



**PONY CLUB**  
AUSTRALIA

# Quiz Handbook



Published 2020  
To be read in conjunction with the  
**PCA Quiz Rule Book 2020**

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## Introduction

This manual has been put together to assist various Pony Club Officials to run Quiz – whether they be the Rally Organiser or DC or the Organiser of the National Quiz competition.

Explanations and examples of tests and games are given throughout the manual and in some cases, samples of various proficiency level tests/games from Sub Juniors to Seniors (or E Certificate to C\*/K and above).

Quiz is fun and inclusive for all members and a great way to learn about horses!



## General

### Team Composition

Each team consists 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.

Competitions are usually geared to teams of Sub-Juniors(10-12yrs) , Juniors (13-17yrs) and Seniors (18-25yrs).

### 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

### Role of the Competition Organiser

The Organiser has the responsibility to do the following:

- Provide all officials with the current Quiz Rulebook
- Give Classroom Judges access to the Official Quiz questions so that they have an opportunity to preview them
- Hold a briefing for officials/helpers prior to the competition and if/when needed to observe rules scheduling, timing, logistics and scoring.
- Hold a briefing for competitors to remind them of rules and inform them of logistics.
- Provide a complete list of reference materials (as listed in the PCA Rule Book)
- All competitors must have access to the competition schedule and a map of the facility.

## Written Phase

(An Individual Phase, and compulsory at all competitions)

### Introduction:

This is a written test of 25 questions.

Questions 21-25 will be Bonus Questions and set at one level above Questions 1-20.

Written Tests are proficiency certificate specific and can test up to one level above the competitor's certified level. The Written Test is designed to give individuals more time to work through their answers. This is the Phase which decides the individual placings when running the National Quiz or a State, Zone or Club competition if placings are required.

### Materials Needed:

Written Tests – one per competitor

Pencils/black or blue pens – for competitors

Red Pen or Pencils for Scorer/s

Timing device

Score sheets

A complete set of reference books for scorer

Tables/chairs

### Quiz Questions:

Questions to be derived from the current syllabus and recommended reading materials (see Rule Book)

### Tips for Organisers:

Use different coloured paper for different levels

Eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink



Examples of Written Tests are on the next pages:

# Sample Written Test 1 - Sub Junior

## (with answer key for Organisers)

Answer the following questions as True or False

/10

1. A farrier should come every 4-6 weeks

True/False

2. A dandy brush can be used to remove mud

True/False

3. A horse with irregular patches of black and white is called a skewbald.

True/False

4. Barbed wire is good fencing for a pony

True/False

5. Always turn your pony away from you so he doesn't step on your feet

True/False

6. You should ride on the other side of the road against the traffic.

True/False

7. The loins are located between the horses last rib and the croup.

True/False

8. The cantle is closer to the withers than the pommel

True/False

9. The frog is circular in shape.

True/False

10. The cheek pieces attach the bit onto the bridle.

True/False

11. Name the white mark between the nostrils

Snip

/1

12. The following are signs of what: pawing at the ground, rolling, turning and looking at their belly, lying down, kicking at their belly, loss of appetite, lying down and getting back up again.

Colic

/1

13. Loose ring, D ring and Full cheek are all types of snaffle . . . . .

Bits

/1

14. What do you call a horse with a reddish brown body with black legs, mane, tail and muzzle

Bay

/ 1

15. What do you call a horse with leopard spots or a blanket

Appaloosa

/ 1

16. Match the following terms with the correct meaning

/3

<b>Girth Gall</b>	<b>*Prevents the saddle from moving forward</b>
<b>Gullet</b>	<b>*Hard bony swelling on the inside of the front leg</b>
<b>Crupper</b>	<b>*Sores that develop as a result of the girth</b>
	<b>*The channel that runs down the underside of the saddle from pommel to the cantle or from front to back.</b>

17. Where on the horse do you measure its height?

**Withers**

/1

18. Circle the odd one out: Star, Blaze, Snip, Bay

**Bay**

/1

19. Which straps do you do up first when rugging?

**Back**

/1

20. At what letter do you enter a Dressage Arena?

**A**

/1

**Total:                    \_\_\_\_ / 22**

BONUS QUESTIONS – Next Page . . .



## **BONUS QUESTIONS**

21. Name five items that should be included in a basic equine vet kit: /5  
Thermometer, Cotton Wool, Notebook, Saline Solution, Antiseptic, Gloves, Tweezers, Bandage, Wire Cutters, Scissors, Fly Repellent, non stick dressings to cover wounds, Gauze Bandages, Elastoplast Bandage, Vetrap, Salt, Stethoscope.
22. Three signs that your horse needs reshoeing are: /3  
Risen Clenches, Lost Shoe, Overgrown Hoof, Loose Shoe , Thin/worn Shoe
23. The events that make up the tetrathlon are: /4  
Swimming, Running, Shooting, Riding
24. Five basic parts of the hoof include: /5  
Hoof Wall, Frog, White Line, Sole, Seat of Corn, Heel, Toe, Bar, Cleft of Frog, Heel Bulb
25. Three signs your horse may have a cold include: /3  
Depression, Poor Appetite, Nasal Discharge, Cough

**Total Bonus Score:    \_\_\_ / 20**

**Plus Q 1 – 20 Score:    \_\_\_ / 22**

**GRAND Total Score:    \_\_\_ / 42**

## Written Test - Sub Junior

Name: \_\_\_\_\_

State/Club/Group: \_\_\_\_\_

Answer the following questions as True or False

/10

1. A farrier should come every 4-6 weeks True/False
2. A dandy brush can be used to remove mud True/False
3. A horse with irregular patches of black and white is called a skewbald. True/False
4. Barbed wire is good fencing for a pony True/False
5. Always turn your pony away from you so he doesn't step on your feet True/False
6. You should ride on the other side of the road against the traffic. True/False
7. The loins are located between the horses last rib and the croup. True/False
8. The cantle is closer to the withers than the pommel True/False
9. The frog is circular in shape. True/False
10. The cheek pieces attach the bit onto the bridle. True/False

11. Name the white mark between the nostrils

\_\_\_\_\_

/1

12. The following are signs of what: pawing at the ground, rolling, turning and looking at their belly, lying down, kicking at their belly, loss of appetite, lying down and getting back up again.

\_\_\_\_\_

/1

13. Loose ring, D ring and Full cheek are all types of snaffle ?

\_\_\_\_\_

/1

14. What do you call a horse with a reddish brown body with black legs, mane, tail and muzzle

\_\_\_\_\_

/1

15. What do you call a horse with leopard spots or a blanket

\_\_\_\_\_

/1

## Written Test – Sub Junior (Continued)

16. Match the following terms with the correct meaning

/3

Girth Gall	*Prevents the saddle from moving forward
Gullet	*Hard bony swelling on the inside of the front leg
Crupper	*Sores that develop as a result of the girth
	*The channel that runs down the underside of the saddle from pommel to the cantle or from front to back.

17. Where on the horse do you measure its height?

\_\_\_\_\_

/1

18. Circle the odd one out: Star, Blaze, Snip, Bay

\_\_\_\_\_

/1

19. Which straps do you do up first when rugging?

\_\_\_\_\_

/1

20. At what letter do you enter a Dressage Arena?

\_\_\_\_\_

/1

**Total:**

**\_\_\_\_ / 22**

BONUS QUESTIONS – Next Page . . .

## Written Test – Sub Junior (Continued)

### **BONUS QUESTIONS**

21. Name five items that should be included in a basic equine vet kit: /5

---

---

22. Three signs that your horse needs reshoeing are: /3

---

23. The events that make up the tetrathlon are: /4

---

24. Five basic parts of the hoof include: /5

---

---

25. Three signs your horse may have a cold include: /3

---

**Total Bonus Score:**

\_\_\_\_ / 20

**Plus Q 1 – 20 Score:**

\_\_\_\_ / 22

**GRAND Total Score:**

\_\_\_\_ / 42

# Sample Written Test - Juniors

## Answer Key for Organisers

- Answer the following questions as True or False /10
1. D Ring, Loose Ring & Eggbutt are all types of Snaffle Bits True/False
  2. Blanket, Trace and Hunter are all types of clips True/False
  3. A horse with irregular patches of black and white is called a skewbald. True/False
  4. Standing, Running and Irish are all types of Martingales True/False
  5. The bit attaches to the Headpiece True/False
  6. You should ride on the other side of the road against the traffic. True/False
  7. The tree is the frame on which the saddle is built True/False
  8. Pigeon Toed is the term for horses with toes turned in True/False
  9. Ringworm is not contagious True/False
  10. Founder is also known as laminitis True/False
  11. The right side of the horse is known as the \_\_\_\_\_ side  
Off /1
  12. Canter with an outside bend and lead is known as what type of canter?  
Counter /1
  13. A foal's temporary teeth are also known as what teeth?  
Deciduous / Milk /1
  14. A grackle, kinteton and figure 8 are all types of what?  
Nosebands /1
  15. A four beat gait with a moment of suspension  
Gallop /1

## Written Test – Junior (Continued)

16. Match the following terms with the correct meaning

/6

Dressage	* Courses ranging from 80-160kms ridden in one day (5)
Vaulting	* Tracking & chasing foxes with hounds (3)
Hunting	* This discipline involves three barrels (6)
Polo	* Gymnastics on Horseback (2)
Endurance	* Played in 4 to 8 seven-minute periods called chukkas (4)
Barrel Racing	* Performed in an arena with letters (1)

17. How often should your horse's feet be trimmed or shod?

/1

- a. Every 4 – 6 weeks
- b. Every 2 – 4 weeks
- c. Every 8 – 10 weeks

18. The instinct that makes the horse run away from danger is called the \_\_\_\_ response?

Flight

/1

19. The scientist who first described classical conditioning was called . . .

Ivan Pavlov

/1

20. The scientific way of saying "getting used to" is . . .

Habituation

/1

**Total:**

**\_\_\_\_ / 25**

BONUS QUESTIONS – Next Page . . .

## Written Test – Junior (Continued)

### BONUS QUESTIONS

21. At what age does a horse have a full mouth?

5 years

/1

22. This term is used to describe altering a horse's teeth to appear younger:

Bishoping

/1

23. Name two types of shoeing:

Hot and Cold

/1

24. Two jumps with no stride between them is called a what?

Bounce

/1

25. Name Pony Club Australia's CEO in 2020:

Catherine Ainsworth

/1

**Total Bonus Score:**

\_\_\_\_ / 5

**Plus Q 1 – 20 Score:**

\_\_\_\_ / 25

**GRAND Total Score:**

\_\_\_\_ / 30

## Written Test - Juniors

Name: \_\_\_\_\_

State/Club/Group: \_\_\_\_\_

Answer the following questions as True or False /10

1. D Ring, Loose Ring & Eggbutt are all types of Snaffle Bits True/False

2. Blanket, Trace and Hunter are all types of clips True/False

3. A horse with irregular patches of black and white is called a skewbald. True/False

4. Standing, Running and Irish are all types of Martingales True/False

5. The bit attaches to the Headpiece True/False

6. You should ride on the other side of the road against the traffic. True/False

7. The tree is the frame on which the saddle is built True/False

8. Pigeon Toed is the term for horses with toes turned in True/False

9. Ringworm is not contagious True/False

10. Founder is also known as laminitis True/False

11. The right side of the horse is known as the \_\_\_\_\_ side

\_\_\_\_\_ /1

12. Canter with an outside bend and lead is known as what type of canter?

\_\_\_\_\_ /1

13. A foal's temporary teeth are also known as what teeth?

\_\_\_\_\_ /1

14. A grackle, kinton and figure 8 are all types of what?

\_\_\_\_\_ /1

15. A four beat gait with a moment of suspension

\_\_\_\_\_ /1



## Written Test – Junior (Continued)

16. Match the following terms with the correct meaning

/6

Dressage	Courses ranging from 80-160kms ridden in one day
Vaulting	Tracking & chasing foxes with hounds
Hunting	This discipline involves three barrels
Polo	Gymnastics on Horseback
Endurance	Played in 4 to 8 seven-minute periods called chukkas
Barrel Racing	Performed in an arena with letters

17. How often should your horse's feet be trimmed or shod?

/1

- a. Every 4 – 6 weeks
- b. Every 2 – 4 weeks
- c. Every 8 – 10 weeks

18. The instinct that makes the horse run away from danger is called the \_\_\_\_ response?

/1

\_\_\_\_\_

19. The scientist who first described classical conditioning was called . . .

/1

\_\_\_\_\_

20. The scientific way of saying "getting used to" is . . .

/1

\_\_\_\_\_

**Total:**

**\_\_\_\_ / 25**

BONUS QUESTIONS – Next Page . . .

## Written Test – Junior (Continued)

### BONUS QUESTIONS

21. At what age does a horse have a full mouth? /1

---

22. This term is used to describe altering a horse's teeth to appear younger: /1

---

23. Name two types of shoeing: /1

---

24. Two jumps with no stride between them is called a what? /1

---

25. Name Pony Club Australia's CEO in 2020: /1

---

**Total Bonus Score:** \_\_\_\_\_ / 5

**Plus Q 1 – 20 Score:** \_\_\_\_\_ / 25

**GRAND Total Score:** \_\_\_\_\_ / 30

# Written Test - Seniors

## Answer Key for Organisers

- Answer the following questions as True or False /10
1. The normal body temperature of a healthy horse is 37-38 degrees Celsius. True/False
  2. The pulse rate of a healthy horse is 20-27 beats per minute. True/False
  3. The average respiration rate of a healthy horse at rest is 30-40 breaths per minute. True/False
  4. Stringhalt is marked by an abnormal spasm of the front legs when lifted from the ground. True/False
  5. The location of the first 3 Day Horse trials in Britain is Burghley True/False
  6. A horse has a full mouth of teeth at 5 years. True/False
  7. Corn is the most energizing of all the grains. True/False
  8. Hoof cutters have sharpened edges to nip off excess hoof wall. True/False
  9. Impaction is not a colic type True/False
  10. Tempo is the speed of the impulsion. True/False
  11. What year was Pony Club founded globally?  
1929 /1
  12. At what age does Galvayne's groove appear and why is it called Galvayne's groove?  
9 to 10 years. It is named after an Irishman who discovered it. /2
  13. Lifecycle of worms – Put the following 5 parts of the cycle into the correct order:  
Mature worms lay eggs  
Eggs on the grass  
The horse eats the eggs  
The eggs hatch in the gut  
Larvae mature into adult worms  
Mature worms lay eggs /1  
Note: Does not need to start with "Mature worms lay eggs"
  14. Name three types of martingales  
Standing, Irish, Running, German (Market Harborough), Champion /3
  15. Describe the Pony Club structure to National level.  
Club, Zone, State National /1

## Written Test – Senior (Continued)

16. Match the following terms with the correct meaning

/6

Azoturia	Tying up
Bog Spavin	Swelling of joint capsule in the hock
Ring Bone	Bone growth in the pastern or coffin joint
Curb	Chain that fits in the chin groove
Splint	Hard bony swelling usually on the inside of the front leg
Curb	Swelling in the tissue that runs down the back of the hock

17. When a horse is shod and a nail is too close to the sensitive laminae, it is said to be \_\_\_?

Pricked or Nail Bind

/1

18. The 5 phases of riding a jump are:

Approach, Take Off, Flight (bascule) Landing, Departure

/1

19. Name five main styles of clip when clipping a horse:

Full Clip, Hunter Clip, Blanket Clip, Trace Clip, Belly Clip

/5

20. There are five things that animals must have in order to have optimum welfare. They are called the Five Freedoms. Name four of the Five Freedoms

Freedom from hunger and thirst

Freedom from discomfort

Freedom from pain, injury and disease

Freedom to express natural behaviours

Freedom from fear and distress

/4

**Total: \_\_\_\_\_ / 35**

BONUS QUESTIONS – Next Page . . .

## Written Test – Senior (Continued)

### BONUS QUESTIONS

21. Present in the lower limbs of laminitic horses beginning with the letter D?  
**Digital Pulse** /1
22. What is the difference between ringworm and round worm?  
**Round worm is a parasite. Ringworm is a bacterial infection** /1
23. The scientific name for a bot fly is Bot Fly G \_\_\_\_\_ I \_\_\_\_\_  
**Gastrophilus intestinalis** /1
24. What is the most energising of all the grains?  
**Corn** /1
25. An infectious inflammatory disorder of the bursae of the withers, caused by poorly fitting tack or microorganisms is called what?  
**Fistulous Withers** /1

**Total Bonus Score:**

\_\_\_\_ / 5

**Plus Q 1 – 20 Score:**

\_\_\_\_ / 35

**GRAND Total Score:**

\_\_\_\_ / 40

## Written Test - Seniors

Name: \_\_\_\_\_

State/Club/Group: \_\_\_\_\_

Answer the following questions as True or False

/10

1. The normal body temperature of a healthy horse is 37-38 degrees Celsius. True/False
2. The pulse rate of a healthy horse is 20-27 beats per minute. True/False
3. The average respiration rate of a healthy horse at rest is 30-40 breaths per minute. True/False
4. Stringhalt is marked by an abnormal spasm of the front legs when lifted from the ground. True/False
5. The location of the first 3 Day Horse trials in Britain is Burghley True/False
6. A horse has a full mouth of teeth at 5 years. True/False
7. Corn is the most energizing of all the grains. True/False
8. Hoof cutters have sharpened edges to nip off excess hoof wall. True/False
9. Impaction is not a colic type True/False
10. Tempo is the speed of the impulsion. True/False

11. What year was Pony Club founded globally?

\_\_\_\_\_

/1

12. At what age does Galvayne's groove appear and why is it called Galvayne's groove?

\_\_\_\_\_

/2

13. Lifecycle of worms – Put the following 5 parts of the cycle into the correct order:

Larvae mature into adult worms

Mature worms lay eggs

Eggs on the grass

The eggs hatch in the gut

The horse eats the eggs

\_\_\_\_\_

\_\_\_\_\_

/1

15. Name 3 types of martingales

\_\_\_\_\_

/3

15. Describe the Pony Club structure to National level.

\_\_\_\_\_

/1

## Written Test – Senior (Continued)

16. Match the following terms with the correct meaning

/6

Azoturia	Swelling in the tissue that runs down the back of the hock
Bog Spavin	Hard bony swelling usually on the inside of the front leg
Ring Bone	Tying up
Curb	Swelling of joint capsule in the hock
Splint	Chain that fits in the chin groove
Curb	Bone growth in the pastern or coffin joint

17. When a horse is shod and a nail is too close to the sensitive laminae, it is said to be \_\_\_?

---

/1

18. The 5 phases of riding a jump are:

---

/1

19. Name five main styles of clip when clipping a horse:

---

/5

20. There are five things that animals must have in order to have optimum welfare. They are called the Five Freedoms. Name four of the Five Freedoms

---

---

**Total:** \_\_\_\_\_ / 35

BONUS QUESTIONS – Next Page . . .

## Written Test – Senior (Continued)

### BONUS QUESTIONS

21. Present in the lower limbs of laminitis horses beginning with the letter D?

\_\_\_\_\_ /1

22. What is the difference between ringworm and round worm?

\_\_\_\_\_ /1

23. The scientific name for a bot fly is Bot Fly G\_\_\_\_\_ I \_\_\_\_\_

\_\_\_\_\_ /1

24. What is the most energising of all the grains?

\_\_\_\_\_ /1

25. An infectious inflammatory disorder of the bursae of the withers, caused by poorly fitting tack or microorganisms is called what?

