

ABS Regional Quiz Handbook & General Rules

Loyalty*Character*Sportsmanship

Quiz is a unique discipline in Pony Club. Although the general format of the competition is similar from Region to Region, it is organized quite differently within each region. The National Quiz handbook offers a general description of the discipline however it pertains primarily to National Quiz. The common components are a written test, a visual test and games.

This handbook is intended to be a resource for all concerned.

General Rules:

1. Participants must all be current members of the Canadian Pony Club & AEF.
2. Regional Quiz is sanctioned a Pony Club activity and is governed by the CPC insurance policy rules.
3. All participants must wear a medical armband and a Pony Club Pin at all times throughout the day.
4. All volunteers and Chaperones must be registered and wear a name badge.
5. We are responsible for the facility and we ask all participants to observe our “no trace policy” and ensure that we are welcome back.
6. Please observe “restricted areas” and respect all signage. Running in the halls is prohibited.
7. Please report any incidents to our on duty safety officer.
8. Sportsmanlike behavior and respect for our volunteers is essential.
9. Participants may not leave the premise without permission from their chaperone who must inform the safety officer.
10. Cell phones, iPods, iPads, Blackberry, laptops, Tablets and Mp3 players of any type are prohibited in any of the testing areas.
11. Adult volunteers, Chaperones and generally parents attending Regional Quiz are expected to help with games, cleaning up and food service.

Team Building:

1. Ages are as at Jan 1st of the competition year.
2. The test level of a participant shall determine the Quiz level they may compete with their age.
3. Those who have achieved partial levels; the Horsemanship level will determine the Quiz level.
4. Teams are made up of members who fall within the range specified for each level.
5. A member may choose to compete one level higher than their test level or age specifies but they may not compete at a lower level.
6. Ideal teams will have 4 members each. If a branch has less than three members in any one level then they may be joined with a team of another branch. If this is not possible a team of 2 may compete with ghost scores.
7. There is no limit to the number of teams one branch may register and may have more than one team in any given level, all members are encouraged to enter.
8. All individuals and teams are assigned a number that identifies them in the scoring system. Example Competitor 013. Team S1
9. Each team must have a team captain appointed.
10. All Snurf and young Junior or Entry teams must have a chaperone/team leader.

Sportsmanship:

Any un-sportsman like conduct, disrespect towards other contestants, volunteers, officials or the facility by a contestant or their parent will incur immediate elimination and removal from the facility. No refund given

Levels Explained:

The highest Stable management level is considered to be your level for Quiz

Snurf– 6 to 9 year olds - “untested” & D level members who are 6 to 9 years old. This group may be assigned a scribe. .

Entry – 10 years old up - untested, 1st or 2nd year of Pony Club

Junior – 10 to 13 year olds - Suggested levels untested, D, D1 D2

Intermediate – 12 years old and up - Suggested levels, up to C2. **National qualifier.**

Senior – 14 and up - Suggested levels up to and including A level. **National Qualifier.**

National Qualifying Levels

C team 12 and up - Suggested levels C, C1, C2 – A member planning to test into the B levels later in the competition year is encouraged to compete at this level regardless of their previous results. Written tests and visuals are completed individually and games are completed as a team. All team member scores are combined to determine overall team placing.

Each individual competitor’s written and visual scores are combined to determine individual placing. The top four individual scores from the ABS intermediate level will qualify for a place on the ABS C National Quiz team. (5th place to 8th may qualify, should the Regional committee decide to send two C teams to National Quiz.)

A/B team – 14 and up - Suggested levels HB/RB/B/B2/A – A member having achieved any phase of the B/B2/A test prior to Jan 1st of the competition year must compete at this level. Written test and visuals are completed individually and games are completed as a team. All team member scores are combined to determine overall team placing.

Each individual’s written and visual scores are combined to determine individual placing. The top four individual scores from the Senior ABS level will qualify for a place on the ABS A/B National Quiz team.(5th place to 8th may qualify should the region decide to send two A/B teams

Note: The level of a member will be determined by highest Stable Management/Horsemanship level achieved.

