



USPC

Handbook and Rules for

Quiz Competition

2018

USPC CORE VALUES

Horsemanship with respect to healthcare, nutrition, stable management, handling and riding a mount safely, correctly and with confidence.

Organized teamwork including cooperation, communication, responsibility, leadership, mentoring, teaching and fostering a supportive yet competitive environment.

Respect for the horse and self through horsemanship; for land through land conservation; and for others through service and teamwork.

Service by providing an opportunity for members, parents, and others to support the Pony Club program locally, regionally and nationally through volunteerism.

Education at an individual pace to achieve personal goals and expand knowledge through teaching others.

VISION STATEMENT

The USPC Program is available to and accessible by an inter-generational community of equine enthusiasts with a focus on youth through multiple means of delivery

- An instructional program supported by mounted and un-mounted lessons at all levels
- Multiple forms of membership
- Fully enabled by technology
- Marketed to multiple audiences
- Recognized and recognizable nationwide as the leader in Horse Management education
- Trained and capable volunteers

USPC MISSION STATEMENT

The United States Pony Clubs, Inc. develops character, leadership, confidence, and a sense of community in youth through a program that teaches the care of horses and ponies, riding and mounted sports.

THE USPC PLEDGE

*As a Member of the United States Pony Club,
I stand for the best in sportsmanship as well as
in horsemanship.*

*I shall compete for the enjoyment of the game
well played and take winning or losing in stride,
remembering that without good manners and
good temper, sport loses its cause for being.
I shall endeavor to maintain the best tradition of
the ancient and noble skill of horsemanship,
always treating my horse with consideration
due a partner.*

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Forms found in the USPC Horse Management Handbook or on the USPC Web site:

- USPC Uniform Officiation Procedures
- Uniform Chaperone Rules/Duties
- USPC Policy 0500 – Drugs, Alcohol and Tobacco
- USPC Policy 0910C – Veterinary Medicines and Equine Medications
- USPC Rallies Technical Delegate’s Evaluation and Report

Introduction

Quiz is a non-riding team competition where Pony Club members show their knowledge and skills in 1) the Standards of Proficiency and topics related to the Standards of Proficiency through their Horse Management certification level and at least one level above their Horse Management certification level, 2) Rally competition rules, 3) Horse sports (Dressage, Eventing, Games, Polo, Polocrosse, Show Jumping and Tetrathlon) in addition to resource activities (Foxhunting, Vaulting, and Distance Riding), and 4) Safety.

Many aspects of Pony Club mounted Rallies can be learned at the Quiz Rally. This Rally, besides challenging the Pony Club members to learn horsemanship and horse care, provides them with opportunities to display and learn good sportsmanship, leadership, stewardship, and teamwork as they prepare thoroughly, plan and cooperate with their teammates.

The organizational portion of this book presents guidelines to implement the rules and to support and facilitate the administration of a Regional Quiz Rally. This portion includes a checklist, a timeline, job descriptions of officials and staff, the format and procedures of the Rally, and equipment needs to assist the Quiz Organizer and to orient all parents and volunteers to their jobs and to Quiz procedures.

Quiz Rules and Policies are designed to support the USPC Mission and the USPC Core Values.

USPC Policies and Guidelines

Governing Rules

With regards to Qualifying Rallies this Rulebook is a precise specification of rules that MUST be followed. For Non-Qualifying Rallies/Divisions this Rulebook should be viewed as a general guideline that can be modified by the Rally Organizer/Regional Supervisor to best meet the needs of the Region. Additional governing documents for all Rallies are the following:

- USPC Horse Management Handbook and Rules for Rallies (current edition)
- Annual Newsletters & Clarifications from USPC.
- USEF Rulebook (current edition). However, since USPC does not always follow USEF rules, where there is a disparity between Rulebooks, this Rulebook will be followed.

Since Rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the Ground Jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these Rules. If there is an inconsistency, the Discipline Rulebook takes precedence over the Horse Management Handbook.

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REMINDER: This is an updated Rulebook for 2018. Additions, deletions and changes have been made since the last Rulebook was issued. Be sure to read the entire publication carefully so you will be aware of all the rules for the upcoming competition season.

These rules are based on copyrighted Rules of the U.S. Equestrian Federation (USEF) and are printed with the permission of USEF, which neither sponsors nor is responsible for their publication or implementation at any United States Pony Clubs event.

Responsibility

A competitor is ultimately responsible for knowing these rules and complying with them. The appointment of a steward or official, whether or not provided for in these rules, does not absolve the competitor from such responsibility.

Participating Member Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork and well-behaved members. The USPC expects appropriate behavior from

all members, parents and others participating in any USPC activity. Inappropriate behavior may include, but is not limited to: possession, use or distribution of any illegal drugs or alcohol; profanity, vulgar language or gestures; harassment (i.e., using words or actions that intimidate, threaten or persecute others before, during or following USPC activities); failure to follow rules; cheating; and abusing a horse.

Any USPC Member or parent not conforming to the Code of Conduct is subject to the following action: The Officials of the competition may immediately suspend or expel an individual from the competition upon consulting with the Ground Jury.

Championships Competitor Age and Certification

Each discipline/division has minimum age and certification requirements for participation in Championships. Championships competitors must meet the age requirement based on January 1, of the Championships competition year. They must have competed at the minimum or higher certification level at the Qualifying Rally and have achieved the minimum certification level by the closing date of the Championships. Therefore, any fall Qualifying Rallies should base their division entry status on the competitor's age for the following year and take into account planned advancements in certification level.

Exceptions to Minimum Age and Certification Requirements for Championships: Exceptions to the minimum age and certification requirements are occasionally granted and the process for requesting an exception is outlined on the Championships Competition Information page of the USPC website. All requests for exceptions must come from the RS to the appropriate Discipline Chair.

Member in Good Standing

Members are considered in Good Standing if they are current with all dues and fees owed the Registered Club/Riding Center Program, Region and USPC and when available participate in one or more of the following:

1. They show evidence of sincere interest in the activities of Pony Club at the local, regional or national level.
2. They assist younger members in the learning process.
3. They participate in Pony Club activities at the local, regional, or national level when and where appropriate, according to age, experience, and suitability of mount.

Cruelty to and Abuse of a Horse

1. Cruelty to or the abuse of a horse present on the grounds of any competition is forbidden, and renders the offender subject to penalty. The Organizing Committee must bar violators from further participation for the remainder of the competition.
2. USPC or the Judge, Steward, or TD may appoint a veterinarian to inspect any animal on competition grounds or entered to compete. Refusal to submit an animal for examination by an authorized veterinarian after due notification shall constitute a violation.

USPC Policies and Guidelines

3. The following are included under the words Cruelty and Abuse but are not limited thereto:
 - a. Excessive use of a whip on any horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, before or during a competition, by any person. Except in emergency situations, any striking of the horse's head (on the poll and forward of the poll) with the whip shall be deemed excessive.
 - b. Any evidence of cruel or abusive training techniques.
 - c. Rapping the legs of a horse with the butt end of a riding crop or other implement.
 - d. Use of any substance or method to induce temporary heat.
 - e. Manual poling with any object.
 - f. Use of a wire or chain in conjunction with any schooling jump.
 - g. Use of electric device in schooling or showing.
 - h. Use of shackles, hock hobbles and similar devices (not to be construed as rubber or elastic exercising devices).
 - i. Showing a horse with raw or bleeding sores around the coronets, pasterns or legs.
 - j. Use of any explosive (e.g., fire crackers, torpedoes, fire extinguishers except in case of fire, etc.) or laser beam devices anywhere on the competition grounds, except in an exhibition or if required in class specifications.
 - k. Withholding of feed and water for prolonged periods.
 - l. Letting blood from a horse for other than diagnostic purposes.
 - m. Inhumane treatment of a horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, by any person.
 - n. Use of any object that prevents the horse's ability to close his mouth. (Exception: use of an oral speculum by a veterinarian or equine dentist to provide legitimate dental/oral medical care.)
 - o. Soring of any horse, including but not limited to the application of caustic chemicals to a horse's legs or hooves, in order to cause pain and/or affect a horse's performance, and/or used as a training technique. (For the purposes of this rule, the term "soring" is defined by the Horse Protection Act, 15 U.S.C. §1821.)
4. Any action(s) against a horse by a competitor or an exhibitor, which are deemed excessive by a judge, steward, technical delegate or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the Organizing Committee. Such action(s) could include, but are not limited to excessive use of the whip or spurs.

