

Why not try ... ?

The Discipline of the Month



No 3.

QUIZ

**** Think online for now!**

Five reasons why your club should try Quiz:

1.

Quiz is a great way to learn your horse management (theory) for your E, D, D*, C, C* and K certificates and more.



2.

Quiz is a National and International Championship discipline - practise and study hard and you could make your State or National team and go to Nationals (you don't need a horse for this) - or even the International Quiz Competition.

3.

Quiz promotes teamwork and friendships in a fun way.

4.

Quiz is an unmounted activity, which gives your pony a break and puts any unmounted riders on an equal footing.



5.

Quiz is not dependent on the weather, and it's something you can adapt and do online

Quiz games to get you started

Order, please

Write down on thick paper, or on index cards, a list of steps you need to do for an activity (eg loading and unloading a horse on a float).

You need one set for each person, cut into separate steps.

Mix each set up and have each student put the steps in order. This exercise should be done after you have reviewed the steps using the Loading/Unloading worksheets.

Answer Key:

LOADING: 1) Load your tack, supplies, and hang haybag or haynet. Get treat ready 2) Open front exit door 3) Load Horse 4) Put up butt bar 5) Close/raise back door 6) Tie Horse to front ring

UNLOADING: 1) Untie horse from front ring 2) Open/lower back door 3) Lower butt bar 4) Lead horse out 5) Unload your tack and supplies



Other topics could include (depending on the assessment level)

Rugging

Digestive System

Farrier's Tools

Life Cycle of a Bot Fly

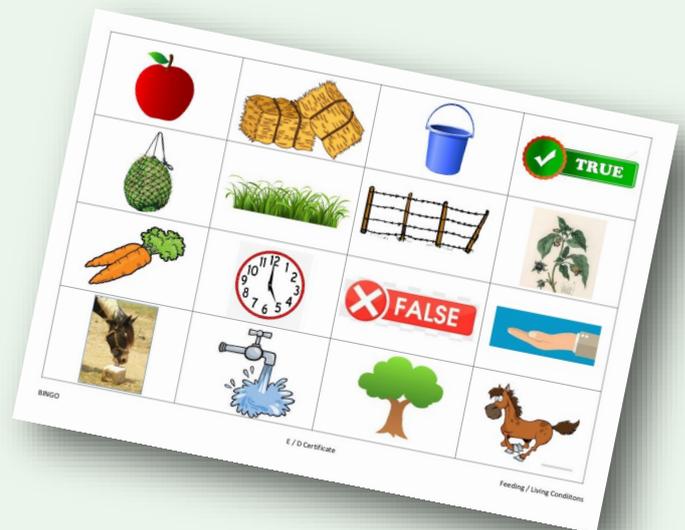
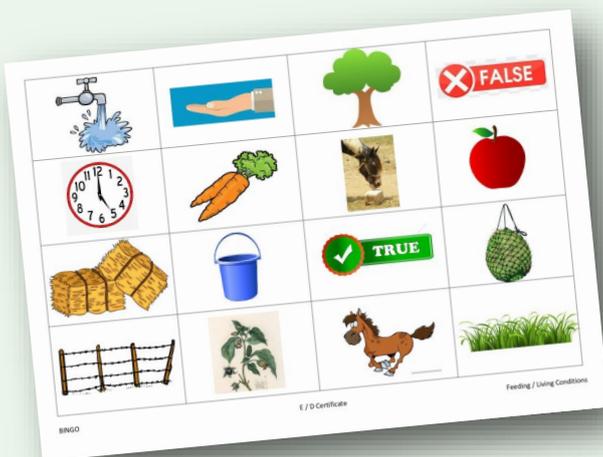
Teeth

Saddling

OPEN FLOAT

TIE HORSE TO FRONT RING

BINGO!



Make up multiple sheets with the 16 objects, about a theme (eg feeding and living conditions) but jumble the order so no two sheets are the same.*

Clue cards are pulled out of a hat, or clues are read out in random order for different rounds. Eg:

- You could give this in a block for your pony to lick (salt lick)
- This is something that holds water and feed (bucket)

- This is a food that is a succulent which is good for your pony and it normally has a red skin (apple)
- This item is made of string and you hang it up above your pony's knees and it holds a type of feed (haynet)
- You hold your hand like this when you're feeding your horse a treat (hand flat)
- True or False – Your pony needs plenty of grain each day to be healthy (false)

* NOTE: a full set of bingo cards, and resources for other games, will be available from the new PCA website in a few weeks.

