



TEDDY BEARS PICNIC

Bear Spotting is a very important part of Teddy Bears Picnic. However, it is well known that competitors sometimes do not read their packet carefully or look at the board. But, if you are reading this, you are not one of those competitors. If you fill in this sheet correctly and turn it in to the Starter with you Safety Checklist, you will earn 30 points!

There is a picture of a Bear at Play on the Secretary's Board. Fill in what that Bear is doing in the space below. The Dancing Bear Logo does not count!

Hand this page in with your Safety Checklist to the Starter Bear who will put your Task 1 Good Bear Points and Start Time on your Honey Card.

Along the course there will be other Bears at Play. Be sure to take note of them! And don't give the secret away to other competitors!

The Picnic Bears

Teddy Bear Trot Starter Team Instructions

Overview:

The Starter Team has the following roles. They may be split among 1 or 2 people. Where the schedule and course allow, the same team will start the Trot and the Marathon.

Task 1 Watch Bear

1. Write name and number on Honey Card and check off Entry on your Order of Go.
2. If the competitor has forgotten their Task Card, you can give them one.
3. Ask for signed Safety Checklist. If not provided, say it must be to Secretary before scores will be posted.
4. Check to see if the Task 1 sheet was provided with the Safety Checklist (do not ask for it!). If it is filled out correctly, write points in the Honey Card Task 1 box and on your backup sheet. (Check your clipboard for the correct answer.)
5. Give the Honey Card to the Competitor
6. Direct competitor to the Starter to get a Start Time (that might be you, too).

Starter

1. There is set Order of Go for the Trot but you will need to be flexible. The "Wait" time is the most important guideline to keep the Trotters separated.
2. When ready, the competitor will give you their Honey Card. Write their competitor number on the next open line of your Back Up Sheet and assign a start time that is about 2 minutes ahead.
3. Write Start Time on Honey Card and give to Competitor or Gator
4. Announce 2 minutes, 1 minute, 30 seconds, 10,9,8,7,6,5,4,3,2,1,Go. "Have a good go!"