Once a member upgrades to a higher level they may not compete at a lower level the following year. An exception may be made as per level Intermediate and Senior if the attempt to upgrade resulted in a less than 50% average between visuals and written and that they have not competed nationally at the higher level. Unless the members achieved stable management level/horsemanship dictates other wise.

Scoring:

Written test – 40 marks- **individual**

Visual identification – 30 marks - **individual**

Games – 30 marks - **team**

Team score=Written test, Visual ID and Games.

In the event of a tie at any level a tie breaking Oral quiz may be held.

Marking:

- The scoring area and the marking room are “off limits” to participants and all others who are not officially on the marking panel nor assigned a task that requires them to be in the room.
- All efforts are made to ensure that scoring is efficient and fair.
- A marking panel is chosen each year and more often than not the members of this panel are also on our official testers list. They are very knowledgeable and current with Pony club activity.
- They as a panel have the right to change the expected answer of any question if they do not agree with the answer key.
- All tests are marked with the individual’s number and team number. This is sufficient to identify the tests for the scorer. The organizer and the scorer will have a master list.
- The written test will go first to the marking panel – then to the Quiz TD to have the addition and marking consistency checked – then to the scorer who has been equipped with a written test checker that will catch any addition errors.

Appeals will be available for the written test only.

If a problem occurs in visuals or in a game it should be discussed directly with the Regional Quiz Chair/Organizer.

Appeals:

Snurf, Entry and junior

- Once all of the written tests are marked, checked and entered into the scoring program; the tests will be handed back to the team.
- The team may only appeal their test once. It may include multiple issues.
- The chaperone only should help the team to check their test over. A time limit will be given.
- Addition should be checked.
- If an answer marked wrong must be proven to be right with Pony Club material.

Intermediate and senior level (all appeals are to be written on provided sticky notes only, name of book page number and question number appealed)

- Appeals at these levels will be organized as it is at a National Quiz Captains Review except that each individual member of the team will appeal their own test.
- All Intermediate and senior participants will be asked to meet in a particular room at a certain time

- Parents, chaperones or other volunteers are not permitted in the room.
- Participants must bring any books or resources they may need. Resources can be shared.
- Handouts may or may not be considered to be a credible resource at the discretion of the panel.
- Once in the room the tests will be handed out .
- A specific amount of time will be given to go over their test .
- The addition of marks should be checked and then knowledge content.
- The participant will fill in their sticky notes only no marks on the written test and then present their appeal.
- The panel members will be chosen from the marking panel and include The regional Quiz chair and no less than one member of the ABS executive committee.
- If successful the panel will forward the test to the scorer. When the scorer has adjusted the mark the test will be returned to the participant.
- Only one appeal may be heard per participant per test but may contain an unlimited number of issues.
- If a fault in marking is found; then all tests may be checked and adjusted accordingly.

Prizes & Awards:

Snurf-	1st - 10th individual
Entry -	1st - 10th individual
Junior-	1st-10th individual
Intermediate-	1st - 10th individual
Senior-	1st -4th individual

Team.

Snurf -	1st - 5th
Entry -	1st- 5th
Junior -	1st- 5th
Intermediate -	1st- 5th
Senior -	1st -2nd

Registration Cancellations & Refunds:

Registration fees are non-refundable.

The fee may be transferred to a replacement team member. A refund may be considered if the participant is unable to attend due to a medical condition that prevented them from participating.

Chaperones/team leaders and additional Volunteers

Each team of up to four requires no less than one Chaperone and each branch is encouraged to send at least two additional volunteers. Volunteers and Chaperones will be assigned tasks throughout the day such as time/recorders, room stewards and a variety of tasks involving the games phase.

Please send the names of these volunteers with your entry forms and remember to include contact phone numbers or email.

