



Photo credit: Rachael Edwards. PCIA International Quiz Exchange, Kentucky USA, 2024.

## DISCIPLINE OF THE MONTH: QUIZ

The fun, friendly way to boost your horse knowledge and confidence

Quiz fits perfectly into that spirit — it's a fun, engaging and inclusive discipline that builds knowledge, confidence and friendships... all without needing a horse!

Whether you're preparing for your certificates, dreaming of representing your state or simply love learning with friends, Quiz has something for everyone.





Photo by OzShotz: 2025 Pony Club Australia National Championships

## Why include Quiz in your Pony Club?

### Grow your horse knowledge & confidence:

Quiz builds essential Pony Club knowledge — from feeding and bandaging to veterinary care, saddlery and safety.

This helps members prepare for certificates (E to A level) and become confident, knowledgeable horse owners.

### A team sport that builds friendships:

Quiz is social, collaborative and full of laughs. You'll work together, cheer each other on, and enjoy games that test speed, thinking and teamwork.

### Accessible to EVERY member:

- No horse needed
- Great for nervous riders, mounted and unmounted members
- Play indoors, outdoors or online — perfect for rainy days or big spaces!

### Progress to exciting opportunities:

Start at club level and you could compete at State, National or International Quiz competitions — all through teamwork and knowledge, not riding ability.

### Fun activities that make learning stick:

Think:

- Written answers and true/false rounds
- Buzzers and trivia
- Blindfold bridle assembly
- Headbands, charades, scavenger hunts
- Bandaging and feed-mixing challenges
- Learning has never been more fun!

# What is Quiz?

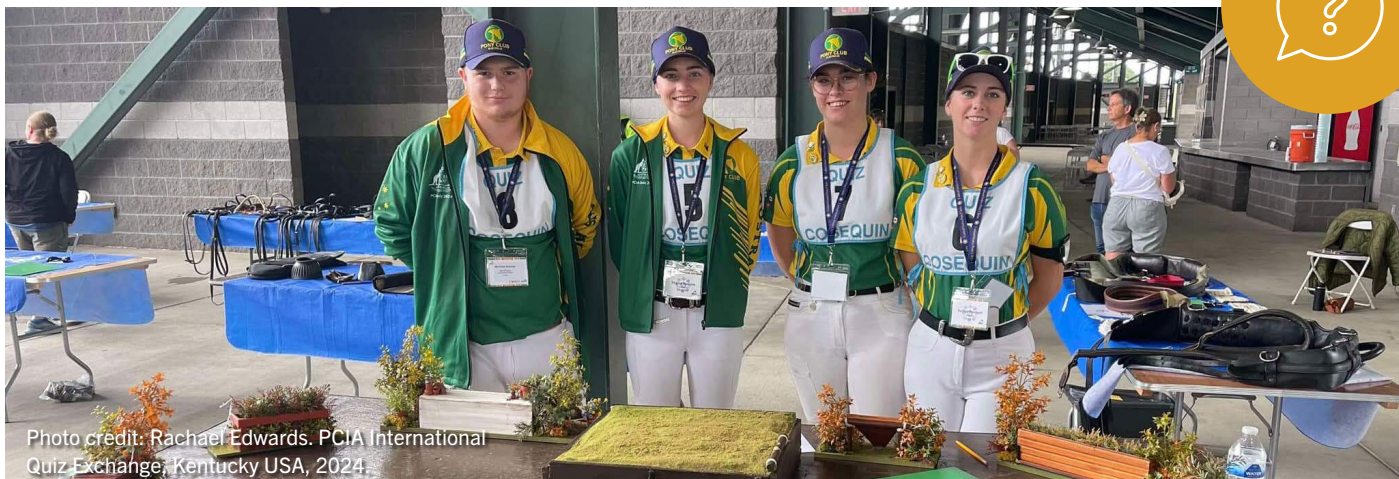


Photo credit: Rachael Edwards. PCIA International Quiz Exchange, Kentucky USA, 2024.

