

Eventing Unmounted Lesson Plan

TITLE: EVENTING RULES BINGO

OBJECTIVES

Long Term Goal: To remember and apply the rules of a Horse Trial or Eventing Rally

Short Term Goal: To learn, review and apply the rules in a game of BINGO

EQUIPMENT NEEDED:

Provided in lesson: BINGO board template, rule list. Suggest using dried beans for markers. Rules can be pulled from the discipline rulebook. However USEF rules for Eventing form the basis for all regulations of the discipline. Answers are written on the “boards” – mix up location of answers for each set. 1 sample given

AGE & RATING OF STUDENTS: 8 and up, any rating OK

Note Age generalities:

Age 4-7: Lateral motion, body position, spatial body awareness, lots of imagination;

Age 8-11: Group activities, socialization, one key concept, increase vocabulary;

Age 11-14: Relationship w/ teacher important. one-to-one, increase vocabulary level

What (Phases)	How (Exercises, system, games)	Why (Goal Setting)	Time (Estimates can be adjusted)
<i>Intro/ Welcome</i>	Game or Method: Greet the participants. Let them know that they'll be playing a BINGO game today. Ask why they it might be important to know the rules of the discipline	Teacher's goal: To set up interest for learning the rules; check for understanding	(Est. 2-3 min)
<i>Warm-up</i>	Game or Method: Situation Set-up #1 (Say to the participants): “You are in your local tack store, looking for a new dressage whip. What is the maximum length it can be for the dressage phase of a horse trial?” (Answer: 43.3 inches including lash) Situation Set-up #2 “Your horse just ran out in the middle of a jump composed of three elements on cross country. Do you circle and take the two fences you missed again or do you circle and take all three fences again? (Answer: All 3)	Mental/Physical Prep Set up several situations that reinforce why knowledge of the discipline rules is important.	(Est. 5 min)
<i>Feedback</i>	Question/Sharing Check again as to reasons it is important to know the rules of the discipline.	Teacher's Assessment Check if they see need for rules both before and at a competition	(Est. 5 min)
<i>Transition</i>	Practice or one time around to get idea of lesson/game, relax Review rules of BINGO... eg Filling board vertically, horizontally or diagonally & say BINGO!.	Cement for lesson Check for knowledge of the game rules	(Est. 1-2 min)
<i>Lesson</i>	Game/Method to teach Goal: Play BINGO game, taking time to talk about any rule that isn't known	Achieve Goal Objective is to learn the basic rules.	(Est. 20 min)
<i>Conclusion/ Feedback</i>	Slow paced game/activity while teacher & students ask/answer questions Play a second or third time with the same questions/boards - can switch boards	Check for understanding and/ feedback for next lesson Reinforce memory for rules used	(Est. 5-10 min)

Eventing Rules B I N G O!

vet box	43.3 inches	elimination	authorized assistance	Three (3)
elimination	no penalty	2 points	40 penalties	time starts w/ crossing of starting line & 5 second penalty added
unauthorized assistance	1 penalty per second or partial second	FREE!!	elimination	65 penalties
20 penalties	elimination	authorized assistance	mandatory retirement	.4 penalties per second
30	4 penalties	no penalty	red	disqualification

Note: Make up multiple game boards by mixing up these answers in new locations.

Eventing BINGO Sample Question Bank

<p>What is the maximum length a dressage whip can be, including lash?</p> <p>43.3 "</p>	<p>Your horse refuses to enter the XC start box, so is lead in and held until the start whistle. What is this called?</p> <p>Authorized assistance</p>
<p>It is considered excessive abuse of a horse to hit him more than ___ times in any single incident.</p> <p>Three (3)</p>	<p>XC/SJ: When in the warm-up arena or on course, this color flag should always be on your right.</p> <p>red</p>
<p>You fall off on the XC course and someone hands you your whip after being remounted. Is this unauthorized or authorized assistance?</p> <p>Authorized assistance</p>	<p>XC: You have a second refusal, run-out or circle at the same obstacle. What is the penalty?</p> <p>40 penalties</p>
<p>4th penalized disobedience on the entire XC course</p> <p>elimination</p>	<p>Your horse has a false start at the XC start box causing you to start the course a little early. What happens? Time starts, +5 sec</p>
<p>First fall of the competitor on XC</p> <p>65 penalties</p>	<p>USEA XC: Speed faults for BN, N and T levels</p> <p>.4 penalty points per second</p>
<p>You enter the show jumping arena and start before the signal from the judge</p> <p>elimination</p>	<p>SJ: You cross the start line in the wrong direction, but re-cross it in the correct direction before jumping the 1st jump no penalty</p>
<p>You deviate from the SJ course by not crossing the finishing line between the flags.</p> <p>elimination</p>	<p>SJ: Your horse knocks down a rail on one jump. What is the penalty?</p> <p>4 penalties</p>
<p>SJ: You show your horse an obstacle after he shies out to the side on your way back to re-take the obstacle.</p> <p>elimination</p>	<p>SJ: You exceed the time allowed for the course, but stay within the time limit. What happens?</p> <p>1 penalty pt per sec or part of a second</p>
<p>XC/SJ: First fall of the horse</p> <p>Mandatory retirement</p>	<p>XC: Competitor is disqualified or retires on the course at the rally. They still need to report to the _____ Vet box</p>
<p>XC: Unsolicited interventions in order to facilitate the task of the competitor or help the horse are considered _____</p> <p>Unauthorized assistance</p>	<p>XC: One competitor is overtaking another and safely passes the first rider.</p> <p>No penalty</p>
<p>Results have been posted. An inquiry or protest must be made within ___ minutes.</p> <p>30</p>	<p>XC: 2 members of your team go for a walk on the XC course before it is officially opened for viewing.</p> <p>disqualification</p>
<p>XC: Your horse has its first refusal, run-out or circle on the course. What is the penalty?</p> <p>20 penalties</p>	<p>D: The judge whistles because you have made an error of course for the 1st time. What is the penalty?</p> <p>2 points</p>

(These may be cut up and drawn in random order for the game)

40 penalties	elimination	Quickly clear the way	.4 penalties per second	unauthorized assistance
elimination	time starts w/ crossing of starting line & 5 second penalty added	20 penalties	30	no penalty
mandatory retirement	1 penalty per second or partial second	FREE!!	elimination	2 points
red	Three (3)	authorized assistance	4 penalties	43.3 inches
disqualification	Vet box	disqualification	Authorized assistance	elimination

authorized assistance	elimination	Quickly clear the way	Three (3)	disqualification
mandatory retirement	2 points	disqualification	43.3 inches	4 penalties
20 penalties	Vet box	FREE!!	elimination	time starts w/ crossing of starting line & 5 second penalty added
elimination	.4 penalties per second	40 penalties	no penalty	30
unauthorized assistance	1 penalty per second or partial second	elimination	Authorized assistance	red

43.3 inches	elimination	disqualification	no penalty	40 penalties
30	2 points	elimination	authorized assistance	20 penalties
1 penalty per second or partial second	elimination	FREE!!	unauthorized assistance	time starts w/ crossing of starting line & 5 second penalty added
elimination	.4 penalties per second	Quickly clear the way	Three (3)	mandatory retirement
Authorized assistance	red	Vet box	disqualification	4 penalties