Quiz games to get you started

Bridle Up

(E, D, D* and C level)

This game is a race to put together one or more bridles. The number of bridles, and complexity of them increases as the levels advance.

Bridles which have been taken apart are in opaque bags (eg pillow slips) at the start of the race. As a team, competitors do one bag at a time, and can choose the order. You can mark the bags 'Easier' and 'Harder'. When a bridle is complete **and perfect**, the team may start the next bridle. If they argue that it is perfect, and the judge can see it is not, ask them if they would put it on their horse.

Note: E level competitors have one snaffle bridle without noseband. D has a snaffle bridle with a noseband. C's have 2 x snaffle bridles, with a cavesson noseband and flash.

If all supplied bridles are completed under the time allowed, then there is a series of bridle-related 'bonus questions'. The team can work together and talk about these if they wish, and anyone can answer.

Any bridles that are completed earn 20 points. Any bridles attempted but not completed earn 10 points. Bridles not attempted earn zero.

And most important, this section should be fun. Yes it's for points, but don't let them get all stressed out about it.



VARIATIONS:

- Play it blindfold, one person against another.
- Play in pairs; each partner can only use one arm.
- One person saying instructions to a second person who has to build the bridle.
- Pair up a junior and senior who guides them.

Observation

Arrange up to 20 horse-related objects on a table.

Players look at them for a fixed amount of time.

Then the objects are covered and players list them from memory. (Younger riders can dictate them to a helper.)

Later they may also describe or demonstrate each article.

VARIATION:

- Pass the parcel: have individual items wrapped in layers of newspaper. As a player unwraps one when the music stops, they have to name it and describe its use.



Theory lessons need not be boring. Even the name 'Horse Management' sounds more appealing and quizzes definitely make learning fun!

Name that disease

Place photos of common horse ailments on a sheet and print copies for all participants.

(HINT: Use photos and ailments from the new certificate manuals at the appropriate level)

Print off answer sheets for each person to fill in. This can be timed or ask for not only names, but causes/indications / treatments too.

VARIATIONS:

- Name that colour horse, that breed, that farrier tool etc.



Quiz ideas to get you started

Mega Room (ID Tables) simulation

Mega Room or ID Tables Phase is a component of a formal Pony Club Quiz competition.

The participants will need to identify the objects; eg, eight bits. Other tables/stations contain other objects. The quiz members compete in the Mega Room phase as an individual. They enter the room as a team, but will approach each table as an individual, and will be at the table with other competitors who are NOT on their team.

There is to be no talking. You can touch the items on the table.

Each person takes into the room a card for each table (in this case both a letter and a picture of a Bit), and an answer sheet to complete their responses. Members receive one point for each correct answer. They have three minutes at each station. When time is called they hand in their answers sheet to the judge at the table, who scores and returns it.

When time is called riders hand in their answer sheet to a scorer who will score it, record their score and return it.

The time clock is started again at the next table when the cover is removed and riders see the objects.

RIGHT: These photos show a Mega Room display table with a mix of objects to be named, and an answer sheet.



MegaRoom Name _____ # _____, Rating _____

Bits & Bads

Bit	Matching Letter
Elevator Snaffle with a French link	
D ring snaffle	
Egg butt snaffle	
Copper mouth, full cheek snaffle	
Pelham with curb chain (for double reins)	
Loose ring snaffle	
Kimberwick (with curb chain hooks, but missing the chain)	
Loose ring snaffle with twisted wire mouth (Ouch! Not allowed in Pony Club)	

Snap (or Concentration)



Make a set of picture cards with pairs of item. Shuffle cards and place them face down on the table. This game can be played individually or in teams or pairs. Each player/team/pair takes it in turns to turn up two cards at a time to try to make a match. When a match is made, talk about what the item is, how it is used and why. The player/team/pair at the end of the game with the most matched pairs is the winner.

VARIATION: Each player is dealt five cards and they collect pairs. Each takes a turn putting an upturned card on a centre pile. When two the same turn up, the first player to yell "snap!" gets the pair. Player with the most pairs wins.