**Quiz is a Pony Club discipline where members test their horse knowledge through written questions, identification tasks, games and teamwork challenges.**

**Most competitions include:**

### Written test

- Multiple choice, short answers and theory questions based on Pony Club standards.

### ID / Mega Room

- Identify horse gear, feeds, grooming items, leg anatomy, breeds and more.

### Classroom Phase

- Teams sit together and answer both written and oral questions. An official reads each question aloud and one member records the team's written answers. The first 20 questions are written at the team's designated proficiency level. This is followed by five oral bonus questions, set one level higher, where teams may discuss before buzzing in to answer. Teams have one minute per question.

### Games & teamwork challenges

- From charades and buzzer trivia to timed tack-building and memory games.

### Stable management skills

- Tasks like mixing feeds or applying bandages correctly.

**No riding required — just enthusiasm and a love of learning!**

## Who can take part?

Quiz is open to all Pony Club members, mounted or unmounted. All members can enjoy Quiz at rally level, regardless of age or certificate level.

For competition, age groups, eligibility and proficiency certificate requirements are set out in the **PCA Quiz Rulebook** and should always be referred to as the primary source of information.

*Please also refer to the individual host club's entry conditions, as age categories and requirements may be modified for unofficial competitions.*

## How to get started at your Club

### Add a Quiz session to your next rally:

Try a 10–20 minute game or task to introduce key skills.

### Run a fun Quiz night or zone challenge

Invite other clubs — parents love joining in too!

### Mix Quiz with certificate preparation

Help members learn and revise in an interactive way.

### Share games and resources

PCA has templates, game ideas and question banks available.

## Why your members will LOVE Quiz

- Builds confidence and knowledge
- Helps members progress through certificates
- Inclusive and fun — bring your friends
- Develops teamwork and leadership skills
- Perfect for wet weather or limited space
- You don't need a horse... just enthusiasm!

**Quiz proves that Pony Club isn't just about riding — it's about developing true horsepeople.**

## Ready to give Quiz a go?

Start small, have fun and get creative — your members will love it!



Download the Pony Club Australia Quiz Handbook

## How to get started at your club?

### Pony Club Australia Quiz Handbook

This manual has been put together to assist Pony Club officials to run Quiz — whether you are a Rally Organiser, DC, or coordinating a state or national Quiz competition.

It includes explanations and examples of tests and games, as well as sample activities across proficiency levels from Sub-Junior to Senior (E Certificate to C\*/K and above).

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

### Kahoot! & Blooket for Pony Club Quiz

For a modern twist, clubs can also use Kahoot! or Blooket to run interactive Quiz rounds.

#### Kahoot!

Best for fast-paced, timed quizzes where players answer on their own device while the questions display on a shared screen. Great for rallies and group learning.

#### Blooket

Best for quiz questions combined with fun game modes (e.g. races, battles, treasure hunts).

Players earn points or upgrades by answering correctly, making it especially engaging for younger members.

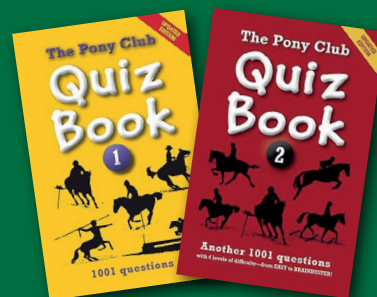
Both platforms allow you to:

- Create multiple-choice horse knowledge questions
- Play individually or in teams
- Track scores automatically
- Build excitement and engagement

**Tip:** Base your questions on resources like the PCA Certificate Manuals, **Horse Welfare Policy**, **PCA Lungeing Manual**, **Body Condition Score Chart**, **National Gear Rules** and everyday Pony Club knowledge.

### Pony Club Quiz Books (UK)

The Pony Club Quiz Books 1 & 2 are also excellent resources. They include hundreds of horse-knowledge questions suitable for a range of ages and levels.