\_\_\_\_\_ /1

**Total Bonus Score:** \_\_\_\_\_ / 5  
**Plus Q 1 – 20 Score:** \_\_\_\_\_ / 35  
**GRAND Total Score:** \_\_\_\_\_ / 40

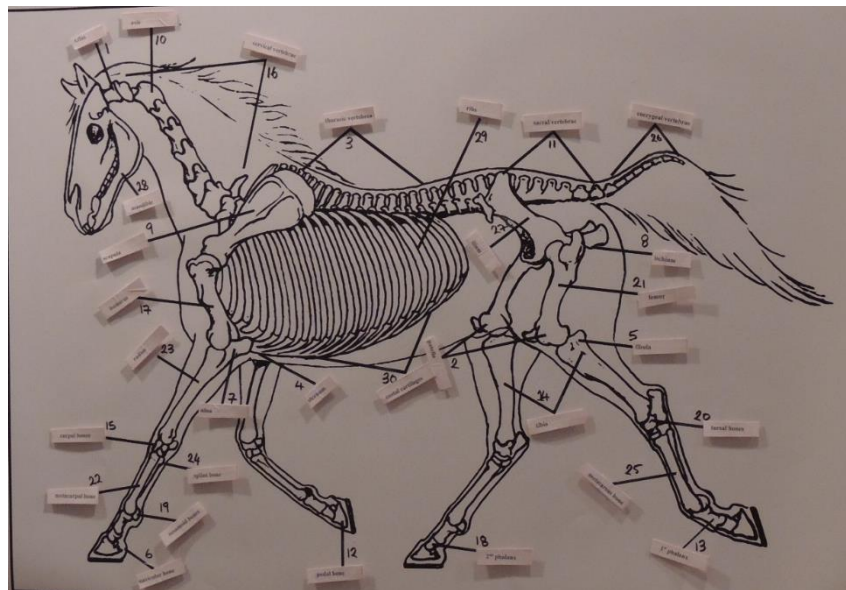


# Sample Written Test Score Sheet for Officials

PCA Quiz 20\_\_

Written Test Score Sheet - Sub Junior/Junior/Senior

Team	Name	Score	Team Total	Placing



**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).

Questions asked will be a combination of True/False, Multiple Choice and Straight Answers.

How to run it:

1. Each team sits at a table together. Each team has one answer sheet and nominates one team member to write the team's answers.
2. An official reads out the questions and the team members confer as a team and then write their answer down on their answer sheet. One minute will be given for each question. Each question can be read up to 3 times if required.
3. The team captain can hold up their flag when they are finished. When all flags are held up the official can go onto the next question.
4. When all 20 questions have been asked the official collects the answer sheet from each team.
5. The bonus round is comprised of 5 questions which will be at one level above the designated certificate proficiency level. 10 questions will be prepared and placed in a hat. The official will pick one out and read it out. Teams can discuss their answer and a team member can buzz in when their team is happy and in agreeance. There is to be no discussion by other teams once the buzzer goes off but they can still buzz in if they have an answer. If the first team gets it wrong the official can ask the second team who pressed their buzzer for their answer.
6. Questions 1-20 are worth one point. Bonus questions 21-25 are worth 5 points but are only awarded to the team who is the first to buzz in with the correct answer.

Materials needed:

1. List of questions similar to those provided in the handbook that are broken up into different proficiency levels.
2. Bonus Questions x 10
3. A table and chairs for each team to be sit down at.
4. Team score sheet for each team.
5. Pencils, rubbers, other stationery etc.
6. Flags for each team
7. Buzzers if required

Questions:

See example of questions further in document.

#### Tips for organisers:

1. Ensure there is sufficient tables and chairs for all team members to sit at.
2. Tables should not be too close together if possible.
3. An official to read the answers
4. 2 scorers to add up the team scores for questions 1-20 and add the bonus question scores to these score sheets.

#### Notes for helpers

1. Questions can be cut up and placed in different hats/bags according to their proficiency level. Questions can be drawn out of a hat.
2. You will need two people to act as judges/markers when team sheets are handed in. This ensures a double check of the scoring can occur.
3. The team score can then be put onto the final score sheet for that phase.



# Classroom Phase Questions - Sub Junior

## Answer Key

### Straight Answers

1. Name a type of horse with a blanket or spots. Appaloosa
2. The scientific way of saying "getting used to" is? Habituation
3. An instinct that makes the horse run away from danger is called the Flight Response
4. How long does it take for the toe to grow from the coronet band to the ground? 9 to 12 months
5. The back of the saddle starting with C Cantle

### True or False?

6. A Girth Gall is a tender raised area of skin which has turned into a sore due to a rubbing girth **T / F**
7. A pritchel is used to check if your horse's feed has mould in it **T / F**
8. Four beat gait, faster than a canter is the Gallop. **T / F**
9. The croup is between the dock and the loins **T / F**
10. When you jump, the red flag should be on your left **T / F**

### Multiple Choice

11. A horse is measured in hands. A hand equates to how many centimetres?
  - a. 10.15cm
  - b. 10.16cm**
  - c. 10.14 cm
12. The C Certificate Disk what colour?
  - a. Purple
  - b. Yellow
  - c. Green**
13. The colour of a grey horse has what colour skin underneath the hair?
  - a. White
  - b. Pink
  - C. Black**
14. The most common cause of laminitis is
  - a. Sunlight
  - b. Muddy Paddocks
  - c. Overeating**
15. A crupper is used for
  - a. Stopping the saddle from slipping backwards
  - b. Stopping the saddle from slipping forwards**
  - c. Helping with clearance between the saddle and the horse's wither

## Classroom Phase Questions – (Continued)

### Sub Junior Level Answer Key

#### Trivia

16. What was the name of the horse that Michelle Payne rode to victory at the 2015 Melbourne Cup?
- a. Almandin
  - b. Protectionist
  - c. **Prince of Penzance**
17. What was the name of Gandalf's white horse in The Lord of the Rings?
- a. Brego
  - b. **Shadowfax**
  - c. Firefoot
18. True or False: A horse can only breathe through its nostrils / nasal passages.
- True**
  - False
19. True or False: The Icelandic breed of horse has an exclusive gait called tölt?
- True**
  - False
20. Olympic Champion rider, Mark Todd comes from which country?
- New Zealand**

### Bonus Questions for Classroom Phase (worth 5 points each)

- |    |   |             |
|----|---|-------------|
| 1. | A four beat gait where each foot hits the ground independently    | Walk        |
| 2. | At what age does a horse have a full mouth?                       | 5 years     |
| 3. | A small horny area in the tuft of hair behind the fetlock joint   | Ergot       |
| 4. | Horse dropping feed from his mouth whilst chewing                 | Quidding    |
| 5. | Name the common bond with the following: Irish, Standing, Running | Martingales |

# Classroom Phase Questions

## Junior Level Answer Key

### Straight Answers

1. What is the size of a small dressage arena? 20m x 40m
2. The scientific way of saying “getting used to” is? Habituation
3. An instinct that makes the horse run away from danger is called the Flight Response
4. How long does it take for the toe to grow from the coronet band to the ground? 9 to 12 months
5. What is the body temperature of a healthy horse? 37C – 38C

### True or False

6. Spurs, Whips and Martingales are all artificial aids T / F
7. Compaction is a type of colic T / F
8. A blanket clip is where the strip under the neck between the chest and under the belly are clipped T / F
9. The dental star is also known as the pulp cavity T / F
10. The wall of the hoof grows from the coronet band T / F

### Multiple Choice

11. What are the symptoms of strangles?
  - a. Loss of appetite, dullness, temperature rises, yellow discharge from the nose
  - b. Swollen glands, thick yellow discharge from the nose, temperature rises and a cough**
  - c. Temperature rises, hair falls out, cough
12. The K Certificate Disk what colour?
  - a. Purple**
  - b. Yellow
  - c. Green
12. The colour of a horse with irregular patches of black and white?
  - a. Skewbald
  - b. Albino
  - c. Piebald**
13. Why is it important to change the active chemical in your worming paste?
  - a. To keep the companies who make it all in business
  - b. To give your horse a change of flavour
  - c. To prevent parasitic resistance**
15. How much time does a rider have to enter the ring after the bell rings in a dressage competition?
  - a. 25 seconds
  - b. 45 seconds**
  - c. 55 seconds

## Classroom Phase Questions – (Continued)

### Junior Level Answer Key

#### Trivia

16. The winged horse Pegasus belongs to the mythology of which culture?
- a. Norse
  - b. Indian
  - c. **Greek**
17. What was the name of the horse in Toy Story 2 & 3?
- a. Target
  - b. **Bullseye**
  - c. Mr Ed
18. True or False? Hounds are counted in couples.
- True**
  - False
19. True or False? A hinny is the cross of male **horse** and female **donkey**;
- True**
  - False
20. Champion Showjumper, Ediwna Topps-Alexander comes from which country?
- Australia**

## Bonus Questions for Classroom Phase (worth 5 Points each)

- |    |  |                                     |
|----|--|-------------------------------------|
| 1. | When a horse is shod and a nail is too close to the sensitive laminae, it is said to be? | Pricked or Nail Bind                |
| 2. | Azoturia is also known as  | Tying Up or Monday Morning Sickness |
| 3. | Spasmodic and flatulent are both types of what?  | Colic                               |
| 4. | An important substance in a mother's milk providing a foal with immunity to disease      | Colostrum                           |
| 5. | A smelly condition that affects the cleft of the frog is known as what?                  | Thrush                              |

# Classroom Phase Questions

## Senior Level Answer Key

### Straight Answers

- |    |   |                 |
|----|---|-----------------|
| 1. | Name a fungal condition of the skin where hair falls out in circular patches? | Ringworm        |
| 2. | The scientific way of saying "getting used to" is?                            | Habituation     |
| 3. | An instinct that makes the horse run away from danger is called the           | Flight Response |
| 4. | The name given to a gait where the near fore and near hind move together      | Pacing          |
| 5. | This Pony Club activity requires a swimsuit                                   | Tetrathlon      |

### True or False

- |     |  |       |
|-----|--|-------|
| 6.  | In showjumping, a spread fence with water underneath is called a Liverpool               | T / F |
| 7.  | There are 220 bones in a horse's body  | T / F |
| 8.  | The heart bar shoe puts pressure on the frog but never used in horses who have foundered | T / F |
| 9.  | A horse has 12 incisors  | T / F |
| 10. | The gestation period is 14 months  | T / F |

### Multiple Choice

11. Four fat soluble vitamins are
- a. DKES
  - b. ADEK**
  - c. ABKO
12. The C\* Certificate Disk what colour?
- a. Pink**
  - b. Yellow
  - c. Green
12. What do you call the old practice of cooling a horse out after work by turning his rug inside out and stuffing straw underneath?
- a. Quidding
  - b. Baling
  - c. Thatching**
13. This internal worm will cause compulsive tail rubbing?
- a. Tapeworm
  - b. Bloodworm
  - c. Pinworm / Oxyuris**
15. Which of the following is a blemish?
- a. Windgall
  - b. Bog Spavin**
  - c. Curb



## Classroom Phase Questions – (Continued)

### Senior Level Answer Key

#### Trivia

16. What are the feral or wild horses of North America called?
- a. Namibs
  - b. Brumbys
  - c. **Mustangs**
17. What type of horse was the foundation of the English Thoroughbred?
- a. Icelandic
  - b. **The Arab**
  - c. Norwegian Fjord
18. True or False? Hounds are counted in couples.
- True**
  - False
19. True or False? A mule is the cross of female **horse** and male **donkey**;
- True**
  - False
20. Ediwna Topps-Alexander is known for competing in which discipline?
- Showjumping**

### Bonus Questions for Classroom Phase (worth 5 points each)

- |    |   |                   |
|----|---|-------------------|
| 1. | Who wrote <i>The Art of Horsemanship</i> ?  | Xenophon          |
| 2. | What colour is a wall eye?  | Pale Blue         |
| 3. | At what age does a distinctive hook show on the edge of the upper corner incisor? | 7 years old       |
| 4. | Rolling or rockering of a shoe will alter which phase of the step?                | Break over/thrust |
| 5. | An enlargement of the croup beginning with J                                      | Jumpers Bump      |

# Classroom Phase Answer Sheet

## Sub Junior / Junior / Senior

Team Name: \_\_\_\_\_

Team Members: \_\_\_\_\_

Question	Answer
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

Total: \_\_\_\_\_ /20

Bonus Round Total: \_\_\_\_\_

Total points - Classroom Phase: \_\_\_\_\_

## Classroom Phase Answer Sheet

### Bonus Questions for Organisers Sub Junior / Junior / Senior

Q	Correct Answer by Team (Name)	Points
1		5
2		5
3		5
4		5
5		5

# 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 listed below. 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 totaled for a team score.

Official Reference List of Topics:

Bits
Breyer Horses
Farrier Tools
Feeds
First Aid
Grooming Tools
Parts of the Horse
Parts of the Hoof
Poisonous Plants/Weeds
Powders and Liquids
Shoes
Tack - Current
Tack - Historical
The Digestive System
Veterinary
Worms and Parasites

### Materials Needed:

- Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)
- Equipment and topic specific materials for each game
- Space to run the phase (e.g. Club House, Yard Area or Open Area)
- Tables and Chairs
- Timing device

### Tips for Organisers:

- Keep each table specific and topic clear
- Ensure you have transition time between each table/phase
- Ensure that you have a clear scoring guide available for each competition. (An example of a scoresheet has been included within this handbook.)
- Use different coloured paper for different proficiency levels  
eg:  
Sub Junior – pale blue  
Junior – pale green  
Senior – pale pink
- Keep Reference Books on hand

# Mega Room Tables

## Table 1

### Poisonous Plants/Weeds

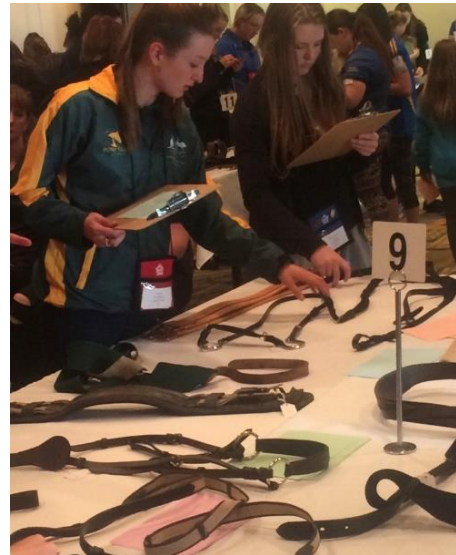
Paterson's Curse  
Thornapples  
Acacia  
Oleander  
Yellow Oleander  
Foxglove  
Bathurst burr  
Bracken



## Table 2

### Tack - current

Martingale  
Stirrup leather  
Browband  
Cheekpiece  
Reins  
Headpiece  
Breastplate  
Crupper



## Table 3

### Shoes

Heartbar  
Eggbar  
Flat hack with bar  
Remedial bar shoe with toe extension  
Rock and roll  
Reining slider  
Concave  
Rim



## Table 4

### Breyer Horses

Secretariat  
Pharlap  
Winx  
American Pharaoh  
Lil' Ricky Rocker  
Zenyatta  
Black Beauty  
Snowman



## Table 5

### Powders & Liquids

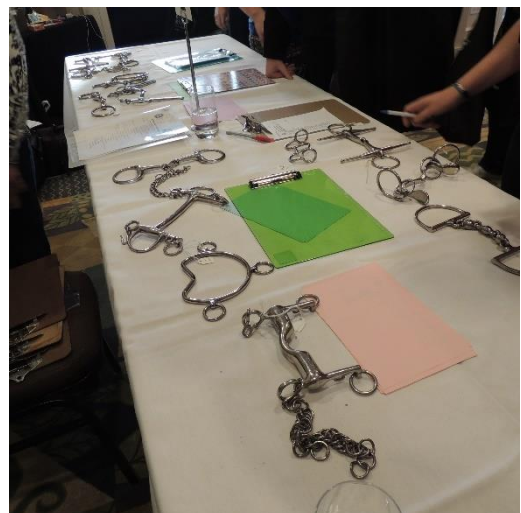
Shampoo  
Sunscreen powder  
Neatsfoot oil  
Hoof oil  
Bute  
Bettadine  
Flyspray  
Foal milk replacer



## Table 6

### Bits

Dr. Bristol  
Eggbutt  
Tongue grid  
Kimberwick  
Racing  
French link  
Half cheek  
Gag



# Sample Answer Sheet for Competitors

## Mega Room Phase Answer Sheet

Team: \_\_\_\_\_ State: \_\_\_\_\_ Age group: \_\_\_\_\_

Table 1

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

# Sample Answer Sheet for Competitors

## Mega Room Phase Answer Sheet

Team: \_\_\_\_\_ State: \_\_\_\_\_ Age group: \_\_\_\_\_

Table 2

11	
12	
13	
14	
15	
16	
17	
18	
19	
20	



# Sample Answer Sheet for Competitors

## Mega Room Phase Answer Sheet

Team: \_\_\_\_\_ State: \_\_\_\_\_ Age group: \_\_\_\_\_

Table 3

21	
22	
23	
24	
25	
26	
27	
28	
29	
30	

# Sample Answer Sheet for Competitors

## Mega Room Phase Answer Sheet

Team: \_\_\_\_\_ State: \_\_\_\_\_ Age group: \_\_\_\_\_

Table 4

31	
32	
33	
34	
35	
36	
37	
38	
39	
40	

# Sample Score Sheet for Officials

PCA Quiz 20\_\_

## Mega Room Score Sheet – Sub Juniors

Team	Team Member	T1	T2	T3	T4	T5	T6	T7	T8	Team Total

PCA Quiz 20\_\_

## Mega Room Score Sheet - Juniors

Team	Team Member	T1	T2	T3	T4	T5	T6	T7	T8	Team Total



# Stable Phase

(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 and a marshal who handles the rules explanation timing and moving on of teams. NOTE: Stable Judges must have sufficient knowledge of the subject. They could be a vet or vet nurse if the topic were Veterinary. The topics and likely questions must be covered in the recommended reading.

## Materials Needed:

- Stationery to support Stable Judge with scoring
- Equipment and topic specific materials for each stable
- Space to run the phase (e.g. Stable Block, Yard Area or Open Area)

## Tips for Organisers:

- Keep each stable stable specific and topic clear
- Ensure you have transition time between each stable
- Ensure that you have a clear scoring guide available for each Stable Judge with Scoring Criteria. An example of this is below.
- Each scoring criteria is worth specific point values.

