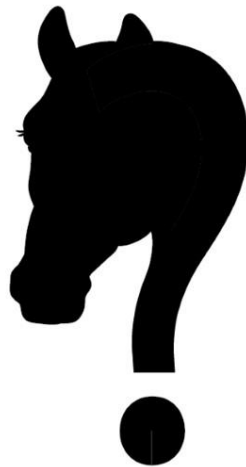




PONY CLUB
AUSTRALIA

Quiz Rule Book



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Contents

Section A - National Quiz Rules	4
• Team Composition	4
• Age Groups and Level of Competition	4
• Competitor Rules	4
• Spectator Rules	5
• Host State Responsibilities	5
• Scoring	6
• Protests	6
• Awards	6
• Penalties	6
Recommended Reading	7
Section B: Phase Descriptions and Rules	8
Written Phase	9
Classroom Phase	10
Mega-Room Phase	11
Stable Phase	12
Games Phase	14

SECTION A - NATIONAL QUIZ RULES

- **Team Composition**

The Senior, Junior and Sub-Junior teams will each be composed of four members, with the best three scores to count in individual Phases. Each team can be mixed gender and one person will be appointed team captain.

Team members must be a financial member of Pony Club Australia and can be either a club or riding centre member.

- **Age Groups and Level of Competition**

For National Championships, each State and Territory can enter up to three teams, one from each of the following age groups. Ages are taken as the rider's age at January 1st of the National Championships year.

Sub-juniors: 10 years and under 13 years (aged 10, 11 or 12 years at 1st January)

Juniors: 13 years and under 17 years (aged 13, 14, 15 or 16 at 1st January)

Seniors: 17 years and under 26 years (aged 17, 18, 19, 20, 21, 22, 23, 24 or 25 at 1st January)

Level of competition:

	Age	Proficiency Certificate required	Level of Competition
Sub-Juniors	10-12 yrs	None	D* and one level above
Juniors	13-16 yrs	None	C and one level above
Seniors	17-25 yrs	None	C* or K, and above

- **Competitor Rules**

- All team members must wear matching attire and present as a team. This should be State Formal Pony Club Uniform or State Team Uniform
- Competitors cannot sit in the stands with spectators during competition breaks, during their own level of competition.

- **Spectator Rules**

Spectators must:

- Enter the venue prior to a Phase start
- Stay in the designated area and not enter the actual competition area
- Remain quiet during competition or inquiry or protest periods
- Ensure their mobile phones are turned off, or set on silent/vibrate
- Not answer their phone or make a call in the designated spectator area (please leave quietly first)
- Not talk to or signal competitors in any way or penalties will apply (see Penalties)
- Not talk to or interfere with a Judge

- **Host State Responsibilities**

- For National Championships, the Host State will choose three of the following five Phases for competition. The three selected Phases must include the Written Phase, and at least one Team event from the list below.

Phases - choose three for a National Competition	Compulsory phase for every competition	Compete as a team - choose at least one	Compete as an Individual
Written	✓		
Mega Room			✓
Stable			✓
Classroom		✓	
Games		✓	

- The Host State is to communicate, via the Official Entry Form/Program, the three Phases to be run at the National Championships so State teams know ahead of time to help with training.
- If the Host State chooses Mega Room, Games or Stable Phases, they are to notify each State Office at least six weeks prior to competition, of the actual:
 - Games (if the Games Phase is run)
 - Topics (if the Mega Room and/or Stable Phase is run).
 Games and topics will be selected from the PCA Quiz Rule Book (updated 2020).
- The Host State will provide copies of all results, along with answer sheets, to the teams by sending these home with each Team Manager at the end of Quiz competition.
 A complete results package is to be sent to the PCA National Quiz Committee Chairperson via email/USB or hard copy at the end of the Quiz competition.
 The winning teams will be listed on the PCA website (National Championships Results).

- **Scoring**

- Progressive scores will be available during the event, after each Phase. The organising committee will make an announcement by agreed means (eg text message or App) when scores are posted.
- Protests must be made within 60 minutes of Phase scores and overall scores being posted.
- The three best scores from each Phase count towards a team's final scores. If there is a tie for overall first team place, the team with the highest score in the Written Phase will be the winner.
- If still equal, the fourth score from the Written Phase will determine the result.
- If still equal, the same process will apply to the second Phase of the competition.