Mounts

Suitable mounts are defined as follows:

1. Stallions are not considered suitable mounts.
2. Mounts must be serviceably sound, in good overall health and in condition for the activity in question.
3. Mounts must be appropriate for the certification level of the rider and must be at a level of training to participate safely in the activity.
4. Except as noted below, mounts must be at least five (5) years of age in order to participate in USPC competitive, instructional, and recreational programs and activities. In establishing the age of mounts, the first year is considered to be January 1 following the date of foaling.
5. Members holding a Riding Certification of C-1 and above may participate in all USPC activities on an appropriate mount at least four (4) years of age (See A.3 above). A mount must be excused from any activity if in the opinion of the instructor, examiner, or appropriate authority, it is unsafe either to its rider or to other riders or mounts.

Protective Headgear

USPC requires members participating in mounted and some unmounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies: ASTM F1163 (North America), AS/NZ 3838 (Australia and NZ), PAS 015 (UK). (See USPC Policy 0800A)

Medical Armbands and Bracelets

USPC requires that members participating in any USPC affiliated mounted or un-mounted activity, must wear either a Medical Armband or Medical Bracelet while participating in the activity. The member may choose which one to wear.

1. Medical Armbands must include a current completed copy of the individual's USPC or USEA Medical Card. It must be worn on the upper arm. If the member has small arms, he/she may safety pin the armband to his/her upper sleeve. (Armbands are available for purchase from Shop Pony Club.)
2. Medical Bracelets must visibly list these five items on them: Name and Date of Birth, Contact Information, Known Allergies, Current Medications, and Existing Medical Conditions. More information is acceptable, but these five items are required to be on the bracelet.

All officials on site at the USPC mounted or un-mounted activity are encouraged to work with the competitors to remind them of this requirement.

Any member at a USPC affiliated mounted or un-mounted activity* found not wearing either a Medical Armband or Medical Bracelet must be removed from the activity until the member conforms to the policy requirements.

* Tetrathlon competitors will not be required to wear them while actually shooting or swimming, but must have them visible and next to them for these activities and must wear them at all other times.

Section I – General Regulations

Article 1 – Quizzing Material

A. Official Quiz Question Sets

1. Official Quiz Question Sets (Classroom questions) and Written Tests are prepared for each Region by the USPC Quiz Committee and distributed by the National Office.
2. These Quiz Question sets and Written Tests are to be used for the Regional competition only and under no circumstances are they to be used as a study guide. Prior access by competitors to these questions is considered Unauthorized Assistance.
3. At least four weeks prior to each Regional Quiz Rally, the Regional Supervisor should give the Official Quiz Question Bank to the Organizer in order to organize and develop quizzing material for all Phases of competition.
4. Immediately following the Regional Quiz, the Quiz Bank and Written Tests are to be returned to the Regional Supervisor. A new Question Bank will be released every 3 years. New Written Tests are distributed each year by the Quiz Committee,
5. The individual questions are categorized by Horse Management certification level. They are based on knowledge required at each HM certification level and on knowledge needed for participation in all Pony Club activities and Rallies.
6. The questions and answers are generally derived from the material in references listed for each HM certification level.
7. The Quiz Committee recognizes that the scope of experience of Pony Club varies widely and, thus, knowledge beyond what is required is respected. The prepared questions and answers, as well as answers offered by competitors, are not strictly limited to what appears in the listed references or what is presented on the answer keys.

For example:

- Carrots and oats are not illustrated in the Pony Club manual but actual carrots and oats could be presented as part of a question to identify succulents and concentrates.
- Pony Club members may choose not to wear formal attire during riding activities but any Quiz competitor can be expected to know the difference between formal and informal attire.
- A question may request the name of a breed and the Pony Club member may answer with and receive credit for a name of a breed that is correct but not named in the listed references or on the answer key.
- Conversely, a verbal question or picture may include breeds that are not contained in the listed references.

B. Locally or Regionally Designed Questions

1. Locally or Regionally designed questions for Stations, Mega-Room, and hands-on in the Barn may be used.
2. The point value and time limit on these may vary as appropriate for each question.
3. All prepared questions and answers need to be carefully and thoroughly researched and declared correct via a printed reference from the Official Quiz Reference Study List.
4. All Regionally designed questions must be reviewed and approved by the Technical Delegate prior to the competition.

Article 2 – Rallies

1. Local and Regional Quizzes are team competitions involving Clubs and Centers from only one Region.
2. Inter-Regional Quizzes are team competitions between two or more Regions.
3. Quiz Championships are inter-regional or national in scope.
4. Quiz Championships are organized or sanctioned by the USPC Quiz Committee.
5. In order to hold a qualifying Rally, a Region must include the Written Test and Classroom Phases and any two of the remaining three Phases. Each Phase should include a minimum number of Rounds as follows:
Classroom: 3 Rounds (3 individual questions per competitor
Barn: 3 Individual questions per competitor and 1 Team question
Stations: 5 Stations per Division
Mega-Room: 5 Tables per Division
Written Test: as distributed from the National Office.

Article 3 – Participation in Rallies

1. At Local, Regional, and Inter-Regional Rallies, a participant may be of any age or certification; must be a member in good standing; must have paid all Local, Regional, and National dues and insurance fees; and must be recorded with the USPC National Office at the time of the Rally.
2. All ages are based on the competitor's age as of January 1st of the current competition year.

Article 4 – Regional Divisions

See definition of age in Article 3. Divisions are based on age (as of Jan.1) and HM certification as follows:

1. Junior D (& Unrated) – 12 years of age or less

Note: *If numbers and team composition warrant, D Divisions may be divided into non-qualifying and qualifying.*

Non-qualifying Junior D: D-1 and UR, 12 and under
Qualifying Junior D: D-2 and D-3, 10-12 years of age

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2. Non-qualifying Senior D: D-1 and UR, 13-21 years of age
Qualifying Senior D: D-2 and D-3, 13-21 years of age
3. Junior C/H-B/B: 14 years of age or less
4. Senior C/H-B/B: 15-21 years of age
5. B/H/H-A/A: teams of only 2 members 14-21 years of age
6. Horsemasters: teams or individuals, D-2 HM and up, any age
Note: *If a non-qualifying competitor needs or chooses to compete in a qualifying Division, he/she will not be eligible to compete at Championships due to age and/or certification.*

Article 5 – Team Composition

1. A team consists of 3 or 4 members with one member being designated as Team Captain. The team will belong to one of five Divisions based on age and HM certification.
2. D teams consist of any combination of Unrated through D-3 Pony Club members. C/H-B/B teams consist of any combinations of C-1 through B. B/H/H-HM/H-A/A members may form 2-person teams. No D may compete on a C team; and no C may compete on a D team. No C may compete on a B/H/H-A/A team.
3. Unrated Pony Club members compete as D-1s and abide by D regulations.
4. B certified Pony Club members have the option to compete in either the Senior C/H-B/B or the B/H/H-A/A Division.
5. Teams comprised of both Junior and Senior individuals will compete in the Senior Division. A Junior, regardless of age, may compete on a Senior team with his/her consent and the consent of his/her DC/CA or in the case of Championships his/her RS.
6. Individuals may be placed on a short team from another Club/Center or Region by an Organizer and at the discretion of the Organizer after consultation with all the resulting team members.

Article 6 – Championships

1. Competitors qualify for Championships by competing in a qualifying Quiz. H-B, H, H-A and A members wishing to compete at Championships do not have to qualify at a Regional Quiz but must have permission of their RS.
2. Divisions:
Junior D – D-2 and D-3, 10-12 years of age
Senior D – D-2 and D-3, 13-21 years of age
Junior C/H-B/B – 10-14 years of age
Senior C/H-B/B – 15-21 years of age
B/H/H-A/A – teams of only two members, 14-21 years of age
Horsemasters – teams or individuals based on # of entries, D-2 HM and Up, any age
NOTE: Quiz competitors MUST BE AT LEAST 10 YEARS OF AGE before JANUARY 1 to compete in the USPC Championships of that year.

