

## **Teddy Bears Picnic Trot 2023**

**Introduction** The Bears are really excited that you will be joining 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 in a whole new place! Each Picnic Spot is located near a Zone that 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.

**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 passing their Picnic Spots. You will be rewarded for being **WITHIN THE TIME ALLOWED** but not too fast – so there is also a minimum time - just like CDE (3 minutes less than Time Allowed). For every 5 seconds over the Time Allowed or under the Minimum Time you will receive 1 “Bad Bear” point. You will get Good Bear Points for completing Tasks. Your Teddy Bear Trot Score will be **Good Bear Points** for Tasks **MINUS** **Bad Bear Points** for being too fast or too slow. **High Score Wins!**

**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 Bear at End to note the Hold Up 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. It will be online so you can see it ahead of time.

**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 on 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**

### **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 0: “Careful Bears Reward” Max: 30 Points Time: 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 Green Card.

#### **Task 1/Zone 1: “Send Them Home” Max 200: Points Time: 120 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 2/Zone 2: “Ring My Chime” Max: 60 Points Time: 90 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. You get 2 trys so circle and try again. 1 Ring is 30 points; 2 rings is 60.

#### **Task 3/Zone3: “Trick or Treat” Max: 60 Points Time: 90 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 is worth 30 pts. The Bear might let you keep your goodies if they are already full.

#### **Task 4/Zone 4: “Only YOU can prevent Wildfires!” Max 50 Pts Time: 60 Secs**

**Smokey The Bear** wants Picnickers to be very careful with campfires. But they can’t check all of them. Some Careless Camper (not a BEAR) left a glowing campfire near this Zone. You need to help put it out. So take the cup of “water” (it’s really birdseed) from the Watch Bear, drive near the campfire (really spray painted sticks) and throw the “water” on the fire. If you get some on the fire you get 25 points; all on the fire gets you 50 points.

**Task 5/Zone 5: “Feed the Bears!” Max: 160 Points Time: 120 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 collect 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 6/ Just before End: “Bear Trotters on Parade” Max: 250 Points  
Time: 60 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 serpentine of cones 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” – As soon as you spot the Serpentine Cones with Pool Noodles, The Bears would like to hear ALL on the carriage singing at least verse 1 of **“The Teddy Bears Picnic Song”**. Max: 160
- Bing Crosby version of the tune is on the Competitor Home Page.
  - Good, Loud, Animated Singing of **TBP Song\*** verse - 40pts; chorus - 40pts
  - Good, Loud, Animated Singing of **some other song** – 20pts.
  - Your time will stop when you go thru the End Gate, but you can complete the singing after you go thru the End Gate. . .

**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)

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)

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

**Task 7 – “What Bears at Play Did You See?” Time: 0 Secs**

Task 7 covers the whole Trot. Out on the course you saw Teddy Bears doing things. 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!)



# TEDDY BEARS PICNIC

## Task 0 Hints!

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 your Safety Checklist, you will earn 30 points! If you forget to bring this sheet just tell the Starter the answer!

There is a picture of a Bear at Play in your Packet. 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 Green 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