- **Protests**

If judges determine an answer is incorrect and the team wishes to challenge or enquire about this, the Team Captain and Team Manager can meet with the TD to discuss within 60 minutes of the scores having been posted (and teams notified they have been posted) for that Phase.

- **Awards**

For PCA National Championships the following is recommended:

- Prizes awarded to winning Senior, Junior and Sub-Junior individuals and teams should be equivalent to those awarded in all the mounted disciplines.
- The Individual Quiz champions are to be determined by the Written Phase results.

- **Penalties**

Team Managers should ensure that they and their teams and supporters are aware of these rules.

- Unsportsmanlike conduct (eg cheating) and inappropriate behaviour will result in the following actions:
 - The member and Team Manager will meet with the TD
 - If the breach is confirmed, the member will receive a score of zero (0) on the phase where the breach occurred
 - A second breach will result in elimination of the member.
- Mobile phones are not allowed in the competition area. Use of a phone by a competitor will receive the same penalty as unsportsmanlike conduct.
- If spectators or parents are found to have given unauthorised assistance, the Team/Team Member will receive the same penalty as for unsportsmanlike conduct.

Recommended Reading

(where available)

Current PCA Syllabus & Proficiency Manuals (2019 / 2020 versions)

Horsemastership for the Australian Rider (D to A Certificates) – Miss Kay Irving M.B.E.

PCA Pony Club Manual 1 - Revised & Updated by Kevin Lawrence, BHSI

PCA Pony Club Manual 2 - Revised & Updated by Kevin Lawrence, BHSI

The Pony Club Quiz Book 1 – Edited and Updated by Carolyn Henderson

The Pony Club Quiz Book 2 – Compiled by Judith Draper

The Pony Club Quiz Book 3 – Produced for The Pony Club by Barbara Cooper



SECTION B: PHASE DESCRIPTIONS AND RULES

Written Phase

Classroom Phase

Mega-Room Phase

Stable Phase

Games Phase



WRITTEN PHASE

An Individual Phase, compulsory at all competitions

Introduction:

This is a written test of 25 questions, based on content riders should know for their proficiency certificates. Questions 1-20 can test up to one level above the required standard (see No 4 in General Rules for levels) Questions 21-25 will be bonus questions and set at one level above Questions 1-20 (ie two levels above the required standard).

The Written Test is designed to give individuals more time to work through their answers. Where Individual Champion is awarded, it is based on the score for the Written Test. It is also the tie-break Phase to decide overall team champions in the case of equal scores.

Method:

1. All competitors in an Age Group/Level of Competition take the Written Test at the same time.
2. There may be only one (1) competitor from the same team at each table.
3. Each competitor receives an individual test sheet at the beginning of the Phase.
4. At the start signal, competitors begin the Written Test.
5. Any competitor may have their test read to them. A reader will be assigned by the Organiser.
6. Individuals indicate when they are finished by turning their answer sheet over.
7. There is a 30-minute time limit for the Written Test. At the end of 30 minutes, competitors who have finished may leave. A further 15 minutes will be allowed for those who need extra time, but those who stay must wait the entire 15 minutes to avoid disrupting others by leaving.

Team Scoring Summary

1. Each correct answer for questions 1-20 is worth one point.
2. Each correct answer for Bonus Questions 21-25 is worth two points making a maximum of 30 total points for any individual.
3. Points are not subtracted for incorrect answers.
4. The three highest individual scores of each team are totalled for the entire Written Test Phase. Thus, the lowest score for each four-person team is dropped at the Written Test. If a tie-breaker is required, there is to be a countback on total points accumulated on bonus points.

Individual Scoring Summary

This phase decides the placings for the Individual Quiz Champions at Nationals. The person with the highest individual score is the winner. In the case of a tie for first or any other placings, the scores from their bonus questions will be included in their total. If still equal after bonus questions, competitors will receive equal placings.