3. Qualifications:
 - a) It is the responsibility of the Regional Supervisor to correctly place the Pony Club members by age and HM certification and to abide by the Team Membership Regulations.
 - b) All competitors must have qualified in a *Qualifying* Regional Quiz Rally within the 12 months preceding the Championships.
 - c) In order to be eligible to qualify for Championships, all competitors **must** have obtained their D-2 certifications prior to competing in their Regional Quiz Rally and **must** compete as a D-2 or higher. Championship qualifiers who rate up between Regional Quiz Rally and Championships will compete at the level at which they qualified.
 - d) Qualifiers do not have to qualify together as a team.
 - e) Composition of Teams: Each Region may determine the criteria for qualification and selection of team members, i.e., all members of a first place team or the top 4 individuals, while still abiding by the age and HM certification regulations.
 - f) No Region shall select its Championships team solely on the individual score of a single Phase.
 - g) A Junior D who qualifies on a Senior D team has the option of competing on a Junior D team or a Senior D team.
 - h) A Junior C who qualifies on a Senior C team has the option of competing on a Junior C team or a Senior C team.

These decisions should be made in consultation with the Pony Club member, the DC/CA, the RS, and the Quiz Committee as needed.
4. USPC Championship Format
 - a) The Organizers of Championships have the ability to modify the format due to time and/or number of competitors.
 - b) Championship Phases are generally held over three days.
 - c) The Classroom Phase generally follows Regional Quiz Rules, but differs in the following areas:
 - NO Conferring for Jr Ds at Championships.
 - Round 1 – questions will be at the competitor's HM certification level for 5 points each.
 - Round 2 – the competitor will have the option of being asked questions at his/her HM certification level or one level above for a maximum value of 10 points.
 - Round 3 – the competitor will have the option of being asked questions at his/her HM certification level, one level above, or two levels above, for a maximum value of 15 points.

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- Round 4 – all questions will be at least one level above the competitor's HM certification level (10 pts) or two levels above for a maximum value of 15 points.

Round 5 – all questions will be two levels above the competitor's certification level for 15 point value

- d) The Barn Phase generally follows the Regional Quiz Rules except for the following:

- No conferring of Junior Ds at Championships.

5. Ties at Championships

- a) At the beginning of the first Classroom Phase in a Division, a written team question will be given to every team for the sole purpose of breaking any tie.
- b) If a tie remains, the teams that are tied will be given a timed, written team question. The team with the most correct answer will be the winner.

Article 7 – Attire

1. Clean, neat, appropriate attire is expected.
2. Appropriate dress and safe footwear is required during all Barn Phases. *Refer to current Horse Management Handbook and Rules for Competition.*
3. A USPC pin, number (pinny), USPC Medical Card/Bracelet and name badge must be worn at all times while on Rally grounds. Please refer to the Medical Armbands and Bracelets Policy mentioned in USPC Policies and Guidelines.
4. Refer to current *Horse Management Handbook and Rules for Competition* for current rules on jewelry.
5. Attire for Championships: slacks, shorts, skirts, and collared shirts with sleeves (no t-shirts or tank tops). Approved footwear as required in the General Requirements section of the *Horse Management Handbook and Rules for Competition* must be worn for the Barn Phase; tennis shoes may be worn for all other Phases, but no sandals or flip-flops are allowed.

Article 8 – Conduct

1. Appropriate and sportsmanlike conduct is expected. Unsportsmanlike behavior, rudeness, or unruly behavior may be assessed penalty points up to disqualification at the discretion of the Ground Jury. Such conduct must be witnessed by a Rally Official and reported to the Technical Delegate and/or Ground Jury for disposition. The decision of the Ground Jury is final.
2. Human Use of Drugs and Alcohol (*See Horse Management Handbook and Rules for Competition*).
3. If it comes to the attention of a Rally official that a competitor is ill, the decision to withdraw the competitor will be forwarded to the Ground Jury. If the Ground Jury finds the competitor too ill to continue with the competition, the competitor will be withdrawn. The decision of the Ground

Jury is final.

4. If a withdrawn competitor is later found to be well enough to return to competition, that competitor needs the approval of the EMS to reenter the competition. The competitor shall not make up any missed individual questions and will receive a score of zero for Rounds missed due to illness. If a competition does not have the services of an EMS on the grounds, the competitor may request permission from the Ground Jury to reenter the competition. Any scores from team questions shall not be redone with the reentry of the competitor. The decision of the Ground Jury is final.
5. Teams losing a Team Captain to illness must designate another team member to take over the responsibilities of captain. If the original captain returns, he/she will resume the responsibilities of captain.

Article 9 – Unauthorized Assistance

A. Examples of unauthorized assistance are as follows:

1. Prior access or review of the Official Quiz Question Set for any reason.
2. Talking during a competition Phase except when given instructions and permission to do so.
3. The presence of study materials, note taking material, and/or recording equipment during a Phase.
4. The acceptance of suggestions or assistance from anyone other than an official or teammate during a Phase and/or the inquiry or protest process.
5. Competitors with a cell phone during any phase could be disqualified from competition.

B. Consequences of Unauthorized Assistance are as follows:

1. The FIRST infraction:
 - a) Zero to 30 penalty points subtracted from the individual or team's total score (determined by the TD).
 - b) Forfeit of the right to appeal judgment of answers.
2. The SECOND infraction:
 - a) Mandatory disqualification of individual or team. If a short team results, they will compete as a 3-person team.
 - b) Forfeit of the right to appeal judgment of answers.
 - c) The decision of the Ground Jury is final.

Section I – General Regulations

Article 10 – Spectators

1. Definition: "One who views an event but does not participate."
2. Competitors shall not be spectators in any Phase of any Division.
3. Spectators need to enter before any Phase begins and then remain quiet and refrain from talking or signaling during the competition.
4. Spectators shall not communicate with competitors once a Phase has begun or during the 30-minute inquiry period.
5. Spectators who give help or suggestions to competitors will not be permitted to stay in the room.
6. Spectators will be promptly dismissed at the beginning of each inquiry and protest period.
7. Spectators must not talk to or interfere with a Judge or with the process of an inquiry or protest.
8. Spectators shall not bring writing or recording materials.
9. Cell phones must be off or on vibrate. Spectators answering a cell phone will be dismissed and not permitted to return.
10. **Contact with Officials:** As in other Pony Club disciplines, Quiz competitors function independently without assistance of parents or spectators. Only the competitors shall participate in the inquiry or protest process. Out of courtesy, parents and other non-competitors shall not request information from, or make comments directly to, the Judges or Ground Jury regarding the decisions of these officials. Requests from non-participants for information shall be presented only to the Organizer or the Technical Delegate and only following the completion of any protest.
11. The Judge, the Room Steward, Table Monitor, the Organizer, or the Technical Delegate shall take measures to assure that the above standards are maintained.
12. Spectators must stay in the designated area and not enter into the actual competition area.

Article 11 – Competition Format

1. The Judge or Room Steward will state when the Phase officially begins.
2. It is the responsibility of team members to know the times and locations of their Phases.
3. Penalty points may be assessed for any late arrivals.
4. Latecomers will not have the opportunity to answer any questions they missed in their absence nor will a teammate be allowed to answer in their stead.
5. Any competitor arriving at the Barn Phase wearing improper clothing for a Barn activity will not be allowed to enter or compete until his/her attire has been corrected. The team

will continue to compete without him/her until his/her return. Any missed individual questions will not be made up and will result in a zero score. Competitors without proper attire will have the chance to correct the situation, but will not have the opportunity to answer any questions they missed in their absence nor will a teammate be allowed to answer in their stead.

6. Competitors in the Barn Phase who have a cast on their foot or leg or are wheelchair bound shall be asked an individual Barn question that does not involve contact with a horse.

Article 12 – Inquiries and Protests

1. All inquiries are to be made in a polite and courteous manner. Abuse of the procedure or rude behavior may be penalized up to and including disqualification. (See Uniform Officiation Rules.)
2. At the end of each Round/Table or Station, the team/competitor must inform the judge/monitor of their intention to inquire. The Judge will note the question and mark the score sheet with an "I", and the Phase continues. At the end of the Phase, the Coordinator (or in Classroom, the Judge) will ask who has an inquiry.
3. A 30-minute inquiry period will be provided at the end of each Phase. All spectators must leave before the beginning of the inquiry period.
4. The decision to present an inquiry to the Phase Coordinator must be announced by the Team Captain at the beginning of the 30-minute period. The team then remains sequestered in a designated place until the Phase Coordinator's decision is presented.
5. If the team does not agree with the Phase Coordinator, they may present a written protest to the Technical Delegate. The Team Captain must fill out and turn in Appendix G1 within 10 minutes of the Coordinator's decision.
6. If the team does not agree with the Technical Delegate's decision, they may abide by the decision or request to submit their initial written protest to the Ground Jury. The decision must be made while the team is sequestered and within 10 minutes after the Technical Delegate's announcement.
7. The Team Captain must submit the written protest.
8. The team may request time to research the reference material available only in the Rally Office while completing the protest form and then include the reference on the protest form.
9. The team must be sequestered during the preparation of their protest.