These are published by The Pony Club (UK). Search online to find suppliers or second-hand copies.

# Quiz Games to Get You Started

These simple, fun activities help members build horse knowledge in a relaxed setting — perfect for rallies, certificate preparation and rainy days.



Make it positive,  
inclusive and fun —  
Quiz builds confidence,  
curiosity and teamwork!

## GAME 1

# Bridle Builder Challenge (E, D, D\* and C Level)

Unmounted — teamwork, equipment knowledge  
& confidence



**Aim:** Learn bridle parts and practise putting them together correctly.

**How it works:**

1. Take apart one or more bridles and place the pieces in separate opaque bags.
2. Each team collects one bag at a time and empties the parts onto a table.
3. Members work together to assemble the bridle.
4. When they think it's correct, they call an instructor to check.
5. If correct, they move to the next bag; if not, they must fix mistakes before moving on.

**Scoring (optional):**

- Correct bridle = 20 points
- Attempted but not completed = 10 points
- Not attempted = 0 points

**Tips:**

- E level: one snaffle bridle without a noseband.  
D level: one snaffle bridle with a noseband.  
C level: two snaffle bridles — one with a cavesson noseband and one with a flash.
- Coach asks: "Would you put this on your pony?" before approving.

**Variations:**

- **Blindfold challenge:** one member blindfolded builds while another member builds beside them — first correct bridle wins.
- **One-arm pairs:** partners work together, each using only one arm.
- **Guide & builder:** one member gives spoken instructions, the other builds without touching pieces until told.
- **Junior—senior buddy build:** pair a junior with a senior who mentors and guides them through the process.



## GAME 2

# Observation Table

Unmounted — attention to detail & equipment knowledge

### How it works:

1. Arrange up to 20 horse-related objects on a table.
2. Players look at them for a fixed amount of time.
3. Then cover the objects and players list them from memory. (Younger members may dictate to a helper.)
4. Afterwards, members may also describe or demonstrate the use of each item.

### Variation:

**Pass the Parcel:** Wrap individual items in layers of newspaper. When the music stops, the player unwrapping must name the item and describe its use.

## GAME 3

# Snap / Matching Cards

Unmounted — memory & equipment recognition



### How it works:

1. Make a set of picture cards with pairs of items.
2. Shuffle the cards and place them face down on the table.
3. This game can be played individually or in teams/pairs.
4. Each player/team takes turns turning over two cards at a time to try to make a match.
5. When a match is made, discuss what the item is, how it is used and why.
6. The player/team with the most matched pairs at the end wins.

### Variations:

- Deal each player five cards. Players collect pairs.
- Take turns placing one up-turned card on a centre pile.
- When two matching cards appear, the first player to call “Snap!” takes the pair.
- The player with the most pairs wins.

## GAME 4

# Order, Please

## Unmounted — sequencing & practical knowledge

### How it works:

1. Write the steps for an activity (e.g., loading and unloading a horse on a float) on thick paper or index cards.
2. Prepare one set for each person, cutting the steps into separate pieces.
3. Mix each set and have each student place the steps in the correct order.
4. This activity should be done after reviewing the steps using the Loading/Unloading worksheets.



### Answer Key:

#### Loading:

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

#### Unloading:

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

#### Other possible topics (depending on assessment level):

- Rugging
- Life cycle of a bot fly
- Digestive system
- Teeth
- Farrier's tools
- Saddling

## GAME 5

# Bingo — Horse Edition

Unmounted — vocabulary  
building & quick recall



### How it works:

1. Make multiple sheets with 16 objects on a theme (e.g., feeding and living conditions).
2. Jumble the order so no two sheets are the same.
3. Clue cards are pulled from a hat, or clues are read out in random order for each round.
4. Players match the clue to the correct object on their sheet.