CLASSROOM PHASE

(This is a Team Phase)

Introduction:

This Phase tests a team's group knowledge and ability to work together. All competitors sit at tables with their teammates to answer the written questions (Nos 1-20, at the designated proficiency level) and the oral bonus questions (Nos 21-25, at one level above the designated level).

Method

An official reads out the questions and the teams work together to form their answer. A member of the team then writes their answer on the answer sheet provided.

For the bonus questions which are answered orally, the organisers will have prepared 10 possible questions, five of which will be drawn out of a hat during the Bonus Round. Teams can discuss their answer and then a team member buzzes in. There is to be no discussion among team members at other tables after the first buzzer goes off, but they can buzz in also if finished. If the first team gets it wrong the official asks the second team who pressed their buzzer.

1. The questions will be a combination of True or False, Multiple Choice and Straight Answers.
2. The first 20 questions will be at the designated Certificate Proficiency Level.
3. The five bonus questions will be at one level above the designated Certificate Proficiency level and are to be answered orally by the Team Captain or representative, after a team discussion.
4. The time limit is one minute per question to answer both written and oral questions.

Team Scoring Summary

1. Each correct answer for questions 1-20 is worth one point. (Maximum points: 20)
2. Each correct answer for bonus questions 21-25 is worth five points – but only to the first correct team to buzz in. (Maximum bonus points: 25) Totaling 45 maximum points
3. At the end of the Phase, written and oral (bonus) scores are totalled for each team and are counted towards the overall Team Quiz Championship.
4. Any points accumulated in the Classroom Phase do not apply to individual scores ie towards the Individual Champions.

MEGA - ROOM PHASE

(An Individual Phase)

Introduction:

The Mega-Room Phase is a room of tables (or 'stations') displaying horse-related items or photos/pictures from the Official Reference List of Topics as per the Quiz Handbook (2020). Each station will have a common theme, eg grooming, common ailments, bits. Competitors compete individually in this Phase and rotate through the stations at a signal. The top three scores will be totalled for a team score.

Method:

1. Competitors have a new score sheet for each table and rotate through the stations in the group to which they are allocated. Team members will not be in the same group.
2. Groups have three minutes at each station.
3. The minimum number of stations will match the number of teams entered, but there can be more: eg five teams, six stations; seven teams, seven stations.
4. There should be a maximum of seven competitors in a group at a station.
5. Each station will have the same number of items, with a minimum of five. Each item has the same point value for scoring.
6. Each station will have a marshal who will explain the signals to start, stop and move to the next station. The marshal will take up competitors' answer sheets before they move to the next table.

Scoring:

1. Each correctly identified item scores one point. There are no deductions for wrong answers.
2. Sub-juniors will have to pick the correct items on their answer sheet from a list of possible items
3. Seniors will have to write the names of all the table items on their answer sheet (they will not have a list)
4. For Juniors, organisers can use either, or a combination, of the above two options.
5. The three highest individual scores from each team are totalled for the entire Phase, not for individual tables. Thus, the lowest score for each four-person team is dropped at the end of the Mega-Room Phase.

STABLE PHASE

(This has a combination of Individual and Team scoring)

Introduction:

Stable Phase questions are designed to test the competitor's practical, hands-on application of knowledge, and are asked in a stable, or stall-type setting. The team travels together to each stable. The Stable Phase can be held in a car park, in horse floats, or in rooms at the competition venue; the only requirement is that competitors should have room to be able to demonstrate something. Each stable has one judge who handles the rules explanation. One or more marshals (depending on how far apart the teams are) will time and move teams on.

NOTE: Stable Judges must have sufficient knowledge of the subject. They could be a vet or vet nurse, for example for a Veterinary topic. The topics and likely questions must be covered in the recommended reading. It is advised this Phase is not scheduled too late in the day.

Method:

1. This Phase has four stations which a team visits together, with three stations being assessed individually and the fourth and last station as a group test.
2. Each team member is numbered 1-4 and that is the order in which they answer the questions.
3. Each rotation lasts for a maximum of 15 minutes.
A draw takes place to choose which teams start at which stable.