Section I – General Regulations

10. The Ground Jury will meet, review the material, make a decision, sign the protest form, and report its decision.
 11. **AT NO TIME SHOULD THE JUDGE OR COORDINATOR TELL THE TEAM THAT THEY SHOULD NOT PROCEED WITH THEIR INQUIRY OR PROTEST.**
 12. During Each Rally, each team is allowed one “free” protest to the Technical Delegate during the competition. All protests, after the first, may be assessed 5 points by the Ground Jury for a frivolous protests if the decision of the judge is upheld.

The Technical Delegate may present to the Ground Jury at any time any protest presented in which the decision of the judge was upheld that he/she deem frivolous and not in the spirit of good sportsmanship.
 13. **THE DECISION OF THE GROUND JURY IS FINAL.**
 14. If any score change results, the Chief Scorekeeper must be notified by the person making the decision and changes recorded scores.
 15. If the Ground Jury deems the protest frivolous or groundless, penalty points may be assessed (5 points).
- c. Several parents may share one team chaperone’s duties, but only one name will be recorded and should be listed in the program to be paged in an emergency. All other persons sharing this duty should be made aware of this name and answer to it.
 - d. The chaperone shall NOT assume coaching duties.
 - e. Any additional contact while on the rally grounds must be authorized by the Chief Horse Management Judge. For complete information, see “Chaperone Form” (which must be signed by official team Chaperones, and all persons acting as Chaperones) in the Uniform Officiation Rules section of the current HM Handbook.
 - f. At Championships each team will have one assigned chaperone. Championships team chaperones are responsible for their team while on the competition grounds. Chaperones play a very important role in the competition. Chaperones are allowed to be volunteers and may be asked to fill volunteer roles in any Phase of the competition. Chaperones shall not bring work from home or unattended younger children with them. Team chaperones may coordinate with the other parents of the team for lunch or drink arrangements.

Article 13 – Chaperones and Emergency Contacts

1. Chaperones
 - a. Any team or competitor under the age of majority must have an official chaperone listed who is at least 21 years of age, on the entry form. This person will act as the contact person for that team.
 - b. The chaperone is the team’s contact in case of an emergency and must be on the rally grounds at all times during the competition.
2. Emergency Contacts
 - a. Any team or competitor above age of majority must submit a completed Emergency Contact Form with their entry. For complete information, see “Emergency Contact Form” in the Uniform Officiation Rules section of the current HM Handbook.

Section II – Phases of Competition

Chapter 1 – Classroom

Article 14 – Description

Oral questions are asked in a classroom setting. The Classroom Phase is made up of individual Rounds. A Round is complete when each member of a team has answered one (1) individual question.

Article 15 – Nature of Questions

Reference materials are designated each year by the USPC Quiz Committee and posted on the USPC website on the Quiz Resources page. You must be signed into the website to access the information.

Article 16 – Procedure

1. The team will answer in order during each Round starting with the captain of each team.
 - a) A 4-person team will answer 4 questions. The lowest score of each team will be dropped in each Round. The three best scores are totaled in every Round.
 - b) A 3-person team will receive only 3 questions. All three score will be totaled.
 - c) A 2-person team receives only 2 questions in each Round. Both scores will be totaled in each Round.
2. Competitors stand and state their name and HM certification for the first question in the Phase and thereafter at the discretion of the Judge. If a choice of the question value is offered in a Round, then competitors state which level they wish – at their certification level or up to two certification levels above their certified level.
3. The Judge reads the question twice.
4. Time limit to begin answering after the question has been read twice:
 - a) Ds and Cs and up have 20 seconds to begin answering.
 - b) The timer signals a 5-second warning.
5. Time limit to finish answer:
 - a) There is no set time limit to finish answering questions.
 - b) The Judge may use his/her discretion in limiting time if a competitor appears to be rambling or stalling.
6. Competitors sit down to indicate to the Judge that they have finished answering or that they do not know the answer. Competitors may not stand again to complete an answer after sitting down.
7. The Judge announces whether the answer is correct or incorrect and the number of points earned.

8. Conferring (Junior Ds only) at Regional Rallies only
 - a) Only Junior D team members at the Regional Rally have the option of conferring with teammates on individual questions.
 - b) The team member to whom the question was addressed must answer the question.
 - c) The request to confer must be made before the answer begins and before the 20 second time limit. The stopwatch is stopped and restarted when the conference begins and the team then has 30 seconds to begin the answer that the conference produces.
 - d) Credit for the answer is reduced by half when a conference occurs.
9. At the discretion of the Organizer, Rounds may be officially recorded on audio or videotape or CD. This should be announced prior to the start of the competition.

Article 17 – Scoring of the Rounds

1. Point value of questions:
 - a) The Judge will award the value of a correct answer.
 - Same certification question = 5 points maximum value
 - One certification higher = 10 points
 - Two certifications higher = 15 points
 - Partial answers for multiple answer questions will receive partial credit. (See formula in Appendix F)
 - b) Half credit is given for any answer that results from a Junior D conference on individual questions.
2. H-B/C-3/B and H/H-HM/H-A/A Competitors
When an H-B/C-3/B or H/H-A/A competitor is entered in the competition, the point value of the individual question is as follows:
H-B/C-3/B Competitors
5-point question: one (1) H-B question
10-point question: one (1) H-A question (1 part)
15-point question: one (1) H-A question (multi part)
H/H-HM/H-A/A competitor
5-point question: one (1) H-A question
10-point question: one (1) H-A question (2 part)
15-point question: one (1) H-A question (multi part)
3. End of Round and Phase Scores:
 - a) The 3 highest scores of each team are totaled for each Round. Thus, the lowest individual score for each 4-person team is dropped at the end of a Round.

Section II – Phases of Competition

- b) The scores of both members of a 2-person team of B/H/H-A/A members will be totaled for a complete Round.
- c) At the end of the Phase, the total scores for each Round are totaled.
- d) Teams must view and check their Classroom score sheet before leaving room.
- e) Any team leaving the Classroom Phase without the Team Captain signing out relinquishes the right to make any inquiry in the Classroom Phase.
- f) Any changes that result from inquiries or protests must be made carefully and totals recalculated by the Chief Scorekeeper.
- g) Once Appendix G1 has been completed by the Team Captain, the team may proceed to the next Phase of competition. This is a written protest only. All facts to be considered must be in written form. The Technical Delegate will not consider other verbal protests not included on the official protest form.
- h) The Technical Delegate will review the written protest as his/her time allows and announce his/her decision to the Team Captain personally. The Technical Delegate will only consider the facts that are written on Appendix G1.
- i) If the team does not agree with the Technical Delegate's decision, they may abide by the decision or request to submit their initial written protest to the Ground Jury. The decision must be made while the team is sequestered and within 10 minutes after the Technical Delegate's announcement.
- j) Only the competitors shall participate in the inquiry process. Out of courtesy, parents and other non-competitors may not request information from or make comments directly to Judges, the Technical Delegate or the Ground Jury regarding the decisions of these officials. Inappropriate participation in an inquiry or protest is subject to penalty points for the team.