PLEASE ensure they have been given a copy of this document so that they can be familiar with how a Quiz works. Specific instruction for any assigned tasks will be given on the day.

Regional Quiz Components

Written Test

The content of the written test is not intended to be that of the written test required when testing for levels. A participant having successfully or unsuccessfully completed a "Quiz" test at any level shall not be considered competent at that level for the purpose of Testing.

Quiz tests may contain all aspects of Pony Club knowledge in tune to the education program but is not limited to it. The test may also contain trivia, history and current events.

Quiz tests are composed by the Regional quiz chair or persons they appoint. The first draft of the written test is completed no less than two weeks previous to the date of the competition and be sent to an auditing committee.

The members of the auditing committee are persons who are not directly involved in teaching or coaching any member who may be competing in Quiz. The auditing committee will check for grammar, spelling, ensure content is appropriate to the level, the clarity of the question being asked and verify references for the questions. Once this process is final the tests are printed.

Visual Test

The visual test requires participants to correctly identify a multitude of items related to horses and riding. This test may not be limited to physical items which can be looked at, held and in some cases smelled in order to identify. Photographs and diagrams may also be used.

Snurf, Entry and Junior, Level 1 through level 3 will identify up to 30 items, intermediate and Senior will identify 120 items.

A word key may be supplied but is not mandatory. The answer sheet will have a Item number and a blank space to write the answer into. At the organizers discretion a word list requiring an item number as the answer may be used.

Games:

Games to be played are chosen by the Regional Quiz chair. They may include games common to any regional quiz or they may include newly developed game as long as the theme continues to promote Pony Club education and skills.

Games may be held in an open concept rather than separate classrooms. There may be several game stations set up in a gymnasium and the teams will rotate around.

One central timer may be used in an open concept and utilize a loud bell or whistle to notify everyone at 15-minute intervals. The first 2.5 minutes are for instruction, 10 minutes for the actual game and the final 2.5 minutes to finalize score.

Volunteers:

- Chaperones and parents are expected to fill these volunteer positions.

- Chaperones assigned to snurf and Entry will be exempt from helping with games but may be asked to help with food.
- Two volunteers are required per game not both from the same club.
- Floaters may be available to allow for breaks etc.
- One volunteer will read the rules & instructions for the game to the team
- One volunteer will keep track of a master attendance and complete the score sheet. The mark must also be recorded on the attendance sheet in case of a mishap or lost sheet.
- Both volunteers should oversee the actual game
- Preferably the two volunteers represent two different branches
- A runner will pick up all score sheets and deliver to the master scorer

* Volunteers may be assigned in advance but please expect to be assigned even if you have not heard in advance. The games are designed so that a person with any level of knowledge can run them.

Please be “flexible” and ready to fill in where needed.

Games

A list of game to be played at the Regional Quiz will be sent out before hand and may be any combination of the following
All Games are given 10 Minutes each

Pin the Parts:

The team members will take turns taking a tab from an envelope and placing it on the correct position on a picture of a pony.

One mark is given for each part that is correctly pinned. The object is to pin as many as they can in 10 minutes.

If the player does not know where to put it they can ask their teammates for help. The teammates may tell them where to place it with verbal cues only.

Call the Vet:

The team draw a tag from a container. That tag has the name of an ailment and the player must place it on the correct position of a horse. The horse may be a drawing or may be a 3D model. One point is given for each correct placement.

Each player on the team must take a turn at drawing a tag. In the lower levels the team may participate in placing the tag.

Breeds:

The team members identify breeds from photographs of horses or ponies. This may be done a variety of ways. One point for each correct answer is given.

Zoom In:

In this game the teammates try to identify horse related objects from a very miniscule point of view.

The objects will be level appropriate to the expectation for their level and age. It is a team effort at all levels.

Although we encourage correct spelling marks will not be deducted for improperly spelled words. The photos are laid out on a table face up. The team will be given 10 minutes to look at the photos and fill in their answers on their answer sheet. 2.5 min will be for instruction and questions and the remaining 2.5 min will be for finalizing the score.