## Notes for Helpers:

- Do not provide assistance or support to competitors

## Examples of Topics and Levels on following pages



## Stable Phase - D Proficiency Level

### Grooming Tools (individual)

Demonstrate the use and explain its function:

- dandy brush
- body brush
- curry comb
- hoof pick

Scoring the Stable:

- 2 pts - Selects correct grooming tool
- 2 pts - Demonstrates the correct use
- 1 pts - Explains what the tool is used for

### Tack Cleaning (Team)

Demonstrate how to clean tack

- Clean – with saddle soap to ensure dirt comes off the tack
- Condition – oil/conditioner keeps leather soft and supple
- Protect – with Glycerin Soap

Scoring the Stable:

- 3 pts – Completes cleaning tack in the correct order of clean, condition, protect
- 2 pts - Selects correct product for the steps

## Stable Phase - C Proficiency Level

### Parts of the horse (individual)

Identify 5 on a horse these parts of the horse: poll, point of hip, hind quarters, gaskin, flank, jowl, breast, ribs, cannon bone, forearm, chestnut, and ergot

Scoring the Stable:

- 1 pt – for every part of the horse is correct

### Grooming Tools (individual)

Demonstrate the use and explain its function:

- Combs
- Sponge
- Towel
- Bot knife

Scoring the Stable:

- 2 pts - Selects correct grooming tool
- 2 pts - Demonstrates the correct use
- 1 pts - Explains what the tool is used for

### Bridle/Saddle Fitting (Individual)

Demonstrate a correctly fitted Bridle or Saddle

Scoring the Stable:

5 pts – Demonstrate correct procedure

### **Rugging (Individual or Team)**

Rug a horse correctly

1. Ensure horse is securely tethered.
2. Approach to shoulder of horse and place rug onto back in a slightly forward position.
3. Open out rug, slide into place and buckle up.
4. Ensure leg straps are crossed through each other to reduce tendency to rub inside hind legs.
5. Release horse

Scoring the Stable:

5 pts – Completes rugging in the correct order

- Take a point away for a step missed

### **Bandaging (Individual)**

1. Tail Bandage - Lay end of bandage onto top of dock, make one round, the fold down end (safety lock) and continue bandaging down the end of dock. Wind back up to centre then tie off to the outside.
2. Exercise Bandage - Apply cotton wool or other protective wrapping around leg. Commence with the same method as tail bandage, i.e. safety lock winding the bandage from right to left facing the horse to your left. Continue down to the outside. Exercise bandages are required to have more give than those used for stable or travelling.
3. Stable/Travel - As per above, but varying lengths.

Scoring the Stable:

3pts – Demonstrates correct practice

2pts - Selects the correct material

### **First Aid (Team)**

Identify first aid kit products and apply first aid to a wound.

Scoring the Stable:

6 pts – apply first aid to the wound in the correct order

4 pts – for identifying all first aid products

5 pts – for team work

# Stable Phase

## Score Sheet for Organisers

Team:	Date:
Stable Topic:	
Rider 1:	
Rider 2:	
Rider 3:	
Rider 4:	
Individual Scoring	Score
Scoring Criteria 1	
Scoring Criteria 2	
Scoring Criteria 3	
Rider 1 Qu:	
Rider 2 Qu:	
Rider 3 Qu:	
Rider 4 Qu:	
Total Team Score:	
Team Scoring	
Scoring Criteria 1	
Scoring Criteria 2	
Scoring Criteria 3	
Total Team Score:	
Comments	
Total Team Points:	



# 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.)

## Games to choose from

Alphabet	Audio/Movie Game	Australian Olympic History
Australian Olympic History	Before and After	Bridle Up
Bridle Path	Call the Vet	Charades
Concentration	Crazy Horse Parts	Famous Horses
Famous Equestrians	Go for Gold	Green Thumb
Headbands	Jumbled Words	Name My Game
Name that Breed	Odd One Out	Pictionary
Puzzles	Pyramid	Sock it to me
Taboo	What's my Job?	Zoomed In

The following pages will provide information on each game with the following information:

Game Explanation

How to Play

Examples – Answer Sheets for Competitors (Can be used for competitions/rallies)

Answer Sheets for Organisers

Materials Needed

Tips for Organisers

Notes to Helpers

# Games and How to Play Them

## Alphabet Game

### Game Explanation:

A set of 26 cards (or laminated strips) is produced, each one containing a clue to one letter of the alphabet. Each team receives a master sheet with the 26 letters and space for the answers. The team attempts to match the clues to the letters of the alphabet.

Questions need to be written next to the correct letter e.g. An American horse breed with or without spots = appaloosa

So you write An American horse breed with or without spots next to A etc.

Don't write appaloosa..

Time allowed is 5 minutes (can be varied according to Organiser)

Each correct answer is worth 1 point

Total points to be earned = 26

### Game Variations:

This game can be played with cards or laminated strips. A set of 26 cards is produced, each one containing a clue to one letter of the alphabet. Each team receives a master sheet with the 26 letters and space for the answers. The team attempts to match the clues to the letters of the alphabet.

Possible answers are written on the bottom of the answer sheet for the team to choose from.

### How to Play:

Teams need to match the answers to the questions. The laminated strips (or cards) are the questions. The question needs to be written against the correct letter of the alphabet on the answer sheet.

### Examples:

Letter	Answer	Question (on laminated strips or cards)
A	Appaloosa	An American Horse Breed with or without spots
B	Brush	This item is used to clean the horse
C	Crupper	This piece of tack stops the saddle from sliding forward

### Materials Required:

Cards/Laminated strips with Questions

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

Answer Sheet for Competitors

Answer Sheet for Organiser

### Tips for Organisers:

Laminate cards to ensure longevity.

Colour code game questions and answer sheets for different levels to identify easier

Keep reference books on hand

### Notes for Helpers:

Do not provide assistance to competitors

# Alphabet Game

## Answers for Organisers

Letter	Answers
A	An American horse breed with or without spots (appaloosa)
B	Item used to clean a horse (brush)
C	Stops the saddle sliding forward (crupper)
D	The art of riding and training a horse in a manner that develops obedience, flexibility and balance (dressage)
E	Type of bit (Eggbut)
F	Horse travels in one (float)
G	Walk, trot, canter and gallop (gaits)
H	What do you need to be wearing before you ride (helmet)
I	This type of conditioning is based on progressive loading. It consists of several work intervals followed by a short rest period. (interval training)
J	Slow trot (jog)
K	Horses have 2 of these (knees)
L	Can be feed to horse cooked or soaked (linseed or lupins)
M	Bran can made in to a what when feeding it to a sick horse (mash)
N	An optional part of the bridle (noseband)
O	Horses head is tucked in near his chest (overbent)
P	Bone between fetlock and hoof (pastern)
Q	Lateral cartilage abscess that drains at the coronet (Quitter)
U	Horses can get these in their stomach (ulcer)
V	Win (victory)
R	Horse won't obey commands (resists)
S	Something some horse have on their hooves (shoes)
T	We check this when our horse is sick (temperature)
W	Breed of Australia horse (waler)
X	Rompun, a tranquiliser, is also known as (xylazine)
Y	A horse that has turned one (yearling)
Z	What animal looks like a horse (zebra)

# Alphabet Game

## Answer Sheet for Competitors

Team Name: \_\_\_\_\_

Letter	Answer	Question
A		
B		
C		
D		
E		
F		
G		
H		
I		
J		
K		
L		
M		
N		
O		
P		
Q		
R		
S		
T		
U		
V		
W		
X		
Y		
Z		

Brush, Float, Eggbutt, Appaloosa, Ulcer, Victory, Zebra, Waler, Xylazine, Knees, Crupper, Gaits, Helmet, Mash, Noseband, Quitter, Pastern, Overbent, Dressage, Interval Training, Resists, Temperature, Shoes, Yearling, Jog, Linseed/Lupins

**Total Score:** \_\_\_\_\_ / 26

## Audio / Movie Game

### Game Explanation:

Competitors will watch and/or listen to Audio (songs) or Movie/Video clips about famous Horsey Movies or Songs/Characters. Each team will work together and write and answer after listening/viewing the clue given. Each team will be given the same amount of time for each clue. The game will only be shown once for each team.

### How to Play:

Teams sit together and listened to audio/video played and identify song or movie. An appointed member of the team will write the team's answer on the Team Answer Sheet. The number of audio or movie clips will depend on organizer and time allowed.

### Examples:

Audio:           Old Town Road  
                    A Horse with No Name  
                    I am Pegasus  
Visual:          The Cup  
                    Ride Like a Girl  
                    Heartland

### Materials Required:

Music and speakers for audio  
Projector and Screen / TV and DVD Player / PC  
Scoresheet for Competitors  
Answer sheet for Scorers  
Pen (one for each team)

### Tips for Organisers:

This game can be run with multiple teams at the same time or if run in a series of games, one team at a time. Ensure you test the equipment prior to running the game and check that sound is loud enough. If you do not have access to visual equipment, add replace movies with more songs.

## Audio / Movie Game - Answers for Organisers

Question	Song Title / Movie Title
1 Audio	Old Town Road (Lil Nas X)
2 Audio	A Horse with No Name (America)
3 Audio	I am Pegasus (Ross Ryan)
4 Audio	Horses (Keith Urban)
5 Audio	The Horses (Darryl Braithwaite)
6 Movie	The Cup
7 Movie	Ride Like a Girl
8 Movie	Heartland
9 Movie	Racing Stripes
10 Movie	Seabiscuit

**Audio / Movie Game**  
**Answer Sheet for Competitors**

Team Name: \_\_\_\_\_

Question	Song Title / Movie Title
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

**Total Score:**  
\_\_\_\_ / 10

## Australian Olympic History

### Game Explanation:

The team works together to decipher which discipline/s each Olympian rode in whilst representing Australia at the Olympics.

### How to Play:

Each team is given a sheet of paper with names of Australian Olympic riders. The team works together to decipher the discipline the Olympian rode.

The team must place the code beside the Olympian's name.

### Code

D = Dressage

3 = 3DE

S = Showjumping

3 & SJ = 3DE & SJ

1 point for each correct answer

### Examples:

Olympian's Name	Discipline
Brian Cargo	3
Mary Hanna	D
Gillian Rolton	3

### Materials Required:

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

Answer Sheet for Competitors

Answer Sheet for Organiser

### Tips for Organisers:

Use different coloured paper for different proficiency levels

eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink

Keep Reference Books on hand

Ensure you have transition time between each game/phase

Ensure that you have a clear scoring guide available for each competition. (An example of a scoresheet has been included within this handbook.)

### Notes for Helpers:

Do not provide assistance to competitors

# Australian Olympic History

## Answers for Organisers

Question No	Olympian's Name	Discipline
1	Brian Crago	3
2	Mary Hanna	D
3	Scott Keach	3 & SJ
4	Gillian Rolton	3
5	James Paterson-Robinson	S
6	Guy Creighton	S
7	Matt Ryan	3
8	Matt Williams	S
9	Kevin Bacon	S
10	Shane Rose	3
11	Wayne Roycroft	3
12	Edwina Tops Alexander	S
13	Vicky Roycroft	3 & SJ
14	John Fahey	S
15	Merv Bennett	3
16	Lyndal Oatley	D
17	Neal Lavis	3
18	Jeff McVean	S
19	Bill Roycroft	3
20	Ricky MacMillan	D

### Discipline

D = Dressage

3 = 3DE

S = Show jumping

3 & SJ = 3DE & SJ



# Australian Olympic History

## Answer Sheet for Competitors

Team Name: \_\_\_\_\_

Place the discipline as listed below next to each Rider's name when representing Australia at the Olympics.

Question No	Olympian's Name	Discipline
1	Brian Crago	
2	Mary Hanna	
3	Scott Keach	
4	Gillian Rolton	
5	James Paterson-Robinson	
6	Guy Creighton	
7	Matt Ryan	
8	Matt Williams	
9	Kevin Bacon	
10	Shane Rose	
11	Wayne Roycroft	
12	Edwina Tops Alexander	
13	Vicky Roycroft	
14	John Fahey	
15	Merv Bennett	
16	Lyndal Oatley	
17	Neal Lavis	
18	Jeff McVean	
19	Bill Roycroft	
20	Ricky MacMillan	

Discipline

D = Dressage

3 = 3DE

S = Show jumping

3 & SJ = 3DE & SJ

**Total Score:**

\_\_\_\_/20

## Before and After

### Game Explanation:

Competitors must find a word that connects two other words. At least one phrase must be horse related. Competitors must fill in the blank.

### How to Play:

Each team is given a sheet of paper with two words either side of the missing word. The team works together to decipher the missing word.

### Examples:

Eg: church \_\_\_\_\_ boots (bell)  
stick \_\_\_\_\_ worms (pin)

### Materials Needed:

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

Equipment and topic specific materials for each game

Tables and Chairs

### Tips for Organisers:

Ensure you have transition time between each game/phase

Ensure that you have a clear scoring guide available for each competition.

(An example of a scoresheet has been included within this handbook.)

Use different coloured paper for different proficiency levels

eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink

Keep Reference Books on hand

## Before and After

### Answers for Organisers

Question	<i>Before</i>	<i>Missing Word</i>	<i>After</i>
1	Church	<i>Bell</i>	Boots
2	Tie	<i>Pin</i>	Worms
3	Oaten	<i>Hay</i>	Wagon
4	Show	<i>Jump</i>	Judge
5	Lunge	<i>Rein</i>	Back
6	Poll	<i>Guard</i>	Dog
7	Lead	<i>Rope</i>	Halter
8	Hay	<i>Wagon</i>	Wheel
9	Bale of	<i>Hay</i>	Net
10	Hold	<i>On</i>	Top
11	Triple	<i>Bar</i>	Stool
12	Side	<i>Saddle</i>	Soap
13	Butter	<i>Milk</i>	Teeth
14	Seat of	<i>Corn</i>	Cob
15	Horse	<i>Racing</i>	Stripes
16	Horse	<i>Show</i>	Bag
17	White	<i>Line</i>	Dancing
18	Thai	<i>Curry</i>	Comb
19	Water	<i>Brush</i>	Stroke
20	Canine	<i>Tooth</i>	Ache

**Before and After**  
**Answer Sheet for Competitors**

**Team Name:** \_\_\_\_\_

Place the missing word in the middle column below eg: **Poll Guard Dog**

Question	<i>Before</i>	<i>Missing Word</i>	<i>After</i>
1	Church		Boots
2	Tie		Worms
3	Oaten		Wagon
4	Show		Judge
5	Lunge		Back
6	Poll		Dog
7	Lead		Halter
8	Hay		Wheel
9	Bale of		Net
10	Hold		Top
11	Triple		Stool
12	Side		Soap
13	Butter		Teeth
14	Seat of		Cob
15	Horse		Stripes
16	Horse		Bag
17	White		Dancing
18	Thai		Comb
19	Water		Stroke
20	Canine		Ache

**Total Score:**  
**\_\_\_\_/20**

# Bridle Up

## Certificates E, D, D\*, C & C\*

### Game Explanation:

This game is a race to put together the bridle/bridles given. The number of bridles, and complexity of them increases as the levels advance.

### How to Play:

- 1) 'Taken apart' bridles are in unmarked bags (can be pillow slips) at the start of the race. As a team, competitors do one bag at a time, their choice what order. Mark the bags "Easier" and "Harder" When that bridle is complete **and perfect**, the team may start the next bridle. If they argue that it is perfect, ask them if they would put it on their horse.
- 2) Note: E have one snaffle bridle without noseband. D has a snaffle bridle with a noseband. C's have 2 x snaffle bridles, with a noseband and flash.
- 3) If all supplied bridles are completed under the time allowed, then there is a series of 'bonus questions'. The team can work together and talk about these if they wish, and anyone can answer.

Examples: Bonus Questions are listed below

### Materials Required:

E Certificate – Snaffle Bit bridle without noseband

D Certificate – Snaffle Bit bridle with noseband

C Certificate – Snaffle Bit Bridle x 2 with noseband and flash

BONUS Questions & Answer Sheet for Helper to ask Competitors

Red Pen for Helper

### Tips for Organisers:

- 1) Make sure the competitors understand that this is a race.
- 2) Make sure they know that when they are done, there are 'bonus questions' to be answered, but that they are not necessarily expected to get to them.
- 3) When they think the bridle is correct, they should show it to the Table Monitor/Helper. For E and D, if you see an error or omission, the Table Monitor/Helper can tell them what the problem is. For C and above, just tell them there's a mistake. They can continue to work on their bridle up to the end of the time allowed.
- 4) Any bridles that are completed earn 10 points. Bridles attempted but not completed earn 5 points. Bridles not attempted earn zero.
- 5) Bonus questions are listed on one sheet for each level. Read them aloud to the team, who may confer on the answer.
- 6) And most important, this section should be fun. Yes it's for points, but don't let them get all stressed out about it.

### Notes for Helpers:

Ensure helpers have a thorough understanding of how a bridle is put together including parts of the bridle for bonus questions. Helper to hold up bridle for Bonus Questions for competitors to point to parts of the bridle questions.

# Bridle Up

## Score Sheets for Bridles Completed

&

BONUS Questions & Answer Sheet for Helper to ask Competitors

E / D Certificate

Team Name: \_\_\_\_\_ Certificate Level: \_\_\_\_\_

Any bridles that are completed earn 10 points. Bridles attempted but not completed earn 5 points. Bridles not attempted earn zero.

### Scoring Sheet for Bridles Completed/Incomplete:

Bridles	E / D Certificate Points
1 x Bridle Incomplete (5 points)	
1 x Bridle Complete (10 points)	
<b>Total Points:</b>	<b>____/15</b>

## BONUS Questions

1. Name something you would use to clean tack.  
(bridle hook, saddle soap, sponges, clean rags, toothbrush, leather oil, soft cloth, bucket, warm water, saddle stand) \_\_\_\_\_ / 1
2. Where is the browband? \_\_\_\_\_ / 1
3. Does it matter to your pony if the bit doesn't fit? (yes) \_\_\_\_\_ / 1
4. Should the bit be clean or dirty when you put it into your pony's mouth? (clean) \_\_\_\_\_ / 1
5. What is this bridle made from? (leather) \_\_\_\_\_ / 1
6. What kind of bit is this? (a snaffle) \_\_\_\_\_ / 1
7. Where is a keeper? There may be more than 1 set of keepers and runners on a bridle. They hold the ends of a strap in place. The keeper is the fixed loop, and the runner is the one that can 'run' up and down. For the bridle to be completed correctly, all the keepers and runners need to be done up. \_\_\_\_\_ / 1
8. Where is the throat lash? \_\_\_\_\_ / 1
9. Does this bit have a curb chain? (no) \_\_\_\_\_ / 1
10. How many cheek pieces does this bridle have? (2) \_\_\_\_\_ / 1

**Bonus Questions Score: \_\_\_\_\_/10**

**Bridle Completed Score: \_\_\_\_\_/15**

**Total Score: \_\_\_\_\_/25**

# Bridle Up

## Score Sheets for Bridles Completed and BONUS Questions & Answer Sheet for Helper to ask Competitors

### D\* Certificate

Team Name: \_\_\_\_\_ Certificate Level: \_\_\_\_\_

Any bridles that are completed earn 10 points. Bridles attempted but not completed earn 5 points. Bridles not attempted earn zero.