Article 18 – Inquiries in a Round or Phase

1. Process for inquiry regarding judgment of answers:
 - a) At the end of each Round the team captain must inform the judge of their intention to inquire about the previous round. A team can only make an inquiry or protest about their answer or score and never about the answer or score of another team.
 - b) If the next Round begins without any inquiry by a team, the team relinquishes any opportunity for inquiring later.
 - c) All inquiries are held until the end of the Phase.
 - d) The team captain must present all inquiries.
 - e) The team may choose to abide by the decision of the Judge or, if a team does not agree with the Judge's decision they may submit a written protest (Appendix G1) to the Technical Delegate.
2. Process for inquiry at the end of the Phase:
 - a) Before the 30-minute inquiry period at the end of each Phase, all spectators must leave the Classroom competition area.
 - b) If a team has no inquiries at the end of the Phase, the Team Captain must sign out on the official score sheet and thereby relinquish the opportunity for further inquiry regarding that Phase.
 - c) The decision to present an inquiry to the Classroom Judge must be announced by the Team Captain at the beginning of the 30-minute period. The team then remains sequestered in a designated place until the Classroom Judge's decision is presented.
 - d) The Team Captain must present inquiries.
 - e) The Classroom Coordinator may choose to present the inquiry to the Technical Delegate at his/her discretion.
 - f) If the team does not agree with the Classroom Judge, they may present a written protest to the Technical Delegate. The Team Captain must fill out and turn in Appendix G1 within 10 minutes of the Judge's decision.

3. Process for inquiry regarding incorrect scoring:

Any perceived inaccuracies on the preliminary score sheet should be brought to the attention of the Judge at the end of each Round or at the end of the Classroom Phase.

Article 19 – Spectators in Classroom

Spectators are encouraged to watch the Classroom Phase and will be permitted if room allows. Spectators need to enter before a Classroom Phase begins and then remain quiet and refrain from talking or signaling during the competition. Spectators who are disruptive will not be permitted to stay in the room. Spectators will be promptly dismissed at the beginning of each inquiry and protest period.

Section II – Phases of Competition

Chapter 2 – Barn

Article 20 – Description

Oral questions are asked in a barn setting. The Barn Phase can be held in a parking lot, at a trailer, or in a room at a hotel. The only requirement is that competitors should be able to demonstrate something. Many questions are hands-on in approach. The format of the Barn Phase is limited only by the creativity of the Organizer. Barn Phases vary in number of Rounds depending on availability of props and facilities. A Round is complete when each member of a team has answered three (3) individual questions and the team has answered one team question. Proper footwear is required as stated in the General Requirements section of the *Horse Management Handbook and Rules for Competition* wherever the Barn Phase is held.

Article 21 – Nature of Questions

Questions are designed to test the competitors practical hands-on application of knowledge. Reference materials are designated each year by the USPC Quiz Committee and posted on the USPC website on the Quiz Resources page. You must be signed into the website to access the information.

Article 22 – Procedure

1. Definition of Barn Round: Teams will rotate through four Barn stalls in a Round. Three of these stalls will present a different set of individual questions. The fourth Barn stall will be a team question.
 - a) A 4-person team will answer 4 questions. The lowest of the scores will be dropped at each Barn stall. The three best scores are totaled at each Barn stall.
 - b) A 3-person team will receive only 3 questions at each Barn stall. All three scores will be totaled.
 - c) A 2-person team receives only 2 questions at each Barn stall. Both scores will be totaled in each Round.
2. Competitors state their name and certification for the first question in the Phase and thereafter at the discretion of the Judge. The competitor states at what level she/he wishes to be questioned – at his/her HM certification level or one level above.
3. H/H-A/A Competitors: When an H/H-HM/H-A/A competitor is entered in the competition, the point value of the individual question is as follows:
H/H-A/A competitor
5-point question: one (1) H-A question
10-point question: one (1) H-A question (multi-part question)
4. The Judge reads the question twice.
5. Time limit to begin answering after the question has been read twice.
 - a) Ds and Cs have 20 seconds to begin answering.

- b) The timer signals a 5-second warning.
6. Competitors arriving at the team question stall will be asked a question that the entire team will work together in order to arrive at an answer in the time allowed.
 7. Competitors at the team question stall will be asked a question based on the highest certification on the team.
 8. Time limit to finish answer:
 - a) There is no set time limit to finish answering unless exceptions are prescribed on particular questions, such as team questions.
 - b) The Judge may use his/her discretion in limiting time if a competitor appears to be rambling or stalling.
 9. The Judge announces whether the answer is correct or incorrect and the number of points earned.
 10. Each Barn station/stall should have a maximum 15-minute time limit.
 11. Confering (Junior Ds only–not allowed at Championships):
 - a) Only Junior D team members have the option of confering with teammates on individual questions.
 - b) The team member to whom the question was addressed must answer the question.
 - c) The request to confer must be made before the answer begins and before the 20 second time limit. The stopwatch is stopped and restarted when the conference begins and the team then has 30 seconds to begin the answer that the conference produces.
 - d) Credit for a correct answer is reduced by half when a conference occurs.
 12. At the discretion of the Organizer, Barn station/stall may be officially recorded on audio or videotape or CD. This should be announced prior to the start of the competition.

Article 23 – Scoring of the Rounds

1. Point value of individual questions:
 - a) The Judge will award the value of a correct answer.
 - Same certification question = 5 points maximum value
 - One certification higher = 10 points
 - Partial answers for multiple answer questions will receive partial credit. (See formula in Appendix F)
 - b) Half credit is given for any correct answer that results from a Junior D conference on individual questions.
2. Point value of team questions:
 - a) The team question should be multiple part, with the point value of each part stated within the question instructions.

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- b) The maximum point value for the team question is 20 points.
- 3. End of Barn station/stall and Phase Score:
 - a) The 3 highest scores of each team are totaled.
 - b) The scores of both members of a 2-person team of B/H/H-A/A members will be totaled for a complete Round at each Barn stall.
 - c) At the end of the Barn Phase, the total scores for each Barn stall and team questions are totaled.
 - d) Teams must view, and their Team Captain must sign, their Barn Phase score sheet before leaving Barn.
 - e) Any team leaving the Barn Phase without the Team Captain signing out relinquishes the right to make any inquiry of the Barn Phase.
 - f) Any changes that result from inquiries or protests must be made carefully and totals recalculated by the Chief Scorekeeper.
- d) The Team Captain must present inquiries.
- e) The Barn Coordinator may choose to present the inquiry to the Technical Delegate at his/her discretion.
- f) If the team does not agree with the Barn Coordinator, they may present a written protest to the Technical Delegate. The Team Captain must fill out and turn in Appendix G1 within 10 minutes of the Coordinator's decision.
- g) Once Appendix G1 has been completed by the team captain, the team may proceed to the next Phase of competition. This is a written protest only. All facts to be considered must be in written form. The Technical Delegate will not consider other verbal protests not included on the official protest form.
- h) The Technical Delegate will review the written protest as his/her time allows and announce his/her decision to the team Captain personally. The Technical Delegate will only consider the facts that are written on Appendix G1.
- i) The Captain may choose to abide by the decision of the Technical Delegate or, if a team does not agree with the Technical Delegate's decision, the Captain must present their initial written protest to the Ground Jury. This decision must be made at the time the Technical Delegate presents his/her decision to the Captain.
- j) If the team does not agree with the Technical Delegate's decision, they may abide by the decision or request to submit their initial written protest to the Ground Jury. The decision must be made while the team is sequestered and within 10 minutes after the Technical Delegate's announcement.

Article 24 – Inquiries in a Barn Stall

- 1. Process for inquiry regarding judgment of answers:
 - a) At the end of each Stall the team captain must inform the judge of their intention to inquire about that Stall. A team can only make an inquiry or protest about their answer or score and never about the answer or score of another team.
 - b) If the next Stall begins without any inquiry by a team, the team relinquishes any opportunity for inquiring later.
 - c) All inquiries are held until the end of the Barn Phase. (unless there is sufficient time available at the end of the Stall/round and does not go over the 15 minute maximum time allowed per stall.)
 - d) The Team Captain must present all inquiries.
 - e) The team may choose to abide by the decision of the Judge or, if a team does not agree with the Judge's decision they may present their verbal inquiry to the Barn Coordinator at the end of the Phase.
- 2. Process for inquiry at the end of the Phase:
 - a) Before the 30-minute inquiry period at the end of the Barn Phase begins, all spectators must leave the Barn competition area.
 - b) If a team has no inquiries at the end of the Barn Phase, the Team Captain must sign out on the official score sheet and thereby relinquish the opportunity for further inquiry regarding that Phase.
 - c) If a team made an inquiry at the end of a Stall, the decision to present the inquiry to the Barn Coordinator must be announced by the team captain at the beginning of 30 minutes inquiry period. The team then remains sequestered in a designated place until the Barn Coordinator's decision is presented.
- 3. Process for inquiry regarding incorrect scoring: Any perceived inaccuracies on the preliminary score sheet should be brought to the attention of the Judge at the end of each Stall or at the end of the Barn Phase.