Charades:

Snurf and Junior will have one word answers. Pictures work well for Snurf. Entry, intermediate and senior may be multiple words or a phrase. One point is given for each correct answer given in 10 minutes. Each team member must take turns acting out.

The actor may make NO SOUNDS AT ALL - NOR are they permitted to spell out any letters by tapping arm etc. (The volunteer's discretion may be needed here)

PERMISSABLE SIGNALS INCLUDE:

- number of words (hold up appropriate number of fingers)
- first word, second word etc (hold up a finger)
- long or short word (indicated by finger symbol)
- yes or no (indicated with head or hands)
- pointing at objects
- "sounds like" (indicated by tugging an ear, to show that the "actor" is not acting out the word itself but one that sounds like the word that is wanted)

If the "actor" gives up on a word; he/she may be excused and someone else may try to get the remaining team members to guess the word. Naturally, the first "actor" may no longer help out with that word but can return for the next word.

If the actor wishes, a word can be skipped and returned to later. 15 minutes will be allowed – 2.5 for instruction – 10 min for the game – 2.5 min for finalizing score.

Smooth Moves:

Similar to Charades except it is all movements made by the horse. The members of a team will take turns in pairs acting out the movement with the other two team members guessing.

Peek a Boo Puzzles:

The first layer of the puzzle will be a picture of something horse related. The second layer a solid color card the same size but cut in sections. One section is removed and the team can guess. For each piece removed the total points for the correct answer decreases.

Bridle Race:

The object of this game is to properly assemble a bridle within the given time. All pieces must be correctly aligned with all keepers and runners correctly positioned.

The difficulty increases to the higher levels with increased expectations including choice of an appropriate bit, all leather pieces matching, extra pieces that don't belong in the pile and possibly a double bridle.

The final mark is a point system for all that is correct.

Gambler's Choice: All Levels

This is a brand new board game originally designed by NJ Ainslie of Kingston and altered to suit the Quiz venue. The game board has sixteen sections/categories. The game board is the same for all levels but each level will have a separate set of question cards appropriate to the knowledge expectation of that level.

There are nine knowledge sections/categories; Equipment, Feed & Nutrition, Champions & Competitions, Veterinary, Stable, Grooming, Anatomy & Conformation, Foot & Shoeing, Disciplines.

The seven additional sections/categories are:

- Refusal - if the spinner lands on this section the player loses their turn.
- Knock Down - the player who has spun loses their turn
- Course Error - the team loses one point.
- Gold Medal – the team is given 1 point without a question challenge.

There are three Gambler's Choice sections - when the spinner lands on one of them the player may choose any category they wish to draw a question from.

The first player spins and when the spinner lands on any one of the nine sections/categories the player will be asked a question from a card under that section/category. The question will be read by one of the volunteers running the game.

Only the player who spun may answer the question. If the player answers correctly the team given one point and the card is set in a different pile not to be used again.

A player may choose to pass and if so the card goes on the bottom of the pile and the next player spins.

All teammates must take turns in a rotational order until the time allotted for the game has expired.

There are 9 categories - 12 questions in each - 10 minutes. If by chance the team draws all 12 of a category and the spinner lands on that category a 13th time then the team may choose another category.

If the spinner lands on the dividing white space between categories and it cannot be decided which category it is then they will need to spin again.

Horsing Around:

The team will be shown a picture card and asked to identify. The picture may be from any category but not limited to: veterinary, disease, plants, careers, shoes, bits, tack, breeds, famous horses, famous riders, logos, brands, famous art or statues.

One point is given for each correct answer.

This game may be played using an adult volunteer to show the card or independently by the team.

Green Thumb:

- pictures or live plants will be laid out on a table and the team has 10 minutes to match the correct name card to each plant.
- The plants may be any category but will be related to pasture or feed
- They 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
- The expectation will be geared to levels

Riddle me This:

A series of pictures are laid out and the team must come up with the correct answer. A similar version was played at national quiz but they called it left brain right brain.