#### Scoring Sheet for Bridles Completed/Incomplete:

Bridles	D* Certificate Points
1 x Bridle Incomplete (5 points)	
1 x Bridle Complete (10 points)	
<b>Total Points:</b>	<b>/15</b>

### BONUS Questions

1. Where is a runner? There may be more than one set of keepers and runners on a bridle. They hold the ends of a strap in place. The keeper is the fixed loop, and the runner is the one that can 'run' up and down. For the bridle to be completed correctly, all the keepers and runners need to be done up. \_\_\_\_\_ / 1
2. Where is a cheekpiece. \_\_\_\_\_ / 1
3. How many cheek pieces does a bridle have? (2) \_\_\_\_\_ / 1
4. Show me the throatlash. \_\_\_\_\_ / 1
5. Is a slow Tom Thumb bit a real bit, or did we just make that up? (it's a real bit) \_\_\_\_\_ / 1
6. Snaffles, pelhams and gags are all kinds of what? (bits) \_\_\_\_\_ / 1
7. What piece of tack has panels, bars, and the gullet. (A saddle) \_\_\_\_\_ / 1
8. Running, standing and Irish are all kinds of what? (Martingales) \_\_\_\_\_ / 1
9. A Kineton, a grackle and a cavesson are all kinds of what? (nosebands) \_\_\_\_\_ / 1
10. A port in the middle of a bit gives room for what? (tongue) \_\_\_\_\_ / 1

**Bonus Questions Score:** \_\_\_\_\_ / 10

**Bridle Completed Score:** \_\_\_\_\_ / 15

**Total Score:** \_\_\_\_\_ / 25

# Bridle Up

## Score Sheet for Bridle Up / Bridles Completed

& BONUS Questions & Answer Sheet for Helper to ask Competitors

### C Certificate

Team Name: \_\_\_\_\_ Certificate Level: \_\_\_\_\_

Any bridles that are completed earn 10 points. Bridles attempted but not completed earn 5 points. Bridles not attempted earn zero.

#### Scoring Sheet for Bridles Completed/Incomplete:

Bridles	C Certificate Points
1 x Bridle Incomplete (5 points)	
1 x Bridle Complete (10 points)	
2 x Bridles Complete (20 points)	
<b>Total Points:</b>	<b>____/35</b>

### BONUS Questions

1. Is a slow twist snaffle a real bit, or is that just made up? (it's a real bit) \_\_\_\_\_ / 1
2. Snaffles, pelhams and gags are all kinds of what? (bits) \_\_\_\_\_ / 1
3. What piece of tack has panels, bars and the gullet? (saddle) \_\_\_\_\_ / 1
4. Running, standing and Irish are all kinds of what? (Martingales) \_\_\_\_\_ / 1
5. A dropped, a grackle and a cavesson are all kinds of what? (nosebands) \_\_\_\_\_ / 1
6. True or false: One side of the leather is the 'grain' and the other is the 'flesh'. (True) \_\_\_\_\_ / 1
7. When you use a running martingale, what do you need to put on your reins (martingale stoppers) \_\_\_\_\_ / 1
8. Can you accidentally put a bit in backwards? (yes) \_\_\_\_\_ / 1
9. Do all bridles have to have a noseband? (no) \_\_\_\_\_ / 1
10. A double bridle has two bits. One is the curb; what is the other one? (snaffle) \_\_\_\_\_ / 1

**Bonus Questions Score:** \_\_\_\_\_ /10

**Bridle Completed Score:** \_\_\_\_\_ /35

**Total Score:** \_\_\_\_\_ /45



## Bridle Path

### Game Explanation:

This is a relay game whereby a disassembled bridle is put back together piece by piece by each member of the team.

### How to Play:

A bridle is disassembled 10 metres away from the team. When the signal is given by the organiser, the first member of the team races to the disassembled bridle and picks a piece of the bridle, then returns

The second member races down and collects a second piece then returns where the team put the two together

The third member races down and gets the third piece and returns where the team add this piece

The fourth member races down and gets the fourth piece which is added to the bridle by the team

The process is repeated until the team have all pieces and have assembled the bridle correctly.

Each piece must be fitted before the next member can go and get their piece

The team cannot reassemble the bridle, it must be put together in order, and so it is important that the members collect the correct piece in the correct order.

The winning team is awarded 7 points, second place 6 points and so on

### Bridle Path Variation One:

The team picks one member to do this game

The team member is blindfolded

The bridle is in individual pieces in front of the member

On the signal to start the member must put the bridle together while blindfolded.

The rest of the team can call instructions to help

First member to finish with the bridle put together correctly, including straps in keepers wins

The winning team is awarded 7 points, second place 6 points and so on

### Bridle Path Variation Two:

Two members from the team do this game

The members sit next to each other, the arms closest to each other are tied together.

On the signal to start the members must put the bridle together, they can only use their left or right hand, which everyone is free

The rest of the team can call instructions to help

First team to finish putting the bridle together correctly, including straps in keepers wins

First team gets 7 points, second 6 and so on

### Materials Required:

Score sheet

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

Bridle

### Tips for Organisers:

This game can be timed with helper taking note of the amount of time it took for the team to complete the bridle.

This game can be given a time limit (eg 5 minutes) and points awarded for teams whose bridle is more complete than others.

### Notes for Helpers:

Ensure helpers have a thorough understanding of how a bridle is put together including parts of the bridle.

**DO NOT provide assistance to competitors!**

# Bridle Path

## Score Sheet for Organisers

The winning team is awarded 7 points, second place 6 points and so on

Team Name	Points	Placing

**Call the Vet**

### Game Explanation:

The Team have to diagnose the disease/injury/ailment after being given a description of symptoms.

### How to Play:

Team members have to diagnose the disease/injury/ailment when one member of the team describes the symptoms after being shown a card with the disease/injury/ailment. Once the team guesses correctly, the next person is shown a card with another problem and so on.

### Variation to the Game:

The Table Monitor/Helper can use cards (each with the disease/injury/ailment along with a list of symptoms). They describe the symptoms to the Team who have to diagnose the problem.

### Examples of Disease/Injury/Ailment:

1	Strangles
2	Colic
3	Lameness
4	Greasy Heal
5	Ringworm
6	Laminitis
7	Stomach/Gastric Ulcers
8	Rain Scald (Rainrot)
9	Locked Stifle
10	Seedy Toe
11	Bone Spavin
12	Hoof Wall Crack
13	Tying Up
14	Sarcoids
15	Girth Gall
16	Hoof Abscess
17	Perennial Rye Grass Staggers
18	Cushings Disease
19	Navicular Disease/Syndrome
20	Fistulous Withers

### Materials Required:

Index Cards

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

### Tips for Organisers:

Use Index Cards to write Category

Number Cards so that cards can be kept in order.

If using different levels, number them E1, E2 and so on or D1, D\*1, C1 etc.

### Example of Index Card:

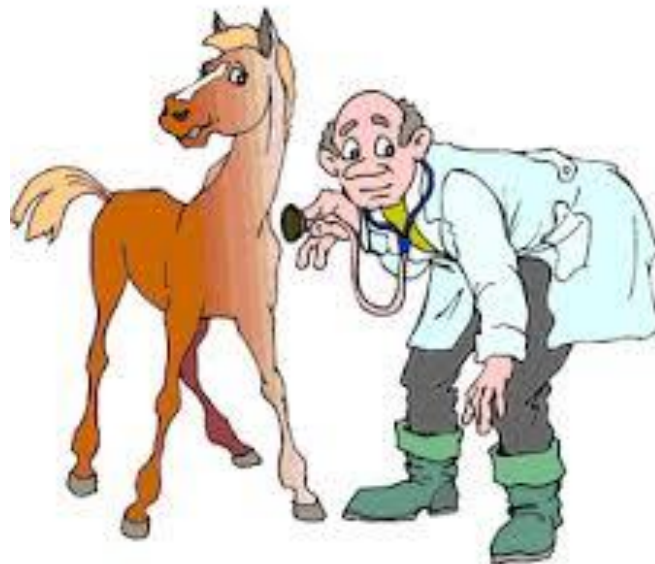
<b>C1 COLIC</b>

Variation to the Game:

<b>C1 COLIC</b>
Rolling
Sweating
Pawing the ground
Looking at stomach

Notes for Helpers:

Return cards to correct numbered order for each new team and present in same order  
Do not provide assistance to competitors.



## Charades

Game Explanation:

Charades is a game whereby each member of the team takes turns to "act out" a phrase without speaking, while the other members of the team try to guess what the phrase is. The objective is for the team to guess the phrase as quickly as possible.

Charades can be played by Certificate Level and is timed (generally 5 minutes per team)

How to Play:

Make sure the players are aware the game will be timed or that there will be a time limit. (Organiser to decide.)

There is a series of cards to use. The Helper shows each card to the player acting out the Charade.

Choose a player to start the game. The first player is shown the first card. **(Adult Helper to ensure each team is shown cards in same order)**

The player then pantomimes the word or phrase he/she has been shown to the other players.

Here are some common clues used in charades:

- To indicate a book, pretend to read a book.
- To indicate a song, pretend to sing.
- To indicate a movie, pretend to crank an old movie camera.
- To indicate the number of words, hold up that many fingers. (Then hold up one finger before pantomiming the first word, two fingers before the second, and so on.)
- To pantomime a word that rhymes with the word you want players to guess, first tug on your ear to say "sounds like."

When the word has been guessed, the next person in the team has a turn and is shown the next card.

The team member can choose to pass on a word/phrase and go onto the next word/phrase if they decide.

Examples of words to use:

#### D Certificate

D1 Helmet	D2 Spurs	D3 Crop	D4 Medical Armband	D5 Saddle Blanket
D6 Girth	D7 Hay Net	D8 Fly Spray	D9 Horseshoe	D10 Farrier
D11 Bit	D12 Ears	D13 Forelock	D14 Tail	D15 Hoof
D16 Frog	D17 Hoofpick	D18 Hoof Oil	D19 Halter	D20 Stirrup Leather
D21 Lead Rope	D22 Cross Ties	D23 Wheelbarrow	D24 Cleaning a Stable	D25 Feeding a Treat
D26 Brushing a Tail	D27 Trot	D28 Canter	D29 Colic	D30 Laminitis

#### C Certificate

C1 Medical Armband	C2 Numnah	C3 Heart Bar Shoe	C4 Farrier	C5 Frog
C6 Halter	C7 Peacock Safety Stirrup	C8 Cross Ties	C9 Sitting Trot	C10 Canter
C11 Rolling	C12 Colic	C13 Laminitis	C14 Hock	C15 Withers
C16 Running Martingale	C17 Eggbutt Snaffle	C18 Double Bridle	C19 Lucerne Hay	C20 Baldy Face
C21 Leg Yield	C22 Wolf Teeth	C23 Lunge Whip	C24 Liverpool	C25 Canon Bone
C26 Ring Bone	C27 Dressage	C28 Pinworm	C29 Bot Fly	C30 Sawdust

#### C\* / K Certificate and above

C1 Pig Eyes	C2 Cow Hocks	C3 Yew Neck	C4 Irish Martingale	C5 Canine Teeth
C6 Bounce Fence	C7 Wave Mouth	D8 Strangles	D9 Poll Guard	D10 Rein Back
D11 Half Halt	D12 Monkey Grip	D13 Monkey Mouth	D14 Roach Back	D15 Trakhener
D16 Double Bridle	D17 Coffin Bone	D18 Bot Fly	D19 Blood Worm	D20 Lunge Whip
D21 Tetanus	D22 Pinworm	D23 Ringworm	D24 Liverpool	D25 Pritchel

D26 Travers	D27 Stringhalt	D28 Splint	D29 Equine Infulenza	D30 Tendon Boots
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Materials Required:

Index Cards

Scoresheet for Helper

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

Tips for Organisers:

Use Index Cards

Write words in capitals (large) so that competitors can read cards from a distance.

Use different coloured index cards (if possible) for different levels.

Number cards to make it easier to keep in order so that each team is given cards in same order.

Notes to Helpers:

Mark the scorecard as the words are guessed/passed as stated on the scorecard.

Do not provide assistance to the competitors

**IMPORTANT: Process the cards in the same order for each team and ensure the other team members do not see the card.**



TEAM NAME \_\_\_\_\_

D-1) Helmet \_\_\_\_\_

D-2) Spurs \_\_\_\_\_

D-3) Crop \_\_\_\_\_

D-4) Medical Armband \_\_\_\_\_

D-5) Saddle Blanket \_\_\_\_\_

D-6) Girth \_\_\_\_\_

D-7) Hay Net \_\_\_\_\_

D-8) Fly Spray \_\_\_\_\_

D-9) Horse Shoe \_\_\_\_\_

D-10) Farrier \_\_\_\_\_

D-11) Bit \_\_\_\_\_

D-12) Ears \_\_\_\_\_

D-13) Forelock \_\_\_\_\_

D-14) Tail \_\_\_\_\_

D-15) Hoof \_\_\_\_\_

D-16) Frog \_\_\_\_\_

D-17) Hoofpick \_\_\_\_\_

D-18) Hoof Oil \_\_\_\_\_

D-19) Halter \_\_\_\_\_

D-20) Stirrup Leather \_\_\_\_\_

D-21) Lead Rope \_\_\_\_\_

D-22) Cross Ties \_\_\_\_\_

D-23) Wheelbarrow \_\_\_\_\_

D-24) Cleaning a Saddle \_\_\_\_\_

D-25) Feeding a Treat \_\_\_\_\_

D-26) Brushing a Tail \_\_\_\_\_

D-27) Trot \_\_\_\_\_

D-28) Canter \_\_\_\_\_

D-29) Colic \_\_\_\_\_

D-30) Laminitis \_\_\_\_\_

<b>TOTAL</b>
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# Scoresheet – C Charades

TEAM NAME \_\_\_\_\_

C-1) Medical Armband \_\_\_\_\_

C-2) Numnah \_\_\_\_\_

C-3) Heart Bar Shoe \_\_\_\_\_

C-4) Farrier \_\_\_\_\_

C-5) Frog \_\_\_\_\_

C-6) Halter \_\_\_\_\_

C-7) Peacock Safety Stirrup \_\_\_\_\_

C-8) Cross Ties \_\_\_\_\_

C-9) Sitting Trot \_\_\_\_\_

C-10) Canter \_\_\_\_\_

C-11) Rolling \_\_\_\_\_

C-12) Colic \_\_\_\_\_

C-13) Laminitis \_\_\_\_\_

C-14) Hock \_\_\_\_\_

C-15) Withers \_\_\_\_\_

C-16) Running Martingale \_\_\_\_\_

C-17) Eggbutt Snaffle \_\_\_\_\_

C-18) Double Bridle \_\_\_\_\_

C-19) Lucerne Hay \_\_\_\_\_

C-20) Baldy Face \_\_\_\_\_

C-21) Leg Yield \_\_\_\_\_

C-22) Wolf Teeth \_\_\_\_\_

C-23) Lunge Whip \_\_\_\_\_

C-24) Liverpool \_\_\_\_\_

C-25) Canon Bone \_\_\_\_\_

C-26) Ring Bone \_\_\_\_\_

C-27) Dressage \_\_\_\_\_

C-28) Pinworm \_\_\_\_\_

C-29) Bot Fly \_\_\_\_\_

C-30) Sawdust \_\_\_\_\_

<b>TOTAL</b>
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# Scoresheet – C\* / K Charades

TEAM NAME \_\_\_\_\_

C-1) Pig Eyes \_\_\_\_\_

C-2) Cow Hocks \_\_\_\_\_

C-3) Yew Neck \_\_\_\_\_

C-4) Irish Martingale \_\_\_\_\_

C-5) Canine Teeth \_\_\_\_\_

C-6) Bounce Fence \_\_\_\_\_

C-7) Wave Mouth \_\_\_\_\_

C-8) Strangles \_\_\_\_\_

C-9) Poll Guard \_\_\_\_\_

C-10) Rein Back \_\_\_\_\_

C-11) Half Halt \_\_\_\_\_

C-12) Monkey Grip \_\_\_\_\_

C-13) Monkey Mouth \_\_\_\_\_

C-14) Roach Back \_\_\_\_\_

C-15) Trakhener \_\_\_\_\_

C-16) Double Bridle \_\_\_\_\_

C-17) Coffin Bone \_\_\_\_\_

C-18) Bot Fly \_\_\_\_\_

C-19) Blood Worm \_\_\_\_\_

C-20) Lunge Whip \_\_\_\_\_

C-21) Tetanus \_\_\_\_\_

C-22) Pinworm \_\_\_\_\_

C-23) Ringworm \_\_\_\_\_

C-24) Liverpool \_\_\_\_\_

C-25) Pritchel \_\_\_\_\_

C-26) Travers \_\_\_\_\_

C-27) Stringhalt \_\_\_\_\_

C-28) Splint \_\_\_\_\_

C-29) Equine Influenza \_\_\_\_\_

C-30) Tendon Boots \_\_\_\_\_

**TOTAL**

## Concentration

### Game Explanation:

Players look at a set of objects for 90 seconds, then write down as many as they can remember.

### How to Play:

This game will take a total of five (5) minutes (or more or less according to Organiser) to play.

All team members play at the same time.

A table will have various horsey items which will be covered with a plastic tarp/table cloth so that the team cannot see the items.

The Volunteer Helper will uncover the items and the team will have two (2) minutes to study the items on the table.

After two (2) minutes, the items will be covered again.

The Captain of the Team will be given a sheet to write on and the team can work together to write down the items they saw on the table in the remaining three (3) minutes.

This game will be timed, so members must try to remember as many items as possible that they have seen on the table within the time allowed.

### Materials Required:

Items relevant for Certificate Level

Plastic Cover/Sheet

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

Tables and Chairs

### Tips for Organisers:

Print out "Concentration Items and Answer Sheet" for each Team

Use different coloured paper for different proficiency levels

eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink

### Notes for Helpers:

Set timer (on phone recommended or stop watch) for 5 minutes.

Mark the scorecard as per how many items are correct.

Do not provide assistance to competitors.

# Concentration

## Answer Sheet for Organisers

1	Bandage
2	Browband
3	C Certificate
4	Curry Comb
5	D Certificate Disk
6	Dressage Test Sheet
7	Elastic Bands
8	Hair Net
9	Hoof Pick
10	Hoof Pick with brush
11	Horse
12	Horse Feed
13	Horse Shoe
14	Key ring
15	Mane Comb
16	Necklace
17	Photo of Horse
18	Scraper
19	Shoe/Boot Polish
20	Sponge

# Concentration

## Answer Sheet for Competitors

Team Name: \_\_\_\_\_

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

Total Score: \_\_\_\_ /20

## Crazy Horse Parts

### Game Explanation:

Players guess parts of the horse based on clues. The clues are not related to horses but suggest a part of the horse.

### How to Play:

The Team is given a sheet of paper providing them with a series of clues for them to work out.

Answers are to be written alongside the clues.

1 point for each correct answer.

Ensure the competitors are aware there will be a time limit (set by Organiser) of approximately 3 minutes.

### Examples:

e.g. Sits on a lily pad – **frog**  
A pirate's trunk - **chest**  
Used for a broken bone - **splint**

### Materials Required:

Answer Sheet for Competitors

Answer Sheet for Organisers

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

### Tips for Organisers:

Use different coloured paper for different proficiency levels

eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink

### Notes for Helpers:

Do not provide assistance to competitors.

