

Eventing C Unmounted Lesson Plan

TITLE: SADDLERY & BITTING RULES FOR EVENTING

OBJECTIVES

Long Term Goal: To have a better understanding about the variety of equipment available for the Event horse and rules about equipment use in Eventing rallies or Horse Trials.

Short Term Goal: Participants will see examples of boots for jumping XC or stadium, nosebands and bit types for the dressage phase and discuss reasons to use or not use various types of equipment as well as the rules for such equipment use in a Rally or Horse Trial.

EQUIPMENT NEEDED:

Download the pictures and support information on boots posted on the Eventing Discipline Page, from the Eventing Rulebook Appendices: Copy pages necessary pages to distribute. If possible, provide actual examples of bits, boots and nosebands.

AGE & RATING OF STUDENTS:

D3 and up, Age 10 & up

What (Phases)	How (Exercises, system, games)	Why (Goal Setting)	Time (Estimates can be adjusted)
<i>Intro/Welcome</i>	Game or Method: Welcome everyone and tell them that they are going to be seeing examples of boots, nosebands and bits that are used in Eventing and the rules about their use.	Teacher's goal: Overview of lesson objective.	5 min
<i>Warm-up</i>	Game or Method Have a selection of either the pictures or actual boots, nosebands and bits. A good overview of saddlery and biting rules at a Rally or Horse Trial is in the Appendices of the current Eventing Rulebook.	Mental/Physical Prep This is the heart of the lesson. Go through the pictures or objects, discussing their use and any rules or safety guidelines attached to their use in the phases of an Eventing Rally or HT.	15-20 min
<i>Feedback</i>	Question/Sharing See if there are any questions or additional discussion.	Teacher's Assessment Check for understanding; be sensitive about opinions from their own private instructors	1-2 min.
<i>Transition</i>	Practice or one time around to get idea of lesson/game, relax Divide into two teams. Describe how to play plus point system.	Cement for lesson The instructor can use p. 36 to ask a series of questions about the rules for equipment use, and/or point to pictures or pieces of equipment and ask for any rule about the equipment/ or guidelines for its use	2-3 min
<i>Lesson</i>	Game/Method to teach Goal Each team has a member take a turn responding to the instructor's question. If the individual is correct, the team gets 2 points, if they are not correct, the opposing teams get to try. If successful, they get 5 points. Alternate teams and individual turns.	Achieve Goal Reinforce or correct names and/ or rules or explanations for use of equipment as the participants play	15 min
<i>Conclusion/Feedback</i>	Slow paced game/activity while teacher & students ask/answer questions Talley up points... congratulate everyone	Check for understanding and/ feedback for next lesson Clarify anything as needed	2-3 min