Example of Stable Phase timetable: allowing 15 minutes testing, five minutes changeover

Time	Stable 1	Stable 2	Stable 3	Stable 4
9.00am	WA	QLD	SA	VIC
9.20am	VIC	WA	QLD	SA
9.40am	SA	VIC	WA	QLD
10.00am	QLD	SA	VIC	WA
10.20am	NSW	NT	TAS	-
10.40am	-	NSW	NT	TAS
11.00am	TAS	-	NSW	NT
11.20am	NT	TAS	-	NSW

4. During an individual station, the Stable Judge will ask each team member in succession to explain or complete three tasks of the same theme, which they must do without consulting the rest of their team. The Stable Judge writes their score on their answer sheet.
5. During the team station, the Stable Judge asks the team a question or asks them to perform a task, which all team members can join in answering/performing.

- The topics are derived from the Recommended Reading list at the end of this document, and in the PCA Quiz Handbook (2020 version).

Example of Stable Phase topics: More topics appear in the PCA Quiz Handbook (2020)

Stable No.	Example of a Topic
Stable 1	Conformation (individual questions/tasks; each member asked about a different conformation fault)
Stable 2	First Aid (individual questions/tasks; each member asked to explain/show treatment of a different wound or ailment)
Stable 3	Parts of the Horse (individual questions/tasks)
Stable 4 *	Tack management * This stable activity is completed with the team working together

Scoring:

Note: Questions in each Stable may have different scoring values. A scoring guide is in the PCA National Quiz Handbook (2020)

- If a team has four members, four questions will be asked in each of the first three stables. If a team has only three members, the first three questions will be asked.
- In a four-person team, the lowest score will be dropped at each stable.
- A team can earn a maximum of 15 (five points per question) in the individual stables. Points are not deducted for wrong answers
- In the Team stable, the maximum the team can earn is also 15 points – (10 for the answers, 5 for teamwork – breakdown example of points in handbook
- The team question in Stable 4 will have multiple parts, with the point value of each part stated within the question instructions.
- At the end of the Stable Phase, the best three scores for the first three stables and the team stable are totalled so the maximum that can be earned is 60 out of 60.

GAMES PHASE

(This is a Team Phase)

Introduction:

The Games Phase is designed to provide the competitors with an entertaining, interactive experience that encourages a strong knowledge of horses. It is designed to test a team's ability to work together. Each team rotates together through the games (or 'stations'). To help prepare, teams will be notified six weeks out which games from the Quiz Handbook 2020 version they will be doing. (The Host State is to inform each State office which games have been selected.)

Method:

1. The minimum number of stations will be the number of teams entered, eg six teams, six games, but may be more, eg six teams, eight games
2. The Quiz Coordinator will time rounds and indicate by bell, buzzer or whistle when teams are to commence the start of a round, stop and move to next station.
3. Teams rotate through every station, each of which has a marshal who will explain the game, the signals to start, stop and move to the next station.
4. Questions may be written answers, games or hands-on activities and will be taken from the Quiz Handbook (2020 version).
5. All questions are answered as a team either verbally, written or displayed – depending on the game.
6. All games will have the same time limit, with a maximum of five minutes.
7. Games for State and National Championships will be chosen from the following list taken from the Quiz Handbook (2020 version). The handbook explains the rules of each game.

Sample Games (details and rules are in the PCA National Quiz Handbook)

Before & After	Bridle Up/Bridle Path	Call the Vet
Charades	Concentration	Famous Horses
Go for Gold (Olympic Trivia)	Crazy Horse	Headbands
Name my Game	Name that Breed	Odd One Out
Pictionary	Puzzles	Pyramid
Jumbled words	Sock it to Me	Taboo
Trivial Pursuit	What's my Job?	Zoomed in
Alphabet	Green Thumb (Poisonous Plants/Weeds)	

Scoring:

1. Not all stations in this Phase have the same value; the value per station will be indicated on the question/answer sheet or indicated in the Table Marshal's instructions.
2. The maximum that can be gained at any one table is 30.
3. Team scores from each Station are totalled for the entire Games Phase.
4. Any points accumulated in the Games Phase do not count towards Individual Champion score.

NOTES



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