# Crazy Horse Parts

## Answer Sheet for Organisers

Question	<i>Clue</i>	<i>Horse Part</i>
1	Sits on a lily pad	<i>Frog</i>
2	A pirate's trunk	<i>Chest</i>
3	Kneel on to pray	<i>Knee</i>
4	Opposite to front	<i>Back</i>
5	A type of chop	<i>Loins</i>
6	To restrain or smother	<i>Stifle</i>
7	A plant becomes weak, dry and starts to die	<i>Withers</i>
8	Top of a wave	<i>Crest</i>
9	A male lion has a	<i>Mane</i>
10	I'm all . . .	<i>Ears</i>
11	Boats berth here	<i>Dock</i>
12	Put on dogs that bite	<i>Muzzle</i>
13	? of a needle	<i>Eye</i>
14	To pawn an item	<i>Hock</i>
15	A weapon used in Civil War	<i>Canon bone</i>
16	Hard, brown edible nut	<i>Chestnut</i>
17	The right or left side of a body of people such as an army	<i>Flank</i>
18	A fungal disease of rye and other cereals in which black elongated fruiting bodies grow in the ears of the cereal	<i>Ergot</i>
19	A dog wags this	<i>Tail</i>
20	Hands on . . .	<i>Hips</i>

# Crazy Horse Parts

## Answer Sheet for Competitors

Team Name: \_\_\_\_\_

Question	Clue	Horse Part
1	Sits on a lily pad	
2	A pirate's trunk	
3	Kneel on to pray	
4	Opposite to front	
5	A type of chop	
6	To restrain or smother	
7	A plant becomes weak, dry and starts to die	
8	Top of a wave	
9	A male lion has a	
10	I'm all . . .	
11	Boats berth here	
12	Put on dogs that bite	
13	? of a needle	
14	To pawn an item	
15	A weapon used in Civil War	
16	Hard, brown edible nut	
17	The right or left side of a body of people such as an army	
18	A fungal disease of rye and other cereals in which black elongated fruiting bodies grow in the ears of the cereal	
19	A dog wags this	
20	Hands on . . .	

Total Score: \_\_\_/20

## Famous Horses

### Game Explanation:

Players identify famous horses and/or riders, fact or fiction, using written clues or pictures.

### How to Play:

Competitors are presented with photos/pictures of famous horses which are numbered.

The team must work together to decipher the name of the horse in the picture,

Each Team will have a numbered answer sheet with spaces beside each number for answers to be written.

This game will be timed.

### Examples:

Eg The Lone Ranger's Horse - Silver

Roy Roger's Horse - Trigger

### Materials Required:

Board or Laminated sheet with pictures of famous/well known horses.

Scoresheet for Organiser

Answer sheet for Competitors

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

### Tips for Organisers:

Answer sheet for Competitors can be colour coded for various levels.

### Notes for Helpers:

Do not provide assistance to competitors

## Famous Horses

### Answer Sheet for Organisers

1	Silver (The Lone Ranger's Horse)
2	Phar lap
3	Mr. Ed
4	The Pie (National Velvet)
5	Spirit
6	Flicka
7	Sub Zero
8	Joey (War Horse)
9	Scout (Tonto's Horse)
10	Bucephalus (horse of Alexander the Great)
11	Pinkie Pie (My Little Pony)
12	Kipper (Thelwell Ponies)



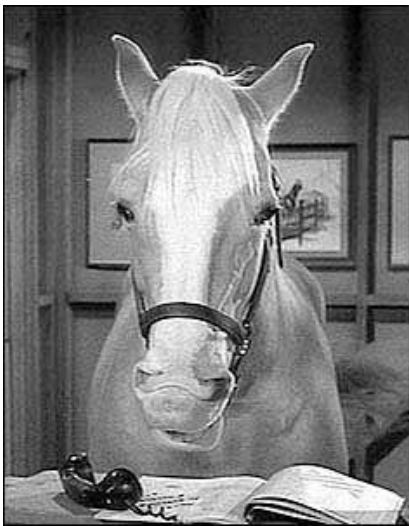
## Famous Horses



1.



2.



3.



4.



5.



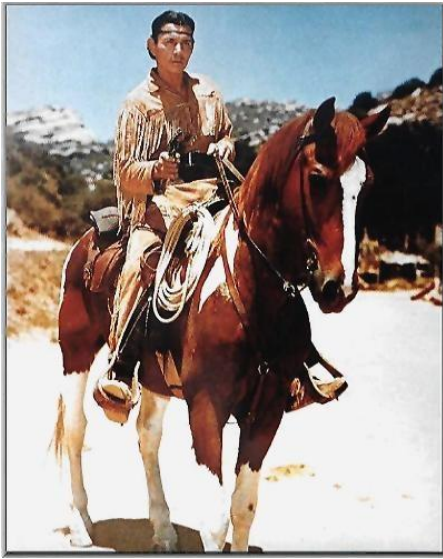
6.



7.



8.



9.



10.



11.



12.

**Famous Horses**  
**Answer Sheet for Competitors**

**Team Name:** \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

**Total Score:** \_\_\_\_ /12

## Famous Equestrians

### Game Explanation:

Players work as a team to identify the famous/well known Australian Equestrian Riders shown in the photos.

### How to Play:

Competitors are presented with photos/pictures of famous equestrian riders which are numbered.

The team must work together to decipher the name of the person in the picture,

Each Team will have a numbered answer sheet with spaces beside each number for answers to be written.

This game will be timed.

1 point for each correct answer

### Examples:



Andrew Hoy

### Materials Required:

Answer Sheet for Competitors

Answer Sheet for Organisers

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

### Tips for Organisers:

Use different coloured paper for different proficiency levels

eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink

Keep Reference Books on hand

### Notes for Helpers:

Do not provide assistance to competitors

## Famous Australian Equestrians Answer Sheet for Organisers



1. Christopher Burton   2. Edwina Tops-Alexander   3. James Paterson-Robinson



4. Julia Hargreaves

5. Kristy Oatley

6. Lyndal Oatley



7. Matt Ryan

8. Scott Keach

9. Mary Hanna



# Famous Australian Equestrians

## Answer Sheet for Competitors

Team Name \_\_\_\_\_



1. \_\_\_\_\_



2. \_\_\_\_\_



3. \_\_\_\_\_



4. \_\_\_\_\_



5. \_\_\_\_\_



6. \_\_\_\_\_



7. \_\_\_\_\_



8. \_\_\_\_\_



9. \_\_\_\_\_

## Go for Gold!!! (Olympic Trivia)

### Game Explanation:

Competitors are presented a series of multiple choice questions and/or pictures regarding Equestrian Olympic History. They must work as a team to decipher the correct answer.

### How to Play:

Competitors are presented with a number of multiple choice questions.

The team must work together to decipher the correct answer by circling it.

Once complete, they must turn their answer sheet over and sit quietly until advised to move to the next station.

This game will be timed.

1 point for each correct answer

### Examples:

Gillian Rolton's horse, Peppermint Grove, was which colour?

- a. Bay
- b. **Grey**
- c. Chestnut

### Materials Required:

Answer Sheet for Competitors

Answer Sheet for Organisers

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

### Tips for Organisers:

### Notes for Helpers:

Do not provide assistance to competitors

# Go for Gold!!!

## Answer Sheet for Organisers

1. When did Eventing make its Olympic debut?
  - a. 1948 London, England
  - b. 1912 Stockholm, Sweden**
  - c. 1952 Helsinki, Finland
  
2. In 1912, the Dressage Competition included
  - a. A water obstacle
  - b. A gate that had to be opened and shut
  - c. A jumping test of up to 1.10m in height**
  
3. Which one of the following was not a main Olympic Discipline?
  - a. Showjumping
  - b. Two Day Track Event**
  - c. Three Day Event
  
4. At the 1956 Olympic Games held in Melbourne, Australia's quarantine laws meant that:
  - a. The horses had to be tested for diseases prior to the competition
  - b. The Equestrian Events were held in Sweden**
  - c. The horses were kept 20km away from the Olympic Village
  
5. Which of these is not a basic type of jump in Showjumping?
  - a. Sand Jump**
  - b. Upright
  - c. Spread
  
6. In 1932 at the Los Angeles Olympic Games, the Team Showjumping was so tough that . . .
  - a. Everyone was over the time limit
  - b. No team finished the course, no medals were awarded**
  - c. Two riders fell off their horses
  
7. In 1936 a competitor fell off his horse during the Cross Country phase and
  - a. Got back on his horse and finished 8<sup>th</sup>
  - b. Took almost 3 hours to catch his horse and received more than 18,000 penalty points**
  - c. Broke his left arm
  
8. Who won the gold medal in the individual three-day event at Atlanta in 1996?
  - a. Isabelle Werth – Germany
  - b. Blyth Tait – New Zealand**
  - c. Sally Clark – New Zealand
  
9. The equestrian competition is distinguished from other events because it's the
  - a. Only Event in which men and women compete together**
  - b. Only Event to use penalty points
  - c. Only event where a stop watch is used
  
10. The Australian Equestrian team came in which place in the Eventing Competition at the 2000 Sydney Olympics?
  - a. First Place**
  - b. Third Place
  - c. Last



11. In 1952 at the Helsinki Games, Women were allowed to compete for the first time in
- Showjumping
  - Dressage**
  - Eventing
12. The first woman to win an Olympic medal was:
- Isobel Werth
  - Lis Hartel**
  - Wendy Shaeffer
13. Team members Phillip Dutton, Andrew Hoy, Stuart Tinney & Matt Ryan won a Gold Medal in which discipline?
- Showjumping
  - Dressage
  - Eventing**
14. The Equestrian Competition at the Sydney Olympic Games was held at the following venue:
- Horsley Park**
  - Ponee Park
  - Galloway Park
15. Australian Olympian, Russell Johnstone competed in which discipline?
- Eventing
  - Dressage
  - Showjumping**
16. The following Olympian has competed in the Olympics in Beijing – 2008, London – 2012 & Rio – 2016 in Showjumping:
- Megan Jones
  - Edwina Tops-Alexander**
  - Amanda Ross
17. Which member of the Royal family was part of the British eventing team at the 1976 Olympic games in Montreal?
- Princess Anne**
  - Prince Charles
  - Princess Beatrice
18. In the 1960 Rome Olympic Games, Laurie Morgan won Gold in Individual Eventing. His horse was:
- Salad Days**
  - Vegetable Weeks
  - Fruit Months
19. Gillian Rolton was an Australian Olympic equestrian champion. She competed in two Olympic Games, the 1992 Barcelona Games and 1996 Atlanta Games. The name of her horse was:
- Musk Stick
  - Peppermint Grove**
  - Spicy Sundance
20. Which Australian family has been a prominent part of the Equestrian Olympic Competitions over many years?
- Billcroft
  - Waynecroft
  - Roycroft**

**Total Score:** \_\_\_\_\_/20

# Go for Gold!!!

## Answer Sheet for Competitors

Team Name: \_\_\_\_\_

1. When did Eventing make its Olympic debut?
  - a. 1948 London, England
  - b. 1912 Stockholm, Sweden
  - c. 1952 Helsinki, Finland
2. In 1912, the Dressage Competition included
  - a. A water obstacle
  - b. A gate that had to be opened and shut
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7. In 1936 a competitor fell off his horse during the Cross Country phase and
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10. The Australian Equestrian team came in which place in the Eventing Competition at the 2000 Sydney Olympics?
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  - b. Third Place
  - c. Last

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  - b. Dressage
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  - b. Lis Hartel
  - c. Wendy Shaeffer
13. Team members Phillip Dutton, Andrew Hoy, Stuart Tinney & won a Gold Medal in which discipline?
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  - b. Dressage
  - c. Eventing
14. The Equestrian Competition at the Sydney Olympic Games was held at the following venue:
  - a. Horsley Park
  - b. Ponee Park
  - c. Gallaway Park
15. Australian Olympian, Russell Johnstone competed in which discipline?
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  - b. Dressage
  - c. Showjumping
16. The following Olympian has competed in the Olympics in Beijing – 2008, London – 2012 & Rio – 2016 in Showjumping:
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  - c. Amanda Ross
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  - b. Prince Charles
  - c. Princess Beatrice
18. In the 1960 Rome Olympic Games, Laurie Morgan won Gold in Individual Eventing. His horse was:
  - a. Salad Days
  - b. Vegetable Weeks
  - c. Fruit Months
19. Gillian Rolton was an Australian Olympic equestrian champion. She competed in two Olympic Games, the 1992 Barcelona Games and 1996 Atlanta Games. The name of her horse was:
  - a. Musk Stick
  - b. Peppermint Grove
  - c. Spicy Sundance
20. Which Australian family has been a prominent part of the Equestrian Olympic Competitions over many years?
  - a. Billcroft
  - b. Waynecroft
  - c. Roycroft

**Total Score: \_\_\_\_\_ /20**

## Green Thumb

### Game Explanation:

Players work as a team to identify pictures or live plants which are laid out on a table. The team has a set time to match the correct name card to each plant.

### How to Play:

The plants may be any category but will be related to pasture, poisonous plants or feed types. Competitors must place the name card in front of each plant but can make changes before the timer ends the game. The team will be given one point for each correct answer.

### Variation:

A sheet showing pictures of plants (numbered) whereby competitors must use a separate answer sheet to identify plants/weeds with corresponding number.

### Examples:



Hemlock (*Conium maculatum*)

### Materials Required:

Answer Sheet for Competitors

Answer Sheet for Organisers

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

### Tips for Organisers:

Can be adapted to various certificate levels.

Eg: Pictures of various types of hay, chaff, lucerne, carrots, apples, etc can be used for E certificate level competitors.

Laminate pictures for longevity.

### Notes for Helpers:

Do not provide assistance to competitors

**Green Thumb**  
**(Poisonous Plants)**  
**Answer Sheet for Organisers**

Question	Answer
1	<i>Mallow (Malva neglecta)</i>
2	<i>Lambs Tongue (Plantain)</i>
3	<i>Dandelion</i>
4	<i>Capeweed (Arctotheca calendula)</i>
5	<i>Bindi</i>
6	<i>Dockweed (Rumex)</i>
7	<i>Patersons Curse (Echium plantagineum /purple viper's-bugloss)</i>
8	<i>Deadly Nightshade (Atropa belladonna/Devil's Berries/Death Cherries)</i>
9	<i>Braken Fern (Pteridium esculentum)</i>
10	<i>Ragwort (Senecio Jacobaea L.)</i>
11	<i>Scotch Thistle Onopordum acanthium L. / Heraldic thistle)</i>
12	<i>Thorn Apple (Datura stramonium, known by the common names, jimsonweed or devil's snare)</i>

# Green Thumb (Poisonous Plants)



1



2



3



4



5



6





7



8



9



10



11



12

**Green Thumb**  
**(Poisonous Plants)**  
**Answer Sheet for Competitors**

**Team Name:** \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

**Total Score:** \_\_\_\_/12



## Headbands

### Game Explanation:

This is a fun game whereby one member of the team has to guess the word they can't see which has been placed on their head. The member who has the word on their head must ask a series of questions to the rest of the team with only yes or no answers. Once the member has guessed the correct word, another word is given to the next player to work through.

### How to Play:

Helper places Headband onto first player's head and places the word/card (which can be seen by the rest of the team) onto the player's head.

The youngest team member starts, and play continues to the left of the first player. The team member with the word on their head asks the rest of the team questions and guess the word on their head.

Eg:

Am I living?

Am I a feed?

Am I a piece of tack?

Am I a weed?

Am I part of the horse?

Am I an ailment?

The team can only answer YES or NO

Once the team member with the word guesses the word, the volunteer Helper places a new word/card on the next team member's head.

If the team chooses to pass, the next new word/card will be placed on the next team member's head. Words which have been passed cannot be used again during the round.

This game will be timed, so as many correct words achieved is the aim of the game.

### Examples of words to use:

#### D Certificate:

D1 Hoof	D2 Girth	D3 Stirrup	D4 Sweat Scraper	D5 Hoof Pick
D6 Lead Rope	D7 Dandy Brush	D8 Pony	D9 Frog	D10 Colic
D11 Forelock	D12 Star	D13 Pommel	D14 Cheekpiece	D15 Bridle
D16 Spur	D17 Browband	D18 Halter	D19 Haynet	D20 Throatlash
D21 Saddle Tree	D22 Withers	D23 Tail	D24 Crop	D25 Horse Shoe
D26 Salt Block	D27 Saddle Blanket	D28 Curry Comb	D29 Reins	D30 Ear

#### C Certificate

C1 Fly Mask	C2 Driving Hammer	C3 Loose Ring Snaffle	C4 Girth Gall	C5 Girth
C6 Saddle Tree	C7 Stirrup Leather	C8 Hay Net	C9 Float Boot	C10 Sitting Trot
C11 Ergot	C12 Browband	C13 Horse Trials	C14 Gallop	C15 Running Martingale
C16 Chaff	C17 First Aid Kit	C18 Thermometer	C19 Crupper	C20 Eggbutt Snaffle
C21 Spur	C22 Fetlock	C23 Withers	C24 Leg Strap	C25 Pastern
C26 Chestnut	C27 Arab	C28 Pinto	C29 Oxer	C30D Ring

Materials Required:

Index Cards

Headband (can be a type of tiara – purchased at your local \$2 shop with bluetac attached to the top for the index card to attach)

Scorecard

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

Tips for Organisers:

Use Index Cards

Write words in capitals (large) so that competitors can read cards from a distance.

Use different coloured index cards (if possible) for different levels.

Number cards to make it easier to keep in order so that each team is given cards in same order.

Notes to Helpers:

Mark the scorecard as the words are guessed/passed as stated on the scorecard.

Do not provide assistance to competitors.

**IMPORTANT: Process the cards in the same order for each team.**

# Scoresheet – D Headbands

TEAM NAME \_\_\_\_\_

D-1) Hoof	_____	D-16) Spur	_____
D-2) Girth	_____	D-17) Browband	_____
D-3) Stirrup	_____	D-18) Halter	_____
D-4) Sweat scraper	_____	D-19) Haynet	_____
D-5) Hoof pick	_____	D-20) Throatlash	_____
D-6) Lead rope	_____	D-21) Saddle Tree	_____
D-7) Dandy Brush	_____	D-22) Withers	_____
D-8) Pony	_____	D-23) Tail	_____
D-9) Frog	_____	D-24) Crop	_____
D-10) Colic	_____	D-25) Horse Shoe	_____
D-11) Forelock	_____	D-26) Salt Block	_____
D-12) Star	_____	D-27) Saddle Blanket	_____
D-13) Pommel	_____	D-28) Curry Comb	_____
D-14) Cheekpiece	_____	D-29) Reins	_____
D-15) Bridle	_____	D-30) Ear	_____

<b>TOTAL</b>
--------------

# Scoresheet – C Headbands

TEAM NAME \_\_\_\_\_

C-1) Fly mask \_\_\_\_\_

C-2) Driving Hammer \_\_\_\_\_

C-3) Loose Ring Snaffle \_\_\_\_\_

C-4) Girth Gall \_\_\_\_\_

C-5) Girth \_\_\_\_\_

C-6) Saddle Tree \_\_\_\_\_

C-7) Stirrup Leather \_\_\_\_\_

C-8) Hay Net \_\_\_\_\_

C-9) Float Boot \_\_\_\_\_

C-10) Sitting Trot \_\_\_\_\_

C-11) Ergot \_\_\_\_\_

C-12) Browband \_\_\_\_\_

C-13) Horse Trials \_\_\_\_\_

C-14) Gallop \_\_\_\_\_

C-15) Running Martingale \_\_\_\_\_

C-16) Chaff \_\_\_\_\_

C-17) First Aid Kit \_\_\_\_\_

C-18) Thermometer \_\_\_\_\_

C-19) Crupper \_\_\_\_\_

C-20) Eggbut Snaffle \_\_\_\_\_

C-21) Spur \_\_\_\_\_

C-22) Fetlock \_\_\_\_\_

C-23) Withers \_\_\_\_\_

C-24) Leg Strap \_\_\_\_\_

C-25) Pastern \_\_\_\_\_

C-26) Chestnut \_\_\_\_\_

C-27) Arab \_\_\_\_\_

C-28) Pinto \_\_\_\_\_

C-29) Oxer \_\_\_\_\_

C-30) D Ring \_\_\_\_\_

<b>TOTAL</b>
--------------

## Jumbled Words

### Game Explanation:

Players work as a team to unscramble familiar horse terms.