Multiple Choice

Multiple choice questions are a useful component of quiz. Here's some examples using Equitation Science, the new component of the certificate manuals.

- 1. The emotional centre of the horses brain is spelt:**
a. Amygala b. Amghala c. Amygdala
d. Amymigula
- 2. The meaning of Hippocampus is:**
a. How a horse sleeps b. flight response
c. habituation d. brain storage
- 3. What does 'shaping' mean?**
a. Fitting a horse's rug correctly b. going to the gym
c. gradual change in behaviour d. all types of training
- 4. Is Habituation:**
a. shelter under trees b. using humans as a shield
c. overshadowing d. getting used to training
- 5. What is Operant Conditioning?**
a. Patting your horse b. feeding your horse
c. reward and punishment d. using a whip

Headbands

Just like 'Celebrity Heads' if you remember that.

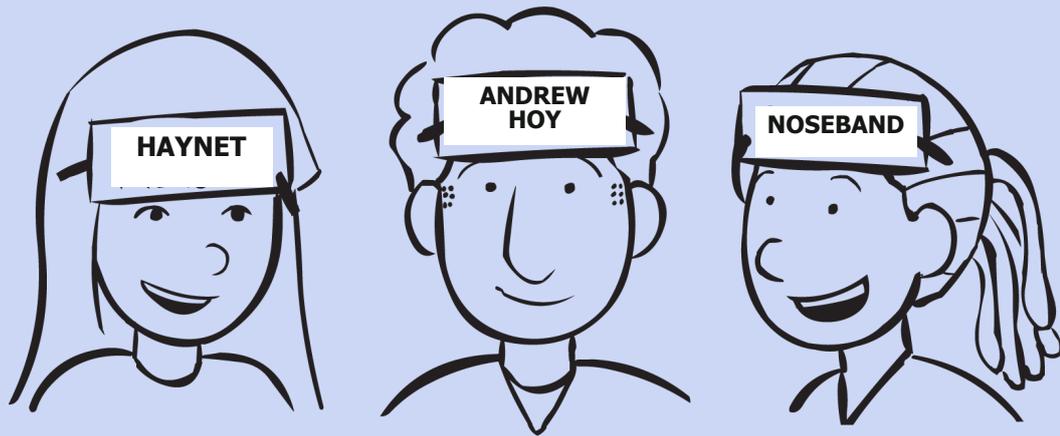
Some of the words you can use for these games for younger riders are:

Saddle, bridle, girth, stirrup, browband, bit, reins, cheek strap, pommel, cantle, forelock, crest, fetlock, hoof, rump, frog, crop, brush, hoof pick, helmet, sponge, rasp, hammer, nails, chaff, hay, haynet, float boots, bandage, saddle blanket, boots, bot knife, worms, colic.

To play these games, you need to purchase some index cards, and write the words on the cards.

The headband wearers can ask one question at a time, and the 'audience' or the rest of their team, can only answer Yes or No.

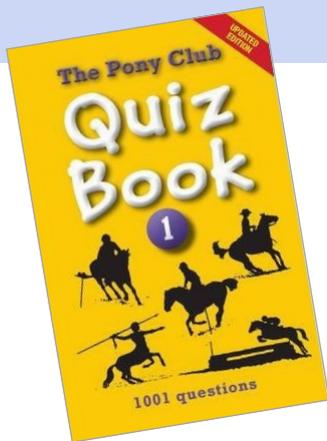
The first person to guess what's on their own headband wins the round.



VARIATIONS: Charades Pictionary

Or this can be done in teams; the team with the most points (correct answers) in a set amount of time wins.

IDEAS: Tiaras from a \$2 shop or cheap shop make ideal headbands to clip name cards to.



Quiz resources

When the new PCA website is up and running in a few weeks, there will be a Quiz resources section. We will be encouraging Clubs to send in some of their successful activities to share. Check out your State's website resources as well.

Of course if you can get your hands on a Pony Club quiz books like this UK one (currently out of stock) your question supply goes up considerably!

Your National Quiz committee -
happy to answer your questions*

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Trying Quiz?

Don't forget to share, and also send us, your ideas, photos etc so we can see and share them in our newsletters and on Facebook too!

facebook



Each month in 2020 we are bringing you a 'Discipline of the Month' to try, hopefully in the not too distant future!