

Knowledge Organiser

There's plenty to learn in this unit. Worry not — the vital information for **Topic Areas 3, 4 and 5** has been condensed into these two handy pages for you. They'll definitely help when you prepare for your exam.

3 Types of Major Sporting Event

Regular events:

- happen annually
- host city changes, but may repeat after a few years
- e.g. UEFA Champions League Final

One-off events:

- not annual
- host city changes, won't repeat within a generation
- e.g. Olympic Games

Regular and recurring:

- happen annually
- same host city
- e.g. Wimbledon

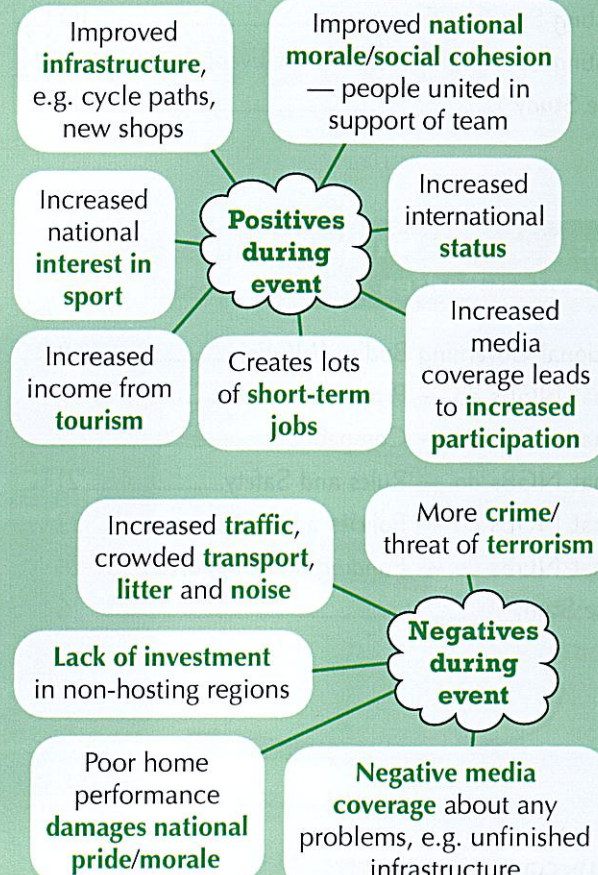
Major sporting events are usually international — they involve participants/spectators from two or more countries.

Hosting — pre-event (bidding)

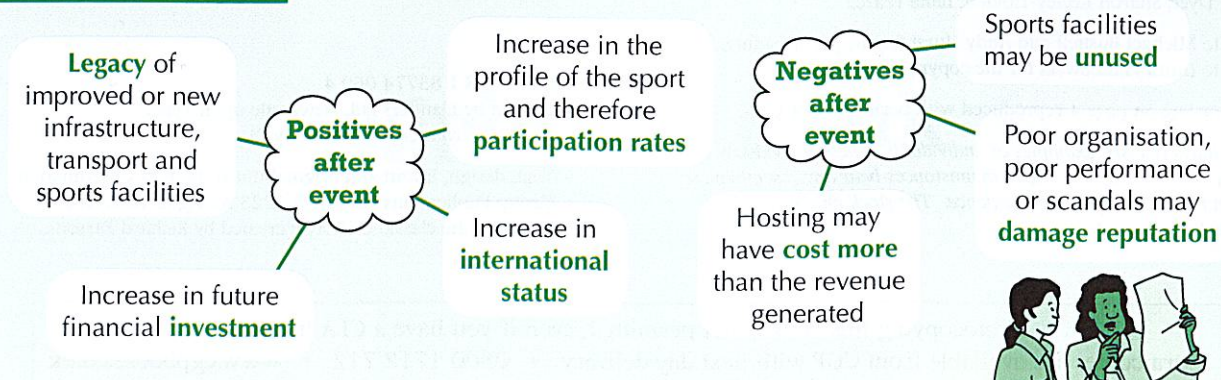
Countries/cities **bid** years before an event. They must prove they can make the event successful.



Hosting — during event



Hosting — post-event



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8 Things that NGBs do for their Sport

An NGB (National Governing Body) is an independent organisation that manages a specific sport within a country. E.g. England Netball.

1 Promote participation

Through schemes (e.g. to introduce children to the sport), media coverage (e.g. adverts to increase awareness) and equal opportunities (e.g. to encourage different cultures to participate).

2 Develop coaches and officials

Through qualifications at different levels.

3 Organise tournaments and competitions

At all levels, from beginners to professionals.

4 Amend rules and apply disciplinary procedures for rule breaking

E.g. apply new international rules in their country / implement suspensions for PED use.

5 Ensure safety

E.g. by updating rules on safety equipment.

7 Develop policies and initiatives

E.g. an anti-doping policy / an initiative to increase participation of a specific group (such as to get more women playing football).

6 Provide support, insurance and technical guidance

E.g. advice on applying for funding, getting insurance or equipment specifications for different ages.

8 Lobby for funding

Persuading other organisations (e.g. Sport England) to give them money.

Roles of Technology in Sport

To enhance performance

- Clothing, e.g. aerodynamic skinsuits for cycling.
- Equipment, e.g. lighter tennis rackets.
- Methods, e.g. GPS vests provide a 'heat map' of the ground a footballer covers.

To increase fair play / officiating accuracy

E.g. Hawk-Eye in tennis tracks the path of ball — players can challenge whether a ball was in or out.

To increase safety of participants

Protective/safety equipment, e.g. scrum hat for rugby, flotation device for sailing.

To enhance spectatorship

E.g. big screens in stadiums show replays.

Positive effects of technology

- Enhanced **performance**.
- Lower **injury** risk, e.g. due to improved protective equipment.
- Quicker **recovery** from injury, e.g. cold therapy reduces swelling.
- Officiating technology means **more accurate** decisions.
- **Technical analysis**, e.g. coaches can more easily collect and analyse performance data.
- **Spectators** feel more involved in the action, e.g. multiple camera angles, replays.

Negative effects of technology

- **Unequal access** to technology means some performers have an advantage over others.
- High **cost** is a barrier for some countries, clubs/teams or performers.
- **Interruption in the flow** of the game due to use of officiating technology, e.g. a rugby game pauses for a TMO (Television Match Official) decision.
- Officials' decisions are influenced by technology, which may not consider the **spirit of the game**. E.g. calling offside for a footballer's shoulder.
- **Spectators** are frustrated by constant breaks. Excitement is reduced, e.g. goals/wickets could be overturned by technology.