### How to Play:

Competitors are presented with a mishmash of letters listed on paper which make up familiar horse terms. The team must work together to decipher the words.

Each Team will have an answer sheet with spaces beside each mixed up term for answers to be written.

This game will be timed or if rotating from station to station, there will be a time limit as per the Organiser's instructions.

1 point for each correct answer

### Examples:

Eg: ddlesa keblna (saddle blanket)  
gsittni ttro (sitting trot)

Word Scramble can be played in Certificate groups with the following options:

- Individuals in each team completes Word Scramble according to age/certificate level on their own using either D or C Certificate level Word Scramble Sheets
- The Team completes the Word Scramble together

Word Scramble can also be played in a team comprising of various ages with the following options:

- Individuals in each team completes Word Scramble according to age/certificate level on their own
- The team completes the Word Scramble together involving all members of the team.

### Materials Required:

Answer Sheet for Competitors

Answer Sheet for Organisers

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

### Tips for Organisers:

Horse Terms can be adapted to all levels ranging from very simple terms to the more advanced terms. Colour code sheets for various levels.

Use different coloured paper for different proficiency levels

eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink

### Notes for Helpers:

The Adult Volunteer to turn paper over so that members cannot see questions. Organiser to advise when to start or if playing game at rally, organiser to time on stop watch or phone advising team when to start and when to put "pens down".

Do not provide assistance to competitors

## Jumbled Words

### Answer Sheet for Organisers

### D Certificate

Unjumble the following horse terms: eg: rterqua serho quarter horse

Question	<i>Jumbled Word</i>	<i>Answer</i>
1	Ckta pu	<i>Tack Up</i>
2	Yah labe	<i>Hay Bale</i>
3	Ahy nte	<i>Hay Net</i>
4	Rrucy bmco	<i>Curry Comb</i>
5	Deef bucket	<i>Feed Bucket</i>
6	Eadl oper	<i>Lead Rope</i>
7	Dadles ketblan	<i>Saddle Blanket</i>
8	Rossc ailr	<i>Cross Rail</i>
9	Andyd rushb	<i>Dandy Brusy</i>
10	Loatf ootsb	<i>Float Boots</i>
11	Odyb rushb	<i>Body Brush</i>
12	Wsho mpju	<i>Show Jump</i>
13	Robw andb	<i>Brow band</i>
14	Trto olesp	<i>Trot Poles</i>
15	Ssagedre estt	<i>Dressage Test</i>
16	Ingsir rtot	<i>Rising Trot</i>
17	Strec easerel	<i>Crest Release</i>
18	Fooh llaw	<i>Hoof Wall</i>
19	Rrupsti rab	<i>Stirrup Bar</i>
20	Onyp lubc	<i>Pony Club</i>

**Jumbled Words**  
**Answer Sheet for Competitors**  
**D Certificate**

**Team Name:** \_\_\_\_\_

Unjumble the following horse terms: eg: rterqua serho quarter horse

Question	<i>Jumbled Word</i>	<i>Answer</i>
1	Ckta pu	
2	Yah labe	
3	Ahy nte	
4	Rrucy bmco	
5	Deef bucket	
6	Eadl oper	
7	Dadles ketblan	
8	Rossc ailr	
9	Andyd rushb	
10	Loatf ootsb	
11	Odyb rushb	
12	Rrycu mbco	
13	Robw andb	
14	Trto olesp	
15	Ssagedre estt	
16	Ingsir rtot	
17	Strec easerel	
18	Fooh llaw	
19	Rrupsti rab	
20	Onyp lubc	

**Total Score:** \_\_\_\_/20

**Answer Sheet for Organisers****C Certificate**

<b>Question</b>	<b><i>Jumbled Word</i></b>	<b><i>Answer</i></b>
1	Wosh pumjing	Show Jumping
2	Ckta pu	Tack Up
3	Lerrab acrgin	Barrel Racing
4	Danh llagop	Hand Gallop
5	Prig niers	Grip Reins
6	Dingri ootbs	Riding Boots
7	Ckopeac rrstiups	Peacock Stirrups
8	Woc ckohs	Cow Hocks
9	Ternouc ternac	Counter Canter
10	Dednetxe rtto	Extended Trot
11	Owt tnoip eats	Two Point Seat
12	Ssroc tsie	Cross Ties
13	Wee cken	Ewe Neck
14	Rthgi llag	Girth Gall
15	Dum verfe	Mud Fever
16	Bluc ootf	Club Foot
17	Enerlu yah	Lucerne Hay
18	Lulf kingstock	Full Stocking
19	Fhal ssap	Half Pass
20	Ngol neir	Long Rein



**Jumbled Words**  
**Answer Sheet for Competitors**  
**C Certificate**

**Team Name:** \_\_\_\_\_

Unjumble the following horse terms: eg: rterqua serho quarter horse

Question	<i>Jumbled Word</i>	<i>Answer</i>
1	Wosh pumjing	
2	Ckta pu	
3	Lerrab acrgin	
4	Danh llagop	
5	Prig niers	
6	Dingri ootbs	
7	Ckopeac rrstiups	
8	Woc ckohs	
9	Ternouc ternac	
10	Dednetxe rtto	
11	Owt tnoip eats	
12	Ssroc tsie	
13	Wee cken	
14	Allg rthgi	
15	Dum verfe	
16	Bluc ootf	
17	Enerlu yah	
18	Lulf kingstock	
19	Fhal ssap	
20	Ngol neir	

**Total Score:** \_\_\_\_/20

## What's My Job?

### Game Explanation:

Competitors, as a team, decipher pictures showing horsey pursuits, sports and/or occupations.

### How to Play:

Competitors are presented with photos/pictures of horse sports/occupations which are numbered.

The team must work together to decipher the type of horse sport/occupation in the picture.

Each Team will receive a numbered answer sheet with spaces beside each number for answers to be written.

This game will be timed.

1 point for each correct answer

### Examples:



Riding Instructor / Coach

### Materials Required:

Answer Sheet for Competitors

Answer Sheet for Organisers

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

### Tips for Organisers:

Can be adapted to various certificate levels.

Print Picture Sheet on A3 Sheet of paper if possible.

Laminate Picture Sheet for longevity.

### Notes for Helpers:

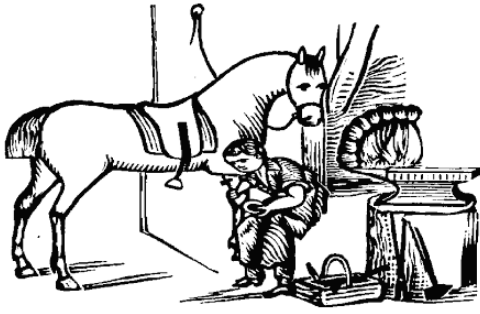
Do not provide assistance to competitors.

# What's My Job?

## Answer Sheet for Organisers

1	Farrier
2	Thoroughbred Racing / Jockey
3	Saddler / Saddle Maker
4	Polo Player
5	Harness Racing
6	Veterinarian
7	Dentist
8	Horse Massage Therapist
9	Mounted Police Horse / Police
10	Queen's Guard / Cavalry
11	Bucking Horse / Saddle Bronc / Rodeo Horse / Bronc Rider
12	Barrel Racer / Barrel Racing

# What's My Job?



1.



2.



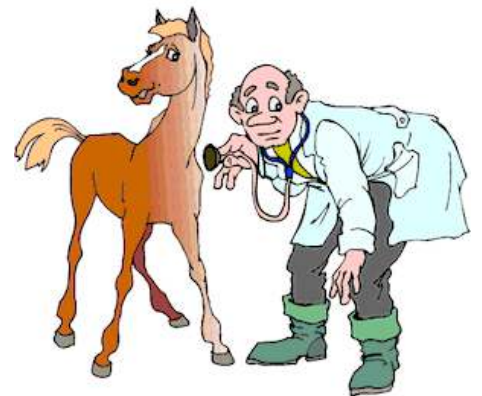
3.



4.



5.



6.



7.



8.



9.



10.



11.



12.

## What's My Job? Answer Sheet for Competitors

**Team Name:** \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

**Total Score:** \_\_\_\_ /12

## Name that Breed

### Game Explanation:

Competitors are to identify breeds of horses and ponies from pictures or answer questions about them.

### How to Play:

Competitors look at a poster showing photos/pictures of different breeds of horses which are numbered. Competitors write their answers as a Team on an answer sheet provided by the Organisers.

### Variation:

1. Answer sheet can list the words of the breeds pictured and the competitors must place the breed name beside the corresponding number on the answer sheet.
2. Answer sheet can have the words of the breeds listed as well as other breeds not pictured (just to make it a bit trickier!!). Competitors must place the breed name beside the corresponding number on the answer sheet.

### Examples:



Morgan Horse Breed

### Materials Required:

Answer Sheet for Competitors

Breed Sheet Showing numbered Pictures of Horses

Answer Sheet for Organisers

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

### Tips for Organisers:

Laminate Picture Sheets for longevity

Use A3 size paper for Picture Sheets if possible

### Notes for Helpers:

Do not provide assistance to Competitors

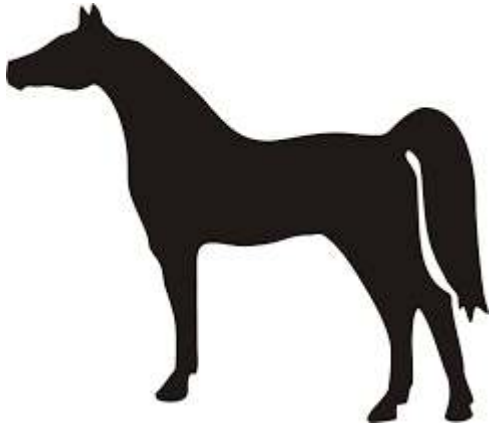
## Name That Breed

### Answer Sheet for Organisers

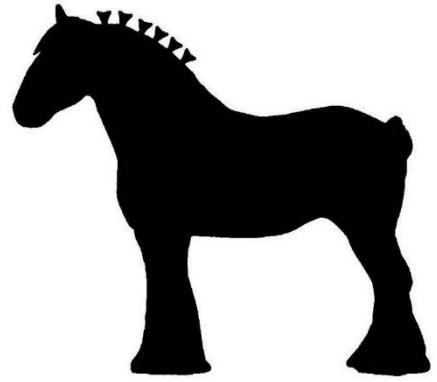
1	Arab
2	Clydesdale
3	Thoroughbred
4	Appaloosa
5	Friesian
6	Quarter Horse
7	Brumby
8	Mongolian Horse
9	Icelandic
10	Lipizzaner
11	Miniature Horse
12	Fjord



## Name That Breed



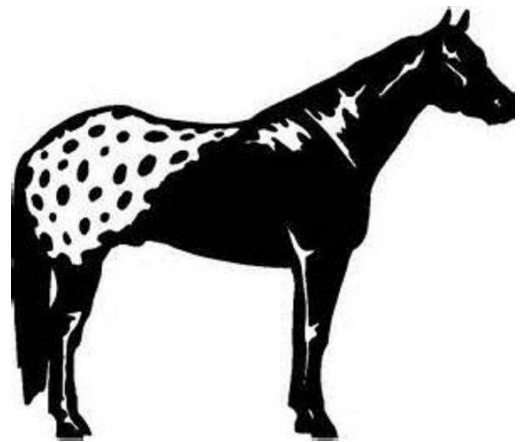
1.



2.



3.



4.



5.



6.



7.



8.



9.



10.



11.



12.

**Name That Breed**

**Answer Sheet for Competitors**

**Team Name:** \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

**Total Score:** \_\_\_\_/12

Lipizzaner, Arab, Brumby, Fjord, Clydesdale, Appaloosa, Thoroughbred, Friesian, Miniature Horse, Quarter Horse, Mongolian Horse, Icelandic

### **Odd One Out**

Game Explanation:

Competitors pick the item that does not belong in the category. Can be actual items or pictures or words. It is suggested to have a minimum of ten categories and a maximum of 20.

How to Play:

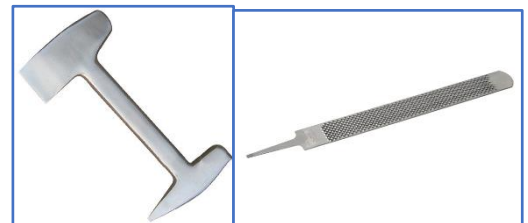
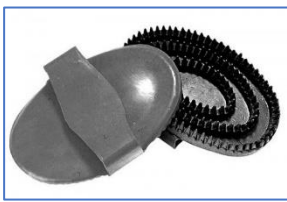
Actual Items – Actual items are placed on a table in rows or several small tables can be used with all items of one category on each table. Competitors can pick out item that doesn't belong and advise Table Monitor/Helper who will score on the Organiser's Score Sheet.

Pictures – Pictures of items are placed on a table in rows or several small tables can be used with all items of one category on each table. Competitors can pick out item that doesn't belong and advise Table Monitor/Helper who will score on the Organiser's Score Sheet.

Words – Words can be listed on a sheet. Each Team must be given a sheet. Competitors to circle word which doesn't belong and hand to Table Monitor/Helper once the time limit is complete.

Eg Actual Items: Standing Martingale, Running Martingale, Irish Martingale, **Dropped Noseband**  
Laminitis, Colic, **Hoof**, Strangles

Eg Pictures:



Words:

Eg: See sheets below for Answer Sheets for Organisers and Answer Sheets for Competitors

Materials Required:

Actual Items if using physical items, pictures and Score Sheet for Helper/Table Monitor  
Score Sheet for Competitors if using Words, Pen for Helper/Team, Red pen for Scorer

Tips for Organisers:

Pictures are easier for the younger riders.  
Laminate pictures for longevity.

Notes for Helpers:

Do not provide assistance to competitors

## Odd One Out

### Answer Sheet for Organisers D Certificate

1	Laminitis	Colic	<b>Hoof</b>	Strangles
2	Dandy Brush	Body Brush	Curry Comb	<b>Hoof Pick</b>
3	Tail Bandage	<b>Coronet Band</b>	Poll Guard	Float Boots
4	<b>Water</b>	Oaten Chaff	Oats	Lucerne Chaff
5	Blaze	<b>Eye</b>	Baldy	Snip
6	<b>Endurance Riding</b>	Dressage	Showjumping	Horse Trials
7	Walk	Trot	<b>Halt</b>	Canter
8	Feed Scoop	Bucket	<b>Brush</b>	Trough
9	<b>Crop</b>	Helmet	Boots	Jodhpurs
10	Bay	Chestnut	Grey	<b>Mare</b>
11	Shoe	Nail	Hammer	<b>Brush</b>
12	<b>Tree</b>	Barbed Wire	Weeds	Holes
13	Running Martingale	Irish Martingale	<b>Dropped Noseband</b>	Running Martingale
14	Pommel	Cantle	<b>Girth</b>	Saddle Flap
15	Cheek piece	Reins	Browband	<b>Bit</b>
16	Mane	<b>Blaze</b>	Forelock	Tail
17	Quarter Horse	<b>Bay</b>	Appaloosa	Clydesdale
18	<b>Straw</b>	Apples	Carrots	Grass
19	Ears	Eyes	<b>Hoof</b>	Nostril
20	Stethoscope	Antiseptic	Bandage	<b>Pony Club</b>

# Odd One Out

## Answer Sheet for Competitors D Certificate

Team Name: \_\_\_\_\_

Circle the word that does not belong:

1	Laminitis	Colic	Hoof	Strangles
2	Dandy Brush	Body Brush	Curry Comb	Hoof Pick
3	Tail Bandage	Coronet Band	Poll Guard	Float Boots
4	Water	Oaten Chaff	Oats	Lucerne Chaff
5	Blaze	Eye	Baldy	Snip
6	Endurance Riding	Dressage	Showjumping	Horse Trials
7	Walk	Trot	Halt	Canter
8	Feed Scoop	Bucket	Brush	Trough
9	Crop	Helmet	Boots	Jodhpurs
10	Bay	Chestnut	Grey	Mare
11	Shoe	Nail	Hammer	Brush
12	Tree	Barbed Wire	Weeds	Holes
13	Standing Martingale	Running Martingale	Irish Martingale	Dropped Noseband
14	Pommel	Cantle	Girth	Saddle Flap
15	Cheek piece	Reins	Browband	Bit
16	Mane	Blaze	Forelock	Tail
17	Quarter Horse	Bay	Appaloosa	Clydesdale
18	Straw	Apples	Carrots	Grass
19	Ears	Eyes	Hoof	Nostril
20	Stethoscope	Antiseptic	Bandage	Pony Club

Total Score: \_\_\_\_\_/20

# Odd One Out

## Answer Sheet for Organisers C Certificate

1	Impaction	Spasmodic	<b>Gas</b>	Mild
2	Puncture	Tear	Clean Cut	<b>Wire</b>
3	Irish	<b>Australian</b>	Running	Standing
4	<b>Needle</b>	Pin	Tape	Blood
5	Port	<b>Dock</b>	Shank	Curb
6	<b>B Ring</b>	D Ring	Eggbutt	Loose Ring
7	Weaving	Pawing	<b>Trotting</b>	Cribbing
8	Straw	Shavings	<b>Hay</b>	Sawdust
9	<b>Knife</b>	Pitch Fork	Wheelbarrow	Shovel
10	Barley	Oats	Corn	<b>Pellets</b>
11	Mallow	Deadly Nightshade	Paterson's Curse	<b>Rye</b>
12	<b>Liverpool</b>	Trakehner	Brush	Drop
13	<b>Foal</b>	Gelding	Mare	Stallion
14	Hounds	Fox	<b>Miss</b>	Master
15	Pritchel	Anvil	Driving Hammer	<b>Frog</b>
16	Molars	<b>Fox</b>	Wolf	Canine
17	Trace	<b>Saddle</b>	Blanket	Hunter
18	<b>Brush</b>	Oxer	Triple Bar	Cross
19	Mud Fever	Rain scald	Ringworm	<b>Roundworm</b>
20	Puncture	Tear	Clean Cut	<b>Rip</b>

# Odd One Out

## Answer Sheet for Competitors C Certificate

Team Name: \_\_\_\_\_

Circle the word that does not belong:

1	Impaction	Spasmodic	Gas	Mild
2	Puncture	Tear	Clean Cut	Wire
3	Irish	Australian	Running	Standing
4	Needle	Pin	Tape	Blood
5	Port	Dock	Shank	Curb
6	B Ring	D Ring	Eggbutt	Loose Ring
7	Weaving	Pawing	Trotting	Cribbing
8	Straw	Shavings	Hay	Sawdust
9	Knife	Pitch Fork	Wheelbarrow	Shovel
10	Barley	Oats	Corn	Pellets
11	Mallow	Deadly Nightshade	Paterson's Curse	Rye
12	Liverpool	Trakehner	Brush	Drop
13	Foal	Gelding	Mare	Stallion
14	Hounds	Fox	Miss	Master
15	Pritchel	Anvil	Driving Hammer	Frog
16	Molars	Fox	Wolf	Canine
17	Trace	Saddle	Blanket	Hunter
18	Brush	Oxer	Triple Bar	Cross
19	Mud Fever	Rain scald	Ringworm	Roundworm
20	Puncture	Tear	Clean Cut	Rip

Total Score: \_\_\_\_ /20



## Pictionary

### Game Explanation:

The team chooses one person to begin drawing; this position rotates with each word. The drawer tries to draw pictures which suggest the word printed on the card. The pictures cannot contain any numbers or letters, nor can the drawers use spoken clues about the subjects they are drawing. The teammates try to guess the word the drawing is intended to represent.