The pictures may consist of drawings, clip art and letters.

Ex. A sad smiley face with the letters 'dle' after. The correct answer would be "Saddle". All words are horse related.

One point is given for each correct answer.

Memory:

A number of pairs of picture cards are placed upside down on the table. The players turn one card then another. If the pictures match they keep the cards and gain a point until all cards are gone or time runs out.

An extra point is given if they can identify the picture.

Jeopardy:

- The team will appoint a spokes person to be the one to give all final answers.
- Team members consult amongst themselves for the answer.
- The team spokesperson then answers with a question on behalf of the team.
- If the team members disagree, the spokesperson decides on the final answer.
- The first answer the tester hears is also the FINAL answer, so the team members are strongly warned not to blurt out answers without consulting with the others.
- If the response to the challenge is incorrect the team will not gain points nor be allowed to return to the same challenge.
- If the team chooses to pass after being read the challenge they may return to that challenge at a later time.
- The *Jeopardy* questions are worded as answers, and the team must figure out what the question was and respond accordingly.
- No one will lose marks if they forget to word the answer as a question, but they will be asked to re-word it.
- There will be 5 challenges per category and be valued from ten points to fifty points.

The material covered in this game may be, but shall not be limited to: mythology, pony club history, pony club today, disciplines, current events or breeds. The expectation of knowledge level will be appropriate to the expectation of the level.

EXAMPLE:

Tester: "This American breed is well known for its spotted patterns."

Team response: "What is an Appaloosa?"

15 minutes per game – 2.5 min instruction time, 10 min to play – 2.5 min to finalize score.

Super Groom Race:

The team will draw a card and on that card will be the details of the scenario. It will give them all of the information and clues that they will need to ensure they grab everything the rider will need to score a perfect 10 turnout and not be eliminated for any illegal equipment.

Perfect score is 30 therefore 30 items must be found. For all levels One point is given for each item they have correct. For level 2 and 3 One point is taken away for every item that is wrong.

The team will draw a card and then must go to a very messy trunk, organize what is needed and find it a quick as possible.

Items that come in pairs must match and both be found – equipment safety must be adhered to – illegal and legal tack for the discipline – if an item comes in 4s then all four must be there – sizes be correct – proper turnout for the discipline and rules– etc

** This game has not been tested

More games available in National quiz rule book

National Quiz Qualifiers

Top four or eight individual placing in both the Intermediate and Senior ABS quiz level.

Intent to Participate:

The intent to participate form will be forward to all qualifying members.

It is the responsibility of the Regional Quiz chair to register teams on behalf of the region and continue as the liaison for all matters concerning the competition. The Regional Chair may choose to assign this responsibility to the vice chair or another willing volunteer.

The registration and clothing fees will be paid to the hosting Region by ABS and the participants pay to ABS region. The participants are responsible to pay their own travel to and from the competition.

If for any reason a candidate decides not to participate they should inform the Regional Quiz Chair directly within the allowed time indicated on the “Intent to Participate” forms. The opportunity to participate will automatically go to the next in line. Once this offer has been executed the original qualifier has lost their opportunity to participate. If they later decide they would like to participate they must wait for another opportunity.

National Quiz Chaperone:

If a parent is interested they must also complete the Chaperone form by the deadline and include a deposit as well as a postdated cheque for the balance of the registration fee.

The police record check for the vulnerable sector must be completed and the original must be sent to Val Crowe at the National office. **Before the registration date. Mandatory.**

In the event that more parents apply than are needed a selection committee will be responsible to choose the best-suited candidate. References may be required.

As in the past, interested parents may be permitted to accompany the teams to the competition. The request should be made through the ABS regional quiz chair. Permission must be obtained from the hosting region. If permission is granted they will be expected to pay the regular registration fee and be available to volunteer where ever the hosting region deems necessary.