

Teddy Bears Picnic Trot 2022

Introduction Well The Bears had so much fun at Fair Hill last year (though Trotters did not see them because they were in hidden spots to avoid Covid. But now the Bears are all vaccinated so they decided to go back to inviting you to join their Picnic. But, they need your help to complete their picnic festivities. You were soooo entertaining in previous years that they can't wait to see what you do this year! Each Picnic Spot is located near a Zone the TBP Competitors are playing in. The Bears have set up a task for you in each zone and the Watch Bear in the Zone will score how successfully you perform the task. Each Watch Bear has their own scoresheet this year so you do not have to let the Watch Bear record your "Good Bear" Points.

Scoring The Trot is **NOT** a CDE with Bears, so pay attention to how it's scored! The Bears would like to see an orderly parade past their Picnic Spots. So you will be rewarded for being **EXACTLY ON THE TIME ALLOWED** (with a 3 minute window plus or minus). For every second over (or under) the Time Allowed you will receive 0.25 "Bad Bear" points. Your Teddy Bear Trot Score will be **Good Bear Points you earn for Tasks MINUS Bad Bear Points** you earn for being too fast or too slow.

Pace The pace for Training and Preliminary is Walk or Trot. Intermediate competitors can do any pace.

Time Allowed Time Allowed is calculated at Section B speeds for your level/size PLUS the total of all the Task Times Allowed. If you do the tasks faster, you need to go more slowly between them – or vice versa. If you get held up, you need to keep track of how long and ask the Watch Bear to note that on your Green Card.

Tasks are Optional **If you don't want to do a task, you can skip it** – you just won't be very entertaining and so won't get any Good Bear Points from the Watch Bear.

Elimination If you shoot a Watch Bear, you are eliminated. Other than that, there is no elimination. The Bears hate to make people sad on their Picnic Day!

Blind Marathon There is no course walk. You cannot visit the course until you drive it - there are Stealth Bears out there that will tell on you! You can visit the Zones where the Tasks are located. You will get the Task List Card when you get your packet.

Map You will notice on the map that there is one start and one end for everyone. There is no "trot start" but there is a shortcut for VSE's so be careful to follow your signs or we may never get you back!! You all end at the same place. **VSE's** Some of you have Gators and some don't - so all tasks must be done by the driver unless otherwise noted in the task card.

Helmets/Vests: Everyone on the carriage for the Trot must wear a helmet. It's also safest to wear a vest, but not required unless you are under 18. So if you wear a fancy hat or apron for Dressage, stop by your trailer and trade in your fancy duds for your "trail gear" before going to Start.

Teddy Bear Trot Tasks...Revised.10/12/22

Bear Spotter Alert: Bears at Play Ahead!

You may pass the competitor in front of you where it is safe!

If "held," keep track of how long and have the Watch Bear note it on your Green Card!

Task 1: "Careful Bears Reward" Max: 30 Points Est.: 0 Secs

Careful Bears read their packets and the Secretary's Board. If you did, you will be able to tell the Starter what sport this year's Sports Bear is playing. Give the Starter the right answer to get 30 Good Bear Points on your Time Card.

Task 2/Zone1: "Trick or Treat" Max: 60 Points Time: 120 Seconds

There is a Trick or Treat Station set up for the Bears, but the treat baskets are too close to scary things, so the Bears are afraid to go in. Go into that place (humans call it a hazard) and get ONE TREAT from EACH basket for the bears. Each piece (max 2) you give to the Watch Bear at the entrance is worth 30 pts. The Bear might let you keep your goodies if they are already full.

Task 3/Zone 2: "Ring My Chime" Max: 60 Points Time: 120 Seconds

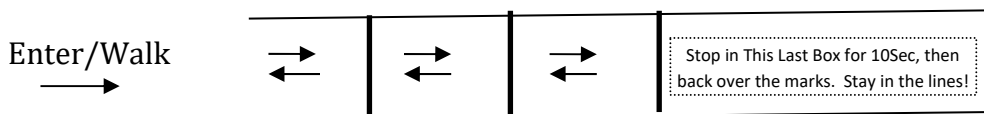
The Bears startle easily so they would like a little warning that you are on course. Look for dangling chimes but stay SAFE in choosing your route to the chimes. You must TROT by and ring the chimes with your whip. There are 2 sets of Chimes. Ring 1 for 30 points; Ring Both for 60.

Task 4/Zone 3: "Send Them Home" Max 200: Points Time: 180 Seconds

The Bears need to get their rubber duckies back into the pond. The duckies are sitting on top of stuff but all you Bear Trotters are getting in the way! Please collect as many Ducks as you can (max 10) and give them to the Watch Bear when you leave! 20 Points each

Task 5/Zone 4: "My Bear Can Back Without a Rear Camera!" Max 100 Pts Time: 120 Secs

The Bears have noticed halting and backing are sometimes difficult – so they have fun watching you try! Walk forward between the painted lines without touching them and halt inside the lines at the front box (20 Points). Stand in the box for 10 seconds (20 more points). Back between the side lines (without hitting them) to get 20 points for each "back up line" your wheels touch. When you hit a side line, you are done – but you keep the points you earned until then.



Task 6/Zone 5: “Feed the Bears!” Max: 160 Points Time: 240 Seconds

Thoughtful Rangers have left baskets of oranges for the taking (they look like tennis balls). But there are a lot of people and carriages whizzing by there (plus a Troll hiding in the tree) so they are afraid to accept their treats. STOP at the basket(s) and take 2 “oranges” and proceed carefully to the Bear Feeding Station (it looks like a Bear Sign). Stop behind the “throw line” markers. DRIVER must throw the balls thru the hole in the target *from the carriage*. You may put down your navigator to head your equine. For each ball you throw, you earn 40 Good Bear Points. Each ball you actually get thru the hole, you get another 40 points. NO DO OVERS!

Task 7/ Just before End: “Bear Trotters on Parade” Max: 250 Points Time: 180 Seconds

The Bears just love to watch “all singing; all dancing” carriages on parade so here is your chance to shine! Safety, Showmanship and Creativity are most rewarded.

- “Dancing” – Pick up 3 wooden rings from your Watch Bear and then weave thru the cones in a SERPENTINE AT A TROT. As you go by a cone drop the ring on the cone. 30 pts for each ring that stays on a cone. Max: 90 pts
- “Singing” – The entire time you are driving the Serpentine, The Bears want to hear at least verse 1 of “**The Teddy Bears Picnic Song**” sung by ALL. Max: 160 Bing Crosby version of the tune is on the Competitor Home Page.
 - Good, Loud, Animated Singing of **TBP Song***- each verse/chorus - 40pts
 - Good, Loud, Animated Singing of **some other song** – 20pts

The Teddy Bear Picnic Song – Verse 1,2

If you go out in the woods today
You're sure of a big surprise.
If you go out in the woods today
You'd better go in disguise. (CHORUS)

CHORUS:
For every bear that ever there was
Will gather there for certain, because
Today's the day the teddy bears have their picnic.

If you go out in the woods today,
You'd better not go alone.
It's lovely out in the woods today,
But safer to stay at home. (CHORUS)

Task 8 – “What Bears at Play Did You See?” Est. Time: 0 Secs

Task 8 covers the whole Trot. Out on the course you saw Teddy Bears Picnicking. After you cross the Finish line, the Watch Bear will ask “What Bears did you see and what were the Bears doing?” Each “Bear at Work or Play” that you report correctly will earn 20 Points! (No, we won't tell you how many to look for!)