### How to Play:

The first team member to draw will be shown a word by the Table Monitor / Helper from the cards. The team member sketches the word written on the card (Card 1) on the sketchpad provided. Once the correct word has been given, the Volunteer shows the next card (Card 2) to the next team member and so on. The team can pass if they cannot guess the word. If so, the next team member will be shown the next card (Card 3) etc, etc. This game will be timed, so as many correct words achieved as possible is the aim of the game.

### Examples:

See words for D & C Certificate levels below

### Materials Required:

Words to be written/typed on Index Cards

Pen/Pencil and sketchpad or paper for competitors to draw on

Scoresheet & Red Pen for Table Monitor/Helper

### Tips for Organisers:

Use different coloured index cards (if possible) for different levels.

Number cards to make it easier to keep in order so that each team is given cards in same order.

### Notes for Helpers:

Mark the scorecard as the words are guessed/passed as stated on the scorecard.

**IMPORTANT: Process the cards in the same order for each team.**

### Examples of words to use: D Certificate:

D1 Quick Release Knot	D2 Hoof Pick	D3 Fly Mask	D4 Frog	D5 Loose Ring Snaffle
D6 Pommel	D7 String Girth	D8 Peacock Safety Stirrup	D9 Mane Comb	D10 Hay Net
D11 Float Boot	D12 Hoof	D13 Liverpool	D14 Browband	D15 Curb Chain
D16 Saddle Blanket	D17 Running Martingale	D18 Halter	D19 Lunge Whip	D20 Throatlash
D21 Sweat Scraper	D22 Eggbutt Snaffle	D23 Spur	D24 Head Piece	D25 Withers
D26 Leg Strap	D27 Pastern	D28 Chestnut	D29 White Line	D30 Ringworm

### C Certificate

C1 Lunge Whip	C2 Arab	C3 Dressage Ring	C4 Halter	C5 Driving Hammer
C6 Drop Fence	C7 Milk Tooth	C8 Horse Dentist	C9 Tendon Boots	C10 Oats
C11 Foal	C12 Hunter Clip	C13 Heart Bar Shoe	C14 Electric Fence	C15 Cow Hocks
C16 Tape Worm	C17 Chestnut	C18 Cross Poles	C19 Leg Yield	C20 Mounted Games
C21 Withers	C22 Wolf Tooth	C23 Strangles	C24 Saddle Tree	C25 Showjump
C26 Horse Trials	C27 Western Saddle	C28 Square Halt	C29 Pony Club	C30D Ergot

# Scoresheet – D Pictionary

TEAM NAME \_\_\_\_\_

D-1) Quick Release Knot \_\_\_\_\_

D-2) Hoof Pick \_\_\_\_\_

D-3) Fly Mask \_\_\_\_\_

D-4) Frog \_\_\_\_\_

D-5) Loose Ring Snaffle \_\_\_\_\_

D-6) Pommel \_\_\_\_\_

D-7) String Girth \_\_\_\_\_

D-8) Peacock Safety Stirrup \_\_\_\_\_

D-9) Mane Comb \_\_\_\_\_

D-10) Hay Net \_\_\_\_\_

D-11) Float Boot \_\_\_\_\_

D-12) Hoof \_\_\_\_\_

D-13) Liverpool \_\_\_\_\_

D-14) Browband \_\_\_\_\_

D-15) Curb Chain \_\_\_\_\_

D-16) Saddle Blanket \_\_\_\_\_

D-17) Running Martingale \_\_\_\_\_

D-18) Halter \_\_\_\_\_

D-19) Lunge Whip \_\_\_\_\_

D-20) Throatlash \_\_\_\_\_

D-21) Sweat Scraper \_\_\_\_\_

D-22) Eggbutt Snaffle \_\_\_\_\_

D-23) Spur \_\_\_\_\_

D-24) Head Piece \_\_\_\_\_

D-25) Withers \_\_\_\_\_

D-26) Leg Strap \_\_\_\_\_

D-27) Pastern \_\_\_\_\_

D-28) Chestnut \_\_\_\_\_

D-29) White Line \_\_\_\_\_

D-30) Ring Worm \_\_\_\_\_

<b>TOTAL</b>
--------------

# Scoresheet – C Pictionary

TEAM NAME \_\_\_\_\_

C-1) Lunge Whip \_\_\_\_\_

C-2) Arab \_\_\_\_\_

C-3) Dressage Ring \_\_\_\_\_

C-4) Halter \_\_\_\_\_

C-5) Driving Hammer \_\_\_\_\_

C-6) Drop Fence \_\_\_\_\_

C-7) Milk Tooth \_\_\_\_\_

C-8) Horse Dentist \_\_\_\_\_

C-9) Tendon Boots \_\_\_\_\_

C-10) Oats \_\_\_\_\_

C-11) Foal \_\_\_\_\_

C-12) Hunter Clip \_\_\_\_\_

C-13) Heart Bar Shoe \_\_\_\_\_

C-14) Electric Fence \_\_\_\_\_

C-15) Cow Hocks \_\_\_\_\_

C-16) Tape Worm \_\_\_\_\_

C-17) Chestnut \_\_\_\_\_

C-18) Cross Poles \_\_\_\_\_

C-19) Leg Yield \_\_\_\_\_

C-20) Mounted Games \_\_\_\_\_

C-21) Withers \_\_\_\_\_

C-22) Wolf Tooth \_\_\_\_\_

C-23) Strangles \_\_\_\_\_

C-24) Saddle Tree \_\_\_\_\_

C-25) Showjump \_\_\_\_\_

C-26) Horse Trials \_\_\_\_\_

C-27) Western Saddle \_\_\_\_\_

C-28) Square Halt \_\_\_\_\_

C-29) Pony Club \_\_\_\_\_

C-30) Ergot \_\_\_\_\_

**TOTAL**

## Puzzles

Game Explanation:

Teams work together on a variety of crossword, word search or scrambled word puzzles.

How to Play:

Teams are given a time limit to decipher various types of puzzles.

Examples:

See further in Handbook

Materials Required:

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

Tables and Chairs

Timing device

Tips for Organisers:

Ensure that you have a clear scoring guide available for each competition.

(An example of a scoresheet has been included within this handbook.)

Use different coloured paper for different proficiency levels

eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink

Keep Reference Books on hand

Notes for Helpers:

Do not provide assistance to competitors.



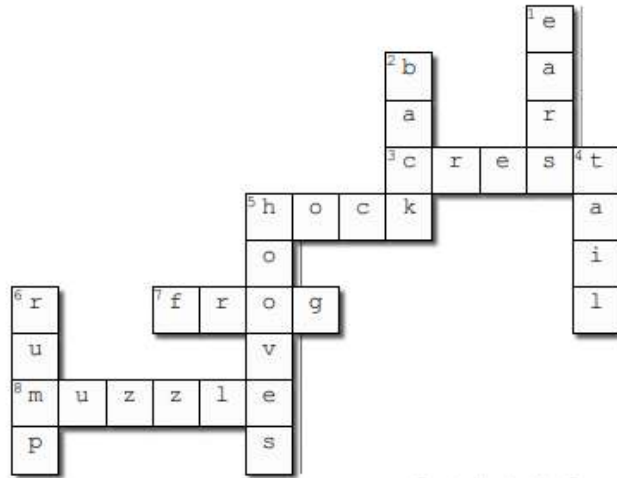
# Answer Key for Organisers

## Junior Crossword Puzzle

### Parts of the Horse

Name: \_\_\_\_\_

Complete the crossword puzzle below



Created using the Crossword Maker on TheTeachersCorner.net

#### Across

3. The mane grows on this (**crest**)
5. A joint found on the back leg (**hock**)
7. Found on the bottom of the hoof (**frog**)
8. The part of the head that comes out of a horse's face including the jaw, mouth and nose. (**muzzle**)

#### Down

1. These are on top of the head (**ears**)
2. Where the saddle sits (**back**)
4. This is used to swish flies away (**tail**)
5. There are four of these (**hooves**)
6. The posterior (**rump**)

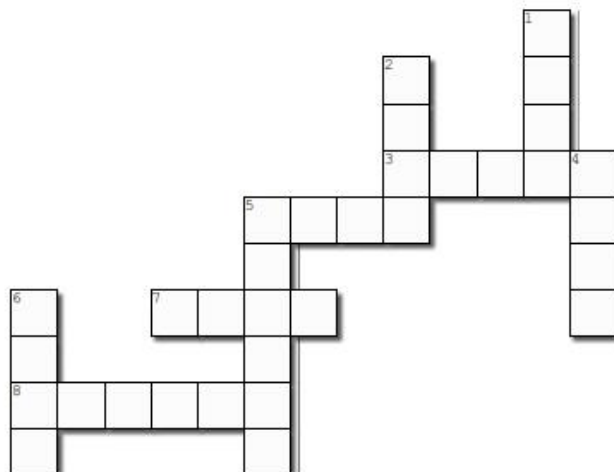
# Worksheet for Competitors

## Junior Crossword Puzzle

### Parts of the Horse

Name: \_\_\_\_\_

Complete the crossword puzzle below



Created using the Crossword Maker on TheTeachersCorner.net

#### Across

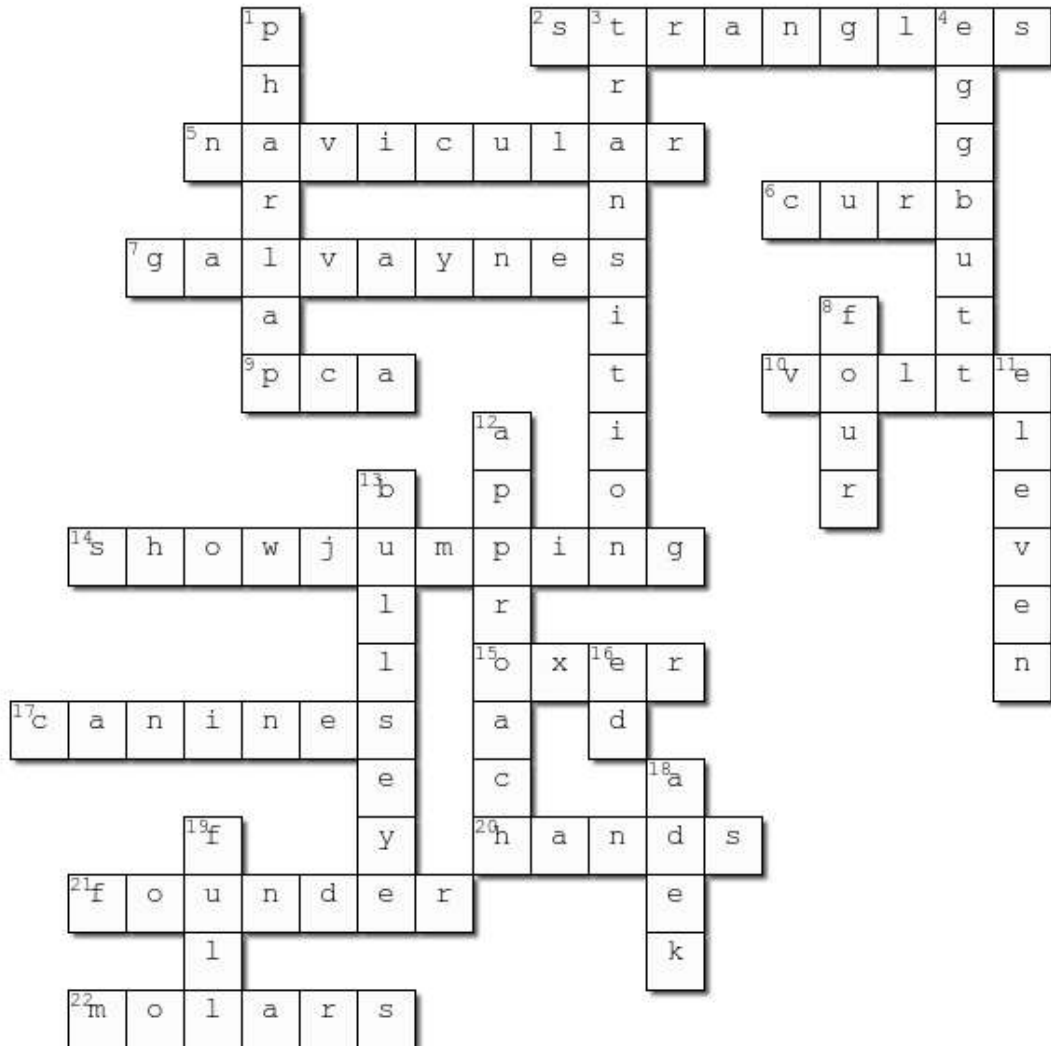
3. The mane grows on this
5. A joint found on the back leg
7. Found on the bottom of the hoof
8. The part of the head that comes out of a horse's face including the jaw, mouth and nose.

#### Down

1. These are on top of the head
2. Where the saddle sits
4. This is used to swish flies away
5. There are four of these
6. The posterior

# Senior Crossword Puzzle - Answer Key for Organisers

Name: \_\_\_\_\_



Created using the Crossword Maker on TheTeachersCorner.net

## Across

2. Upper respiratory tract infection (**strangles**)
5. Disease affecting the deep flexor tendon in the hoof (**navicular**)
6. Chain that fits in the chin groove (**curb**)
7. Groove on the tooth appearing approx 10 years (**galvaynes**)
9. Pony Club Australia (**pca**)
10. A small circle in dressage (**volte**)
14. Edwina Tops-Alexander competes in this discipline (**showjumping**)
15. Type of jump (**oxer**)
17. Another name for Tushes (**canines**)
20. The way we measure a horse's height (**hands**)
21. Also known as laminitis (**founder**)
22. Grinding teeth (**molars**)

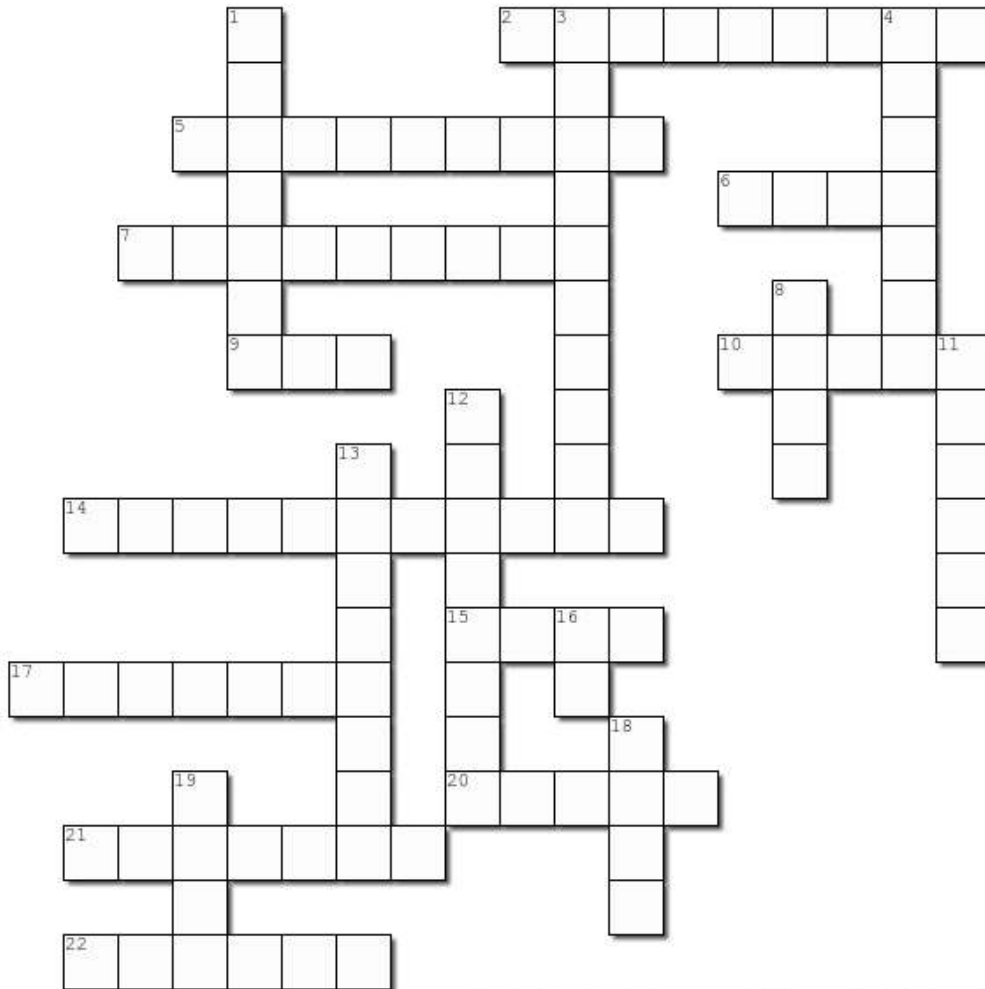
## Down

1. Famous Racehorse (**pharlap**)
3. A change of gait (**transition**)
4. Type of snaffle bit (**eggbutt**)
8. Beats in a gallop (**four**)
11. Gestation period of a horse (**eleven**)
12. First phase of riding a jump (**approach**)
13. Name of horse in Toy Story 2 and 3 (**bullseye**)
16. Palomino Horse featured on television. Mr ? (**ed**)
18. Four fat soluble vitamins (**adek**)
19. This type of clip is when all hair is removed (**full**)

# Senior Crossword Puzzle

## Worksheet for Competitors

Name: \_\_\_\_\_



Created using the Crossword Maker on TheTeachersCorner.net

### **Across**

2. Upper respiratory tract infection
5. Disease affecting the deep flexor tendon in the hoof
6. Chain that fits in the chin groove
7. Groove on the tooth appearing approx 10 years
9. Pony Club Australia
10. A small circle in dressage
14. Edwina Tops-Alexander competes in this discipline
15. Type of jump
17. Another name for Tushes
20. The way we measure a horse's height
21. Also known as laminitis
22. Grinding teeth