### Example clues:

- You could give this in a block for your pony to lick. (Salt lick)
- This is something that holds water and feed. (Bucket)
- This is a food that is succulent and good for your pony — it normally has a red skin. (Apple)
- This item is made of string and you hang it above your pony's knees to hold a type of feed. (Haynet)
- You hold your hand like this when feeding your pony a treat. (Hand flat)
- True or false: Your pony needs plenty of grain each day to be healthy. (False)

## GAME 6

# Multiple Choice Master

Unmounted —  
knowledge check



Multiple choice questions are a useful component of Quiz.

Here are some examples using Equitation Science information contained in the PCA certificate manuals:

### The emotional centre of the horse's brain is spelt:

- a) Amygala
- b) Amghala
- c) Amygdala
- d) Amymigula

### The meaning of Hippocampus is:

- a) How a horse sleeps
- b) Flight response
- c) Habituation
- d) Brain storage

### What does 'shaping' mean?

- a) Fitting a horse's rug correctly
- b) Going to the gym
- c) Gradual change in behaviour
- d) All types of training

### Is Habituation:

- a) Shelter under trees
- b) Using humans as a shield
- c) Overshadowing
- d) Getting used to training

### What is Operant Conditioning?

- a) Patting your horse
- b) Feeding your horse
- c) Reward and punishment
- d) Using a whip



## GAME 7

# ID Tables (Mini Mega Room)

## Unmounted — object identification & competition practice

Photo by OzShotz: 2025 Pony Club Australia National Championships

**About:** The Mega Room (ID Tables) phase is part of a formal Pony Club Quiz competition. Participants must identify objects — for example, eight different bits. Other tables/stations will contain other objects.

### How it works:

1. Members enter the room as a team but complete the stations individually.
2. At each table, they will be with competitors who are not on their team.
3. There is no talking. Members may touch the objects.

**Each member goes into the room without bringing any materials.**

### Members are provided with:

- A pen
- A clipboard or similar, if available

At each table/station, members are given a score sheet by the table monitor.

- Members have three minutes at each station.
- They record their answers on the score sheet provided.
- Members receive one point for each correct answer.

### When time is called:

- Members hand their score sheet back to the table monitor.
- The table monitor retains the sheet for marking.
- Sheets are marked after the rotations, and a team score is calculated.

The time clock is then restarted and members move to the next station, where they are issued a new score sheet.

This process continues until all stations are completed.

## GAME 8

# Headbands (Guess the Horse Thing)

Unmounted — vocabulary & equipment knowledge



This is a fun team game where one member must guess the horse-related word they can't see, which has been placed on their head. The player asks the rest of the team a series of questions that can only be answered with Yes or No. Once the word is guessed correctly, play moves on to the next team member.

### How to play:

1. A helper places a headband (or plastic tiara) on the first player's head and clips a word card to it so the rest of the team can see it.
2. The youngest team member starts, and play continues to the left.
3. The player with the word on their head asks the rest of the team questions, one at a time.
4. The team may only answer Yes or No.
5. When the player guesses their word correctly, a new word is given to the next player and the game continues.

### Example words for younger members:

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

### Variations:

- Variations:
- Charades
- Pictionary
- Team version: most correct guesses in a set time wins



Plastic tiaras make fun, easy headbands to clip the cards to.



## GAME 9

# Name That Disease

Unmounted — horse health & welfare awareness



### Aim:

Recognise common horse ailments and early warning signs.

### How it works:

1. Place photos of common horse ailments on a sheet and print copies for all participants.  
(Hint: Use photos and ailments from the new certificate manuals at the appropriate level.)
2. Print answer sheets for each person to fill in. This can be timed, or you can ask for not only the names of conditions, but also causes/indications/treatments.

### Variations:

- Name that colour horse
- Name that breed
- Name that farrier tool



## Quiz Fun Tip

Add buzzers or use a quiz-app buzzer setting for game-show energy and team spirit.



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