Article 25 – Spectators in Barn

In some cases, due to the logistics, timing, and fairness to all competitors, spectators may not be allowed in the barn area during the Barn Phase. If spectators are allowed, they must wear appropriate footwear as per the Horse Management Handbook and Rules for Competition. When all teams have completed the Barn Phase, the area will be made available for viewing at a time designated by the Organizer, if the Quiz schedule allows.

Section II – Phases of Competition

Chapter 3 – Stations

Article 26 – Description

The format of the Stations Phase can vary from Region to Region. The Stations Phase is limited only by the creativity of the Organizer. Questions may be written, games, hands-on, etc. All questions in the Stations Phase are answered as a team. Stations are designed to test a team's ability to work together. The Stations Phase varies in the number of Rounds depending on availability of props and facilities. A Round is complete when a team has answered all the questions they can in a given time limit.

Article 27 – Nature of Questions

Questions are more complex than individual questions and take more time to complete. Reference materials are designated each year by the USPC Quiz Committee and posted on the USPC website on the Quiz Resources page. You must be signed into the website to access the information.

Article 28 – Procedure

1. Teams will rotate through a series of Stations. Each Station will present a different question or task.
2. One team per Station.
3. All Stations are team questions.
4. Each Station will have its own Table Monitor/Scorer.
5. The Table Monitor/Scorer will read the instructions and point level of that Station before the beginning of each Round.
6. Each Station is a separate Round.
7. Teams must indicate to the Table Monitor/Scorer when they are finished.
8. All Rounds will have the same time limit, maximum 5 minutes.
9. The Table Monitor/Scorer announces whether the answer is correct or incorrect and the number of points earned.
10. When the signal is given, the Teams will rotate to the next Station.
11. Each Team will rotate through every Station.
12. At the discretion of the Organizer, Rounds may be officially recorded on audio or videotape or CD. This must be announced prior to the start of the competition.

Article 29 – Scoring of Rounds

1. Point value per Station:
 - a) The value per Station will be indicated on the question card or instructions.
 - b) The total maximum value of each Station is 20 points.
2. End of Round Scores:

Individual Stations are judged and scored by the Table Judge.

3. End of Phase Scores:
 - a) At the end of the Stations Phase the total scores for each Round are totaled.
 - b) Teams must view, check, and their Team Captain must sign, their Stations score sheet before leaving the Stations area.
 - c) Any team leaving the Stations Phase without the Team Captain signing out relinquishes the right to make any inquiry of the Stations Phase.
 - d) Any changes that result from inquiries or protests must be made carefully and totals recalculated by the Chief scorekeeper.

Article 30 – Inquiries in Stations

1. Process for inquiry regarding judgment of answers:
 - a) At the end of each Round the team captain must inform the Table Monitor/Scorer of their intention to inquire about the that round. A team can only make an inquiry or protest about their answer or score and never about the answer or score of another team.
 - b) If the next Round begins without any inquiry by a team, the team relinquishes any opportunity for inquiring later.
 - c) All inquiries are held until the end of the Phase.
 - d) The team captain must present all inquiries.
 - e) The team may choose to abide by the decision of the Table Monitor/Scorer or, if a team does not agree with the Table Monitor/Scorer's decision they may present their verbal inquiry to the Stations Coordinator at the end of the Phase.
2. Process for inquiry at the end of the Phase:
 - a) Before the 30-minute inquiry period begins at the end of the Stations Phase, all spectators must leave the Stations competition area.
 - b) If a team has no inquiries at the end of the Phase, the team captain must sign out on the official score sheet and thereby relinquish the opportunity for further inquiry regarding that Phase.
 - c) If a team made an inquiry at the end of any Station, the decision to present the inquiry to the Stations Coordinator must be announced by the team captain at the beginning of 30 minutes inquiry period. The team then remains sequestered in a designated place until the Stations Coordinator's decision is presented.
 - d) The Team Captain must present inquiries.

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- e) The Station Coordinator may choose to present the inquiry to the Technical Delegate at his/her discretion.
 - f) If the team does not agree with the Stations Coordinator, they may present a written protest to the Technical Delegate. The Team Captain must fill out and turn in Appendix G1 within 10 minutes of the Coordinator's decision.
 - g) The team will be given 10 minutes to complete Appendix G1 once they have received the decision of the Stations coordinator.
 - h) Once Appendix G1 has been completed by the team captain, the team may proceed to the next Phase of competition. This is a written protest only. All facts to be considered must be in written form. The Technical Delegate will not consider other verbal protests not included on the official protest form.
 - i) If the team does not agree with the Technical Delegate's decision, they may abide by the decision or request to submit their initial written protest to the Ground Jury. The decision must be made while the team is sequestered and within 10 minutes after the Technical Delegate's announcement.
 - j) The Captain may choose to abide by the decision of the Technical Delegate or, if a team does not agree with the Technical Delegate's decision, the Captain must present their initial written protest to the Ground Jury. This decision must be made at the time the Technical Delegate presents his/her decision to the Captain.
 - k) Only the competitors shall participate in the inquiry process. Out of courtesy, parents and other non-competitors may not request information from or make comments directly to Judges, the Technical Delegate or the Ground Jury regarding the decisions of these officials. Inappropriate participation in an inquiry or protest is subject to penalty points for the team.
3. Process for inquiry regarding incorrect scoring: Any perceived inaccuracies on the preliminary score sheet should be brought to the attention of the Judge at the end of each Round or at the end of the Stations Phase.

Article 31 – Spectators in Stations

In many cases, due to the logistics, timing, and fairness to all competitors, spectators may not be allowed in the Stations area during the Phase. When all teams have completed the Stations Phase, the area will be made available for viewing at a time designated by the Organizer, if the Quiz schedule allows.

Section II – Phases of Competition

Chapter 4 – Mega-Room

Article 32 – Description

Mega-Room is comprised of tables with horse-related items displayed on them. Mega-Room table props should come from the Official Reference List. All items in the Mega-Room Phase are identified by matching them with an answer sheet given to each competitor. Competitors compete individually in Mega-Room and the top three scores will be totaled for a team score. The Mega-Room Phase varies in number of Rounds depending on availability of props and facilities.

Article 33 – Nature of Questions

All questions are in a matching format. Reference materials are designated each year by the USPC Quiz Committee and posted on the USPC website on the Quiz Resources page. You must be signed into the website to access the information. At the Junior D level, all Mega-Room items on the table and the number of answers on the answer sheet need to be the same. For all other Divisions, the number of items on the table and the number of answers on the answer sheet do not need to be the same.

Article 34 – Procedure

1. Competitors will rotate through a series of tables that have various horse-related items displayed.
2. A table is a separate Round.
3. The number of tables (Rounds), and the number of items on each table within each Division will be set by the Organizer. The point value should be the same for each item.
4. Only one competitor per team at each table. No more than 10 competitors per table.
5. Each competitor will receive an individual answer sheet prior to the beginning of the Phase.
6. The Mega-Room Coordinator will signal the beginning and the end of each Round.
7. At the start signal, competitors will identify the items on the table and record their answers on the answer sheet.
8. Each table will have one (1) Table Monitor/Scorer per table. The Monitors/Scorer will score each answer sheet at the end of the Round and return the answer sheets to each competitor.
9. There will be one (1) Mega-Room Timer who will time each Round and indicate to the Mega-Room Coordinator when the specified time has elapsed.
10. Each Mega-Room Round has a 3-minute time limit.
11. Every individual competitor will rotate through each table.
12. At the discretion of the Organizer, Rounds may be officially recorded on audio or videotape or CD. This must be announced prior to the start of the competition.

