacle Touching the third obstacle Touching the fourth obstacle Touching the fifth obstacle 	-5 -4 -3 -2 -1
16	 Rails	Unsuccessful	-2
17	 Holes	Unsuccessful	-2



Picture No.	Description	Mistake	Points	
18		Luggage Riding without a rucksack	-5	
19		Displacing an object to the right	<ul style="list-style-type: none">Passing without taking the object -3Allowing the object to fall or not placing the object in the second receptacle -2Crossing-over the sideline -1	
20		Displacing an object to the left	<ul style="list-style-type: none">Passing without taking the object -3Allowing the object to fall or not placing the object in the second receptacle -2Crossing-over the sideline -1	
21		Looking back (Remember the number on the board and write it down at the end of the exercise)	Not looking back (Can be added to obstacle No.8)	-3
22		Speed bumps	Cycling outside the lane Displacing the bumps	-2 -2
23		Narrow curve	Not driving inside the markings.	-2
24		Bending down	<ul style="list-style-type: none">Touching the obstacle -1Knocking over the bar or gate -2	

Picture No.	Description	Mistake	Points
25	 <p>Double Bar Stop (only the first bar must fall)</p>	<ul style="list-style-type: none"> Foot or feet outside the limits Bicycle outside the limits Not making the first barrier fall Making both or no barrier fall 	<p>-1</p> <p>-1</p> <p>-3</p> <p>-3</p>
26	 <p>Starting from the pavement</p>	Not looking back	-3
27	 <p>Drive a circle in a square (left)</p>	Crossing over the limits (each occurrence)	- 2 (max - 4)
28	 <p>Drive a circle in a square (right)</p>	Crossing over the limits (each occurrence)	- 2 (max - 4)
29	 <p>S (left)</p>	<ul style="list-style-type: none"> Knocking over or displacing 1 cone Knocking over or displacing 2-3 cones Knocking over or displacing 4-5 cones Knocking over or displacing 6 or more cones 	<p>-1</p> <p>-2</p> <p>-3</p> <p>-4</p>

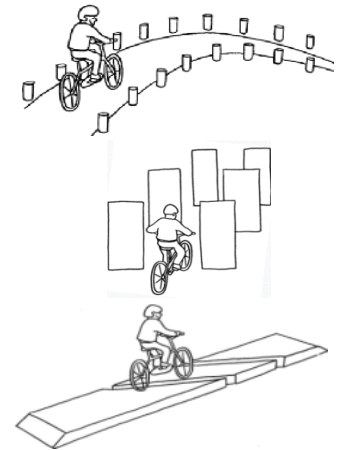
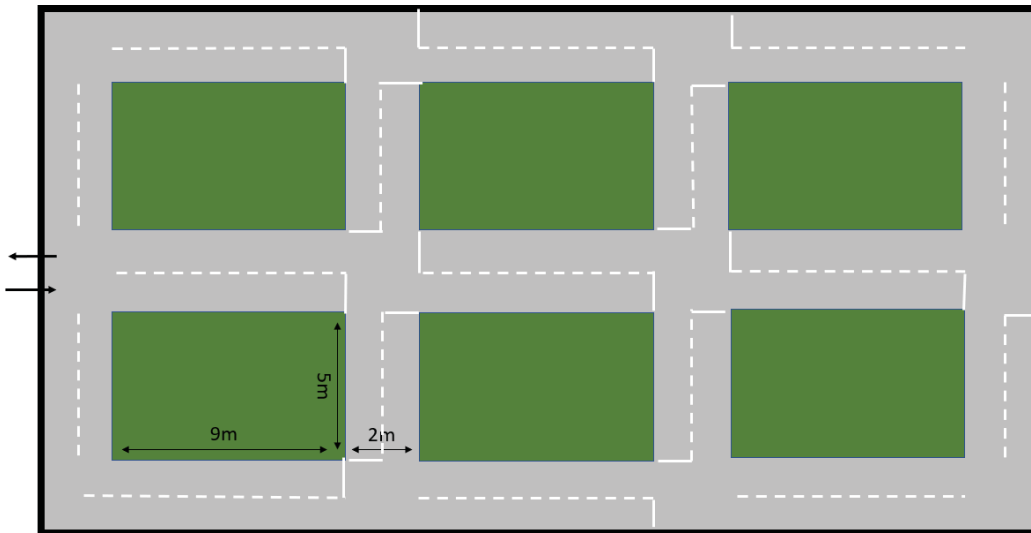


Picture No.	Description	Mistake	Points
30		S (right)	<ul style="list-style-type: none"> Knocking over or displacing 1 cone -1 Knocking over or displacing 2-3 cones -2 Knocking over or displacing 4-5 cones -3 Knocking over or displacing 6 or more cones -4
31		Brake and stop with one hand	<ul style="list-style-type: none"> Driving with two hands -3 Crossing side limits -2 Braking with two hands -3 Foot or feet outside the limits of braking field -1 The bicycle is outside the limits of a braking field -2 Knocking down the bar -3
32		Crossing with a Stop sign	<ul style="list-style-type: none"> Not stopping at a stop sign -3 Not looking left and right -2