### **Down**

1. Famous Racehorse
3. A change of gait
4. Type of snaffle bit
8. Beats in a gallop
11. Gestation period of a horse
12. First phase of riding a jump
13. Name of horse in Toy Story 2 and 3
16. Palomino Horse featured on television. Mr ?
18. Four fat soluble vitamins
19. This type of clip is when all hair is removed

**Total Score: \_\_\_\_ /22**

# Wordsearch Puzzle

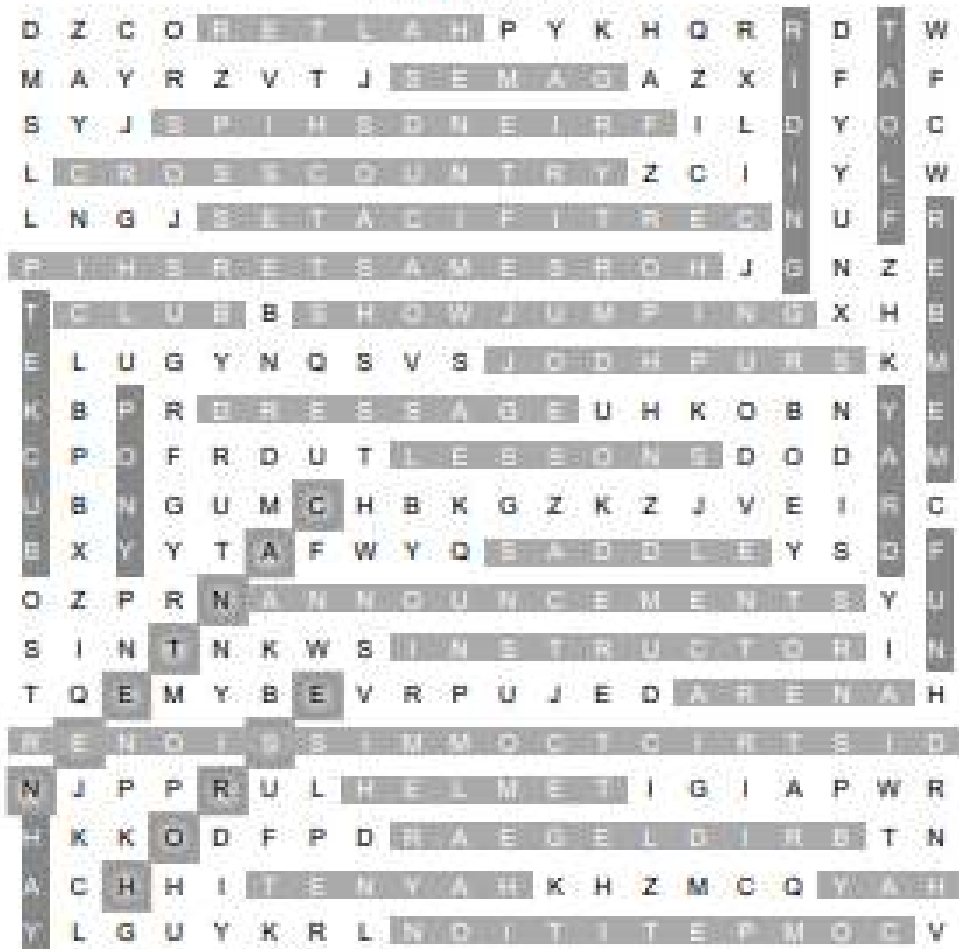
## Answer Key for Organisers

Name: \_\_\_\_\_

Created with TheWordApps.com - the best word search maker

### Pony Club Rallies

Find the hidden word



PONY	CLUB	HORSE
DISTRICT	MEMBER	COMPETITION
HORSEMASTERSHIP	DRESSAGE	SHOWJUMPING
CROSSCOUNTRY	CERTIFICATES	FRIENDSHIPS
SADDLE	BRIDLE	FLOAT
YARD	INSTRUCTOR	GAMES
FUN	CANTEEN	HALTER
HAY	GEAR	RIDING
HELMET	JODHPURS	ARENA
LESSONS	ANNOUNCEMENTS	BUCKET
HAY	HAYNET	



# Wordsearch Puzzle

## Worksheet for Competitors

Name: \_\_\_\_\_

Created with TheTeachersCorner.net Word Search Maker

### Pony Club Rallies

Find the hidden word

D Z C O R E T L A H P Y K H Q R R D T W  
M A Y R Z V T J S E M A G A Z X I F A F  
S Y J S P I H S D N E I R F I L D Y O C  
L C R O S S C O U N T R Y Z C I I Y L W  
L N G J S E T A C I F I T R E C N U F R  
P I H S R E T S A M E S R O H J G N Z E  
T C L U B B S H O W J U M P I N G X H B  
E L U G Y N Q S V S J O D H P U R S K M  
K B P R D R E S S A G E U H K O B N Y E  
C P O F R D U T L E S S O N S D O D A M  
U B N G U M C H B K G Z K Z J V E I R C  
B X Y Y T A F W Y Q S A D D L E Y S D F  
O Z P R N A N N O U N C E M E N T S Y U  
S I N T N K W S I N S T R U C T O R I N  
T Q E M Y B E V R P U J E D A R E N A H  
R E N O I S S I M M O C T C I R T S I D  
N J P P R U L H E L M E T I G I A P W R  
H K K O D F P D R A E G E L D I R B T N  
A C H H I T E N Y A H K H Z M C Q Y A H  
Y L G U Y K R L N O I T I T E P M O C V

PONY	CLUB	HORSE
DISTRICTCOMMISSIONER	MEMBER	COMPETITION
HORSEMASTERSHIP	DRESSAGE	SHOWJUMPING
CROSSCOUNTRY	CERTIFICATES	FRIENDSHIPS
SADDLE	BRIDLE	FLOAT
YARD	INSTRUCTOR	GAMES
FUN	CANTEEN	HALTER
HAY	GEAR	RIDING
HELMET	JODHPURS	ARENA
LESSONS	ANNOUNCEMENTS	BUCKET
HAY	HAYNET	

# Pyramid

## Game Explanation:

One team member must give clues to a category. Their team members must guess the category.

## How to Play:

Each Team is allowed a time limit including instruction time (Eg 10 minutes). One member of the team (the "Talker/Clue Giver") is shown a card and must say things which are IN that category. His/her team mates must guess what the category is.

Players rotate the position of Talker/Clue Giver with each turn. The Table Monitor/Helper must show the Talker/Clue Giver the cards in the same order for all teams.

No clues can be given other than naming things in the category. There should be no gestures (this is not Charades)

When the Team guesses the category, a point is awarded and the position of Talker/Clue Giver rotates to the next team member.

When the players guess the Category, the words need not be exact. For example, if the Category is "Colours of Hair", "Hair Colours" or "Colours of People's Hair" would be fine.

A word can be skipped but cannot be returned to as someone has seen it.

Return the cards to their correct order between rounds.

## Examples:

Eg: The category is "Things a horse might wear in the float". Clues might include boots, poll guard, bandage, etc. The team member (Talker/Clue Giver) continues to give clues until their team guesses the category.

The Talker/Clue Giver might say "Coffee, toast, jam, cereal, porridge". The Team (hopefully) will respond with "Things we eat for Breakfast"

## Materials Required:

### Tips for Organisers:

Use Index Cards to write Category

Number Cards so that cards can be kept in order.

If using different levels, number them E1, E2 and so on or D1, D\*1, C1 etc.

Eg Of Index Card:

<b>C1</b>
<b>HORSE RELATED PAID JOBS</b>

### Notes for Helpers:

**Return cards to correct numbered order for each new team and present in same order**

# Pyramid

## Score Sheet for Organisers

Team Name: \_\_\_\_\_

Q	CATEGORY	Points	Q	CATEGORY	Points
1	Kinds of Worms		11	Horse Coat Colours	
2	Parts of a Saddle		12	Signs of Founder	
3	Items in a First Aid Kit		13	Mounted Games	
4	Famous Racehorses		14	Grooming Kit Items	
5	Poisonous Plants		15	Lunging Equipment	
6	Breeds of Pony		16	Types of Saddles	
7	Types of Teeth		17	Dressage Movements	
8	Types of Brushes		18	Letters in a Dressage Arena	
9	Farrier's Tools		19	Types of Noseband	
10	Horse Trials Disciplines		20	Types of Clips	

**Total Score: \_\_\_/20**

## Sock it to Me

Game Explanation: Teams must identify horsey items by touch alone.

How to Play:

All team members to be seated and to face away from the table.

One team member at a time comes to the table and puts their hand in the “sock” and feels around and writes down each item identified on the answer sheet provided and give to Adult Volunteer once complete. (A “sock” can be a pillow slip sewed up so that only a person’s hand can fit in.)

Each team member will be allowed one (1) minute to have their turn and will return to their chair once they’ve finished their turn. Once seated, it is the next person’s turn to come to the table and put their hand in the “sock” to feel around and so on.

The Volunteer Helper will time each member and tell them when their one minute time limit is over.

Members seated are not allowed to talk to one another while the game is in progress.

The game will be timed, so it is in the team’s best interest to switch turns as quickly as possible.

Variation:

Team members rotate among different “socks” with a particular horsey theme in each bag. Bags will be numbered.

Eg: One sock may have pieces of tack, another with Western Tack, another with Grooming Tools, and another with Things the Rider wears etc.

Each team member gets a turn to feel around the sock and write down on their answer sheet the items in the sock. Each sock is numbered along with the relating Answer Sheet. There is a time limit for each competitor within the team to have a turn on each sock.

Examples of Items to put into Sock:

1	Bandage/Vet wrap	11	Mane Comb
2	Bell Boot	12	Peacock Iron Rubber
3	Bit	13	Rug Leg Strap
4	Body Brush	14	Sausage Boot
5	Dandy Brush	15	Sponge
6	Front Tendon Boot	16	Spur
7	Grooming Block	17	Stirrup Iron
8	Hayband	18	Stirrup Iron Rubber Grip
9	Hoof Pick with brush	19	Pony Club Tie
10	Horse Key Ring	20	Trophy

Materials Required:

Bag/Pillow Slip for Sock

Various horsey items

Scoresheet for Organisers

Answer Sheet for Competitors

Pens for competitors

Red pen for scorer

Tips for Organisers:

Number Socks if playing Variation Version

Notes for Helpers:

Time each member for one minute while they have their turn feeling the items in the “sock”.

Take each member’s score card immediately after their turn.

# Sock It To Me

## Answer Key/Score Sheet for Organisers

Team Name: \_\_\_\_\_

1	Bandage/Vet wrap		11	Mane Comb	
2	Bell Boot		12	Peacock Iron Rubber	
3	Bit		13	Rug Leg Strap	
4	Body Brush		14	Sausage Boot	
5	Dandy Brush		15	Sponge	
6	Front Tendon Boot		16	Spur	
7	Grooming Block		17	Stirrup Iron	
8	Hayband		18	Stirrup Iron Rubber Grip	
9	Hoof Pick with brush		19	Pony Club Tie	
10	Horse Key Ring		20	Trophy	

**Total Score: \_\_\_\_ /20**

# Sock It To Me

## Answer Sheet for Competitors

Team Name: \_\_\_\_\_

Bag Number: \_\_\_\_\_

Q	Item Name	Point	Q	Item Name	Point
1			11		
2			12		
3			13		
4			14		
5			15		
6			16		
7			17		
8			18		
9			19		
10			20		

Total Score: \_\_\_/20

## Taboo

### Game Explanation:

Competitors try to get their Teammates to guess a word from clues they give. The only catch is there is a list of words that are “taboo”. Use one of them in your clue and you lose the point.

### How to Play:

There will be a time limit for this game.

Competitors take turns being the “Talker” and rotates from one player to the next with each turn.

Table Monitor/Volunteer hands the card to the Talker so they can refer to the “Taboo” words. Players can pass on a

word if it’s clear their teammates are not getting it.

The “Talker” will talk about the given word but is not allowed to say the taboo words or any form of them. If the word is jump, you cannot say “jumper” or “jumping” etc.

If any of the taboo words are used or any form of the words are used, no points will be awarded for that word.

No gestures can be used – only talking.

Return the cards to their correct order after each round.

### Examples:

The word is “SADDLE” but you can’t use the following taboo words in your clues: sit, back, girth, stirrup (or any form of these words.)

<b>SADDLE</b>	<b>THOROUGHBRED</b>	<b>PONY CLUB</b>	<b>EVENTING</b>	<b>BRIDLE</b>	<b>FLOAT</b>	<b>BOOTS</b>
Sit	Racing	Members	Dressage	Bit	Ramp	Bell
Back	Jockey	Rallies	Showjumping	Reins	Window	Tendon
Girth	Racecourse	Competitions	Cross Country	Head	Drawbar	Float
Stirrup	Silks	DC	Back Number	Browband	Travel	Open

### Materials Required:

Cards with words to guess and taboo words

Scoresheet & pen for Table Monitor/Helper

### Tips for Organisers:

Use index cards. Write the word in CAPITALS and then list the taboo words underneath. Tip – use different coloured cards for each Certificate Level.

### Eg Of Index Card:

<b>SADDLE</b>
Sit
Back
Girth
Stirrup

### Notes for Helpers:

Cards must be given in the same order for each team.

Do not provide assistance to competitors.

# Taboo

## Answer Sheet for Organisers

Team Name: \_\_\_\_\_

If "Talker" accidentally says a taboo word, circle the word and award no points and move to next card

Q	Correct?	Word to Guess	Taboo Word	Taboo Word	Taboo Word	Taboo Word
1		<b>Thoroughbred</b>	Racecourse	Jockey	Silks	Racing
2		<b>Pony Club</b>	Members	Rallies	Competitions	DC
3		<b>Eventing</b>	Dressage	Showjumping	Cross Country	Back Number
4		<b>Bridle</b>	Bit	Reins	Head	Browband
5		<b>Float</b>	Drawbar	Ramp	Travel	Window
6		<b>Boots</b>	Bell	Tendon	Float	Paddock
7		<b>Tetrathlon</b>	Run	Swim	Shoot	Target
8		<b>Standardbred</b>	Race	Cart	Pace	Racecourse
9		<b>Showjumping</b>	Poles	Course Walk	Oxer	Judge
10		<b>Arabian</b>	Desert	Hot	Dish	Endurance
11		<b>Horse Shoe Nail</b>	Sharp	Farrier	Hammer	Hoof
12		<b>Trace Clip</b>	Clippers	Shave	Hair	Blanket
13		<b>Hock</b>	Back	Leg	Joint	Gaskin
14		<b>Laminitis</b>	Founder	Coffin	Grass	Spring
15		<b>Galvayne's Groove</b>	Teeth	Line	Age	Ten
16		<b>Curry Comb</b>	Plastic	Rubber	Groom	Hair
17		<b>Hay</b>	Grass	Net	Food	Yellow
18		<b>Mounted Games</b>	Poles	Bending	Fast	Fun
19		<b>Dressage</b>	Ring	Letters	Judge	Test
20		<b>Farrier</b>	Occupation	Nails	Hammer	Rasp

Total Score: \_\_\_\_ /20



## **Name My Game?**

### Game Explanation:

Competitors need to identify what discipline/industry the horse is being worked in by looking at photos/pictures displayed.

### How to Play:

The team works together to decipher the pictures and write their answer on the Answer Sheet provided. There will be a time limit.

### Examples:

Racing Industry  
Endurance Riding  
Trail Riding  
Dressage

### Materials Required:

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)  
Tables and Chairs  
Timing device

### Tips for Organisers:

Use different coloured paper for different proficiency levels

eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink

Keep Reference Books on hand

### Notes for Helpers:

Do not provide assistance to competitors.

# Name My Game

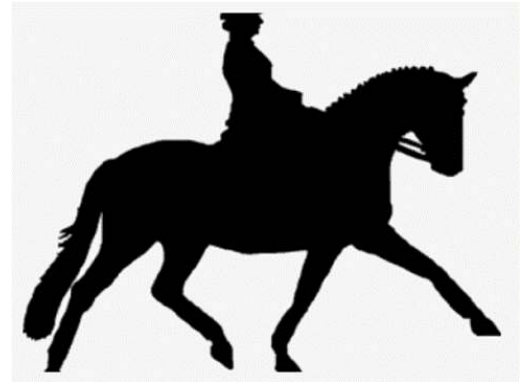
## Answer Sheet for Organisers

1	Showjumping
2	Dressage
3	Western Dressage
4	Carriage Driving
5	Horse Racing
6	Equestrian Vaulting
7	Hunting
8	Horse Ball
9	Rodeo
10	Mounted Games
11	Endurance
12	Reining

# Name My Game



1



2



3



4



5



6



7



8



9



10



11



12

# Name My Game

## Answer Sheet for Competitors

Team Name: \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

Total Score: \_\_\_\_ /12

## Zoomed In

### Game Explanation:

Competitors need to identify close up photos of horse related items.

### How to Play:

Competitors work as a team to decipher zoomed in pictures or photos of horsey related items. Answers are written on an answer sheet provided. This game has a time limit. There is one point awarded for each correct answer given.

### Materials Required:

Stationery to support competitors & scorers (answer sheets, pens, paper, etc.)

Tables and Chairs

Timing Device

### Tips for Organisers:

Use different coloured paper for different proficiency levels

eg:

Sub Junior – pale blue

Junior – pale green

Senior – pale pink

Keep Reference Books on hand

### Notes for Helpers:

Do not provide assistance to competitors



## Zoomed In

### Answer Sheet for Organisers

1	Riding Boot
2	Stirrup Leather/Girth Strap
3	Stud Kit
4	Bandage
5	Hoof Pick
6	Toe Knife
7	Stirrup Leather Keeper
8	Helmet with Button
9	Loose Ring Snaffle Bit
10	Lead Rope Clip/Snap Hook Clip
11	Body Brush
12	Coronet Band/Hoof Wall

## Zoomed In



1



2



3



4



5



6



7



8



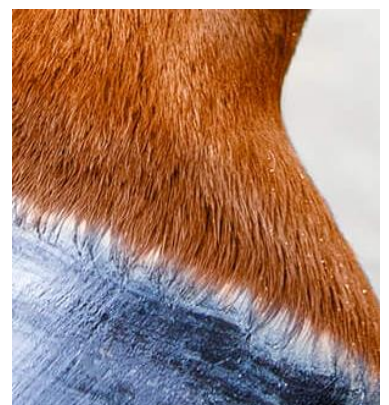
9



10



11



12



**Zoomed In**  
**Answer Sheet for Competitors**

**Team Name:** \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

**Total Score: \_\_\_\_\_ /12**

# Games Phase

## Score Sheet for Organisers

Team	Alphabet	Call The Vet	Charades	Famous Horses	Green Thumb	Odd One Out	Zoomed In	TOTAL

Team								TOTAL

Team								TOTAL

**Samples – Overall Competition Team Scoring  
(Sub-Junior, Junior and Senior)**

**PCA Quiz 20\_\_ Overall Team Score Sheet - Level \_\_\_\_\_**

Team	Team Members	Classroom Phase	Mega Room Phase	Written Test	Overall Team Placing

**PCA Quiz 20\_\_ Overall Team Score Sheet - Level \_\_\_\_\_**

Team	Team Members	_____ Phase	_____ Phase	Written Test	Overall Team Placing



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