Article 35 – Scoring of Rounds

1. Each correctly identified item earns one (1) point.
2. The 3 highest individual scores for each table are totaled for the entire Phase, not overall individual scores. Thus, the lowest score per table is dropped for a 4-person team, so that the Mega-Room Phase score reflects the best scores per table for the entire team.
3. The scores of both members of a 2-person team of B/H/H-A/A members are totaled for the Phase.
4. The answer sheets will be turned in to the Table Monitor/Scorer at the end of each Round. The sheets will be scored and returned to the competitor before beginning the next Round. If there are two (2) Table Monitors/Scorers, each Monitor will score each answer sheet, thus verifying the incorrect answers.
5. After the final scoring has been reviewed, the Mega-Room Coordinator will call for any inquiries. Any team member wishing to inquire will consult with his/her Team Captain before finally deciding to inquire. Any team with an inquiry will be sequestered.
6. All other Team Captains (with no inquiries) will collect the answer booklets for their team, sign off on the Phase, and turn in the answer booklets for their team.
7. Once the captain has collected the team's answer booklets and signs off, the entire team will leave the Mega-Room.
8. Once a team has left the Mega-Room, it forfeits its right to make any inquiry (other than an incorrect reporting of its score).
9. Any team leaving the Mega-Room Phase without the Team Captain signing out relinquishes the right to make any inquiry of the Mega-Room Phase.

Article 36 – Inquiries in a Round or Phase

1. Process for inquiry regarding judgment of answers:
 - a. At the end of each Table the competitor must inform the Table Monitor/Scorer of their intention to inquire about the that round. A competitor/team can only make an inquiry or protest about their answer or score and never about the answer or score of another team.
 - b. The Table Monitor/Scorer will mark the competitor's answer sheet with an "I" next to the score.
 - c. If the next Table begins without any inquiry by a competitor, the competitor relinquishes any opportunity for inquiring later.
 - d. All inquiries are held until the end of the Mega-room Phase.
 - e. The Team Captain must present all inquiries.

Section II – Phases of Competition

- f) The competitor may choose to abide by the decision of the Table Monitor/Scorer or, if a competitor does not agree with the Table Monitor/Scorer's decision they may present their verbal inquiry to the Mega-room Coordinator at the end of the Phase.
- g) Only competitors with an "I" on their answer sheets next to the score will be eligible to inquire at the end of the Phase.
2. Process for inquiry at the end of the Phase:
- a) Before the 30-minute inquiry period at the end of the Mega-room Phase begins, all spectators must leave the Mega-room competition area.
- b) If a team has no inquiries at the end of the Mega-room Phase, the team captain must sign out on the official score sheet and thereby relinquish the opportunity for further inquiry regarding that Phase.
- c) If a competitor made an inquiry at the end of a Table, the decision to present the inquiry to the Mega-room Coordinator must be announced by the team captain at the beginning of 30 minutes inquiry period. Only answer sheets marked with an "I" are eligible for an inquiry. The team then remains sequestered in a designated place until the Mega-room's Coordinator's decision is presented.
- Note:** If two competitors have the same answer on their answer sheets and only one requested an inquire at the end of the Round, only the one with an "I" is eligible for an inquiry. The one not marked has forfeited the right to inquire even if on the same team.)
- d) The Team Captain must present inquiries.
- e) The Mega-room Coordinator may choose to present the inquiry to the Technical Delegate at his/her discretion.
- f) If the team does not agree with the Mega-Room Coordinator, they may present a written protest to the Technical Delegate. The Team Captain must fill out and turn in Appendix G1 within 10 minutes of the Coordinator's decision.
- g) The team will be given 10 minutes to complete Appendix G1 once they have received the decision of the Mega-room coordinator.
- h) Once Appendix G1 has been completed by the team captain, the team may proceed to the next Phase of competition. This is a written protest only. All facts to be considered must be in written form. The Technical Delegate will not consider other verbal protests not included on the official protest form.
- i) The Technical Delegate will review the written protest as his/her time allows and announce his/her decision to the team Captain personally. The Technical Delegate will only consider the facts that are written on Appendix G1.
- j) If the team does not agree with the Technical Delegate's decision, they may abide by the decision or request to submit their initial written protest to the Ground Jury. The decision must be made while the team is sequestered and within 10 minutes after the Technical Delegate's announcement.
- k) Only the competitors shall participate in the inquiry process. Out of courtesy, parents and other non-competitors may not request information from or make comments directly to Judges, the Technical Delegate or the Ground Jury regarding the decisions of these officials. Inappropriate participation in an inquiry or protest is subject to penalty points for the team.
3. Process for inquiry regarding incorrect scoring:
- Any perceived inaccuracies on the preliminary score sheet should be brought to the attention of the Table Monitor/Scorer at the end of each Table or at the end of the Mega-room Phase.

Article 37 – Spectators in Mega-Room

In many cases, due to logistics, timing, and fairness to all competitors, spectators may not be allowed in the Mega-Room area during the Phase. When all teams have completed the Mega-Room Phase, the area will be made available for viewing at a time designated by the Organizer, if the Quiz schedule allows.

Section II – Phases of Competition

Chapter 5 – Written Test

Article 38 – Description

The Written Test is comprised of 25 questions. Written Tests are HM certification specific and 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.

Article 39 – Nature of Questions

All questions in the Written Test are created by the USPC Quiz Committee. Reference materials are designated each year by the USPC Quiz Committee and posted on the USPC website on the Quiz Resources page. You must be signed into the website to access the information.

Article 40 – Procedure

1. All competitors in a Division will take the Written Test at the same time or at the beginning of their Classroom Phase.
2. There may be only one (1) competitor per team at each table and only up to ten (10) competitors per table.
3. Each competitor will receive an individual test sheet at the beginning of the Phase.
4. At the start signal, competitors shall begin the Written Test.
5. Any competitor may have his/her test read to him/her. A reader will be assigned by the Organizer.
6. Individuals shall indicate when they are finished by turning their answer sheet over.
7. There is a 45-minute time limit for the Written Test.

Article 41 – Scoring of Written Test

1. Each correct answer will have a positive point value of two (2).
2. Volunteers designated by the Organizer will score the correct answers using a key.
3. The 3 highest scores of each team are totaled for the Phase. Thus, the lowest individual score for each 4-person team is dropped from the team score.
4. The scores of both members of a 2-person team of B/H/H-A/A members are totaled for the Phase.
5. Answer sheets may be viewed during the 30-minute inquiry period, which will be set by the Organizer.
6. Any changes that result from inquiries or protests must be made carefully and totals recalculated by the Chief Scorekeeper.

Article 42 – Inquiries of Written Test Phase

1. Process for inquiry regarding judgment of answers:
 - a) At a designated time, teams/individuals will have 30 minutes to view all of their answers as well as the correct answers of the Written Test.
 - b) If a team/individual has no inquiries at the end of the Written Test inquiry period, Each competitor must sign his test/her and thereby relinquish the opportunity for further inquiry regarding that Phase.
 - c) Any team/individual leaving without signing out relinquishes the opportunity for further inquiry regarding that Phase.
 - d) The decision to present an inquiry to the Written Test Coordinator must be announced by the Team Captain and presented within the 30-minute inquiry period. The team then remains sequestered in a designated place until the Written Test Coordinator's decision is presented.
 - e) The Team Captain must present any inquiry.
 - f) The Written Test Coordinator may choose to present the inquiry to the Technical Delegate at his/her discretion.
 - g) If a team does not agree with the Written Test Coordinator's decision, the team may choose to abide by the decision of the Written Test Coordinator or to present a written Protest to the Technical Delegate. (*See Appendix A, Method of Protest.*) This decision must be made while the team is sequestered and within 10 minutes of the Written Test Coordinator's decision.
 - h) Once Appendix G1 has been completed by the Team Captain, the team may proceed to the next Phase of competition. This is a written protest only. All facts to be considered must be in written form. The Technical Delegate will not consider other verbal protests not included on the official protest form.
 - i) The Technical Delegate will review the written protest as his/her time allows and announce his/her decision to the team personally. The Technical Delegate will only consider the facts that are written on Appendix G1.
 - j) The team may choose to abide by the decision of the Technical Delegate or, if a team does not agree with the Technical Delegate's decision, they must present their initial written protest to the Ground Jury. This decision must be made during the time the Technical Delegate presents his/her decision to the team.
 - k) Only the competitors shall participate in the inquiry process.

Section II – Phases of Competition

2. Process for inquiry regarding incorrect scoring:

Any perceived inaccuracies in the score sheet should be brought to the attention of the Technical Delegate during the viewing of answer sheets.

Article 43 – Spectators in Written Test

Parents and non-competitors may watch the Written Test Phase from a designated area. They must remain quiet and not interfere with the competition. When all individuals have completed the Written Phase, the tests will be made available for viewing at a time designated by the Organizer.