LABYRINTH & OBSTACLES

Example:



DESCRIPTION

- The goal of this station is to find the right way out of the labyrinth in compliance with the traffic signs. Participants must ride their bikes like in a real-life situation (possible mistakes are listed below).
- A series of obstacles which are identical to those used in the practical stations can be placed between the intersections. Participants will be judged according to the possible mistakes listed on the previous pages (Practical stations).
- In case of a mistake at an intersection, the judge will stop the participant and indicate him to the right direction. Corners must be considered as curves, not intersections. Each participant starts with 20 points.
Minimum points = 0.
- The maximum time available to complete the task: 4 minutes.
- The time recorded will be used as a tiebreaker, in case teams receive an equal number of points at the results.

Mistake	Points
Failing to respect a traffic sign in the labyrinth.	-4(Each occurrence)
Failing to stay on the right-hand side, while cycling in the labyrinth	-1
Failing to indicate clearly with your hand/arm when you are taking a turn	-3
Failing to stop, if necessary, at an intersection and look clearly left and right	-3
Failing to stay on the right-hand lane while taking a left turn (to not cross onto opposite flowing traffic while turning)	-2
Not looking back or incorrect looking	-2(Each occurrence)
Failing to pass an obstacle	See table above
Not finishing within 4 minutes	-10

THEORETICAL STATIONS

STATION A

Theoretical test (power point)

Individual tasks/exercises

A multiple-choice quiz of 12 questions, lasting about 10 minutes (same duration for all teams). The instructions and questions are formulated on a PowerPoint presentation, in the languages of the different teams. Each participant ticks the right answers on his/her answer sheet.

8 illustrations with right-of-way situations. Choose 1 answer for each situation.

1 illustration with six pictures of cyclists behaving correctly or not. 3 out of 6 behaviors are incorrect and should be ticked.

1 illustration in which cyclists behave correctly or not in the blind spot of a truck. Identify the cyclists who can be seen by the driver and those who can't.

3 pictures, each presenting three road signs. Choose one answer each time.

-1 (Each incorrect answer)

STATION B

Ten Cyclists

Group task/ in pairs

There are 20 cyclists in total in a large illustration. The team is given 2 minutes to find 10 cyclists who are behaving correctly and not making mistakes in traffic.

Time: 2 minutes.

-1 (Each cyclist not found)

Labyrinth

Individual task

Every child receives an illustration showing a town from a bird-eyes perspective. The illustration contains various traffic signs which must be taken into consideration. The illustration is divided into 4 sectors:

Task: With a pen, trace the correct way for a cyclist from the start point to the end point (school).

Time: 4 minutes

-4 (For a mistake in sector A)

-3 (For a mistake in sector B)

-2 (For a mistake in sector C)

-1 (For a mistake in sector D)

Maximum mistake: -4 points

Safe ride

Group task/ in pairs

Get prepared for a safe ride. The kids must choose relevant safety items for themselves and their bikes, among a variety of different articles. They need to select a total of 6 articles.

Time: 1 minute

-1 (For the first skipped item)

-2 (For two or more skipped items)

Turning left

Group task/ in pairs

Various cards containing a cyclist in a different position are shown. The cards are to be laid in the correct succession needed for turning left.

Time: 1 minute


-2 (Not recognizing the first card)



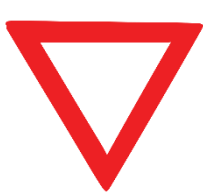



STATION C



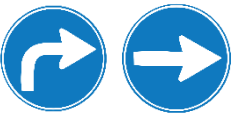




Host Club Station


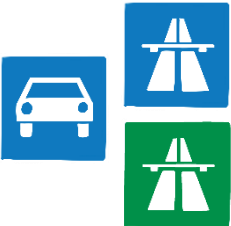




The Host Club will set up a station with different games. Instructions and scoring rules will be circulated on the briefing presentation before the contest.

ROAD SIGNS THAT WILL APPEAR IN THE LABYRINTH LIVE AND THE THEORY STATION

	Crossroads with priority on the right
	Danger: Cyclists
	Stop. Give way
	Priority road
	Road closed to all vehicles in both directions
	No entry

	Crossroads with a minor road
	Other danger
	Give way
	End of priority road
	No bicycles
	No left turn

	No right turn
	No heavy goods vehicles
	Turn right
	Proceed straight
	Bicycles only
	One-way street
	Roundabout

	No motorcycles
	Dual carriageway and Highway (blue or green depending on the country)
	Turn left
	Right or left turn only
	Pedestrians only
	Dead end (No through road)





**READY TO
GO!**



FEDERATION INTERNATIONALE DE L'AUTOMOBILE
REGION I - EUROPE, THE MIDDLE EAST AND AFRICA

Pictures are kindly provided by BFU



**Measure 2 fingers
above the nose**



**Tight the string
correctly**



**BE SMART,
PROTECT YOUR
HEAD!**



**EUROPEAN TRAFFIC
EDUCATION
CONTEST** 

#ETEC

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