Section III – Officials

Article 44 – Judges

A. Classroom Judge

1. The Organizer or Classroom Coordinator, with the approval of the Organizer, appoints all Classroom Judges. Judges should be very knowledgeable and experienced in all areas of Pony Club. (Could be recruited from Chief Horse Management Judges, National Examiners, graduate H-As or As, Pony Club instructors, etc.)
2. The Classroom Judge is the chief official of his/her Classroom and asks all questions and judges the correctness of all answers.
3. A Judge shall not officiate in any room in which any member of his/her family is competing (except if approved by the Technical Delegate).
4. Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to assist and observe the qualified Judges.

B. Barn Judge

1. The Organizer or Barn Coordinator, with the approval of the Organizer, appoints all Barn Judges. Barn Judges should be knowledgeable and experienced in a barn setting. Older Pony Club members (B level and above) are a good resource for Barn Judges.
2. The Barn Judge will read the instructions and point level of its stall before the beginning of each Round.
3. The Barn Judge is the chief official of his/her stall and asks all questions and judges the correctness of all answers against an answer key.
4. A Barn Judge shall not officiate at any stall in which any member of his/her family is competing (except if approved by the Technical Delegate).
5. Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to assist and observe the qualified judges.

C. Stations Table Monitor/Scorer

1. The Organizer or Stations Coordinator, with the approval of the Organizer, appoints all Table Monitors/Scorers. Table Monitors/Scorers do not necessarily need to be knowledgeable in the area in which they are officiating.
2. The Table Monitor/Scorer will read the instructions and point level of his/her Station before the beginning of each Round. They do not have the authority to judge the correctness of answers but instead will grade the answers against an answer key.
3. A Table Monitor/Scorer shall not officiate in any room in which any member of his/her family is competing (except if approved by the Technical Delegate).

4. Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to assist and observe the qualified Judges.

D. Mega-Room Table Monitors/Scorers

1. The Organizer or Mega-Room Coordinator, with the approval of the Organizer, appoints all Table Monitor/Scorers. Table Monitors/Scorers do not necessarily need to be knowledgeable in the area in which they are officiating. Parents, chaperones and older Pony Club members are good resources.
2. The Table Monitors/Scorers do not have the authority to judge the correctness of answers, but instead will grade the answers against the answer key.
3. Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to monitor tables in the Mega-Room.

Article 45 – Room Steward

1. The Organizer appoints a Room Steward prior to the start of each Phase.
2. Room Stewards assist in maintaining the decorum necessary for a fair Quiz competition in their assigned Phase.
3. Room Stewards assist the Coordinators in checking in teams for their particular Phase.

Article 46 – Barn Steward

1. The Organizer appoints Barn Steward(s) prior to the start of competition.
2. Barn Steward(s) assist the Coordinator in checking in the teams for this Phase of competition.
3. Barn Steward(s) are responsible for checking the competitors for proper barn footwear that is in compliance with the Horse Management Handbook guidelines.

Article 47 – Timer/Recorder

1. A Timer/Recorder is appointed by the Organizer prior to the start of each Phase.
2. The Timer/Recorder operates the stopwatch and/or tape recorder during a Phase.

Article 48 – Classroom Scorekeeper

A. Table Scorer:

1. A Table Scorer is appointed by the Organizer prior to the start of each Phase.
2. The Table Scorer records names, question numbers, value, certification level, and correct score on the score sheet for that Phase.

Section III – Officials

B. Wall Scorer:

1. A Wall Scorer is appointed by the Organizer prior to the start of each Phase.
2. The Wall Scorer records names, question numbers, value, certification level, and correct score on the Phase's wall sheet.

Article 49 – Chief Scorer

1. A Chief Scorer is appointed by the Organizer prior to the start of the competition.
2. The Chief Scorer uses the score sheets from every Phase to finalize, proofread, calculate penalties, determine ties, break ties via formula, and make final placing of teams.

Article 50 – Technical Delegate

1. The Technical Delegate must be knowledgeable, competent and familiar with current Pony Club rules, Standards, and references. Such experience may be achieved as a Quiz Committee Member, Regional Supervisor (from another Region), Chief Horse Management Judge, or National Examiner.
2. The Technical Delegate ensures that technical and administrative details are in accordance with the current USPC Rules for Quiz.
3. The Technical Delegate reviews all Quiz material and answer keys for Barn, Stations, Mega-Room, and Written Tests prior to the competition to verify suitability and reference.

4. The Technical Delegate decides all written protests presented by competitors, then notifies the team of that decision in person.
5. The Technical Delegate should deal with all protests in a timely fashion.

Article 51 – Volunteer Coordinator

1. A Volunteer Coordinator is appointed by the Organizer prior to the start of competition.
2. The Volunteer Coordinator assists the Organizer in filling all volunteer positions necessary for a smooth competition.

Article 52 – Ground Jury

1. The Ground Jury is made up of three members.
2. The members of the Ground Jury must be knowledgeable, competent and familiar with current Pony Club rules, Standards, and references.
3. The Ground Jury may be composed of the Judges, Chief Scorekeeper, and/or other knowledgeable persons.
4. The Ground Jury makes proper inquiries into both sides of cases in all appeals concerning decisions made by the Judges or the Technical Delegate regarding Quiz questions answered by competitors.

Section IV – Scoring

Article 53 – Point Value of Question

A. Classroom:

1. Question at same certification level5 points
2. Question at one certification higher10 points
3. Question at two certifications higher15 points
4. Jr. D conference question1/2 regular value
5. Multi-part answersSee Appendix F

B. Barn:

1. Question at same certification level5 points
2. Question at one certification higher10 points
3. Jr. D conference question1/2 regular value
4. Team questions20 points

C. Stations:

1. The value per Station will be indicated on the question card or within instructions.
2. Point value varies according to each question. Total maximum point value is 20 points per Station.

D. Mega-Room:

1. Only positive points count. Each correctly identified item earns one (1) point.
2. Points are not subtracted for incorrect answers.

E. Written Test:

1. Only positive points count. Each correctly identified item equals two (2) points.
2. Points are not subtracted for incorrect answers.

F. Penalties in each Phase:

1. No USPC pin1 penalty point
2. No official name badge1 penalty point
3. No number pinny1 penalty point
4. Late arrival to Phase10 penalty point
5. Unauthorized Assistance0-30 penalty points for first incident
6. Unauthorized AssistanceDisqualification for second incident
7. Competitor as spectatorDisqualification
8. Unsportsmanlike conductPenalty points assessed at the discretion of the Ground Jury
9. Frivolous or groundless protest5 penalty points per occurrence
10. Competitor with a cell phone during a PhaseDisqualification
11. DisqualificationNo further participation in the competition
12. Inappropriate attire3 penalty points per occurrence

Article 54 – End of Phases

A. Classroom:

1. The 3 highest scores of each team are totaled for each Round. Thus, the lowest score for each 4-person team is dropped at the end of a Round.
2. The scores of both members of a 2-person team of B/H/H-A/A members are totaled for the Phase.
3. At the end of the Phase the total scores for each Round are totaled.

B. Barn:

1. The 3 highest individual scores at each Barn stall and the score of the team question are totaled for each Round. Thus, the lowest individual score for each 4-person team is dropped at the end of a Barn stall.
2. The scores of both members of a 2-person team of B/H/H-A/A members are totaled for the Phase.
3. At the end of the Phase the total scores for each Barn stall are totaled.

C. Stations:

The team scores from each Station are totaled for the entire Stations Phase.

D. Mega-Room:

1. The 3 highest individual scores for each table are totaled for the entire Phase, not overall individual scores. Thus, the lowest score per table is dropped for a 4-person team, so that the Mega-Room Phase score reflects the best scores per table for the entire team.
2. The scores of both members of a 2-person team of B/H/H-A/A members are totaled for the Phase.

E. Written Test:

1. The 3 highest scores of each team are totaled for the entire Phase. Thus, the lowest score for each 4-person team is dropped in the Written Test.
2. The scores of both members of a 2-person team of B/H/H-A/A members are totaled for the Phase.

Section IV – Scoring

Article 55 – Posting Scores

A. Preliminary Score sheets:

1. Team Captains must review score sheets and sign them before leaving any Phase.
2. Once a Team Captain signs the Phase score sheet and leaves, they forfeit the right to inquiry.

B. Final Scores:

1. Once all appeals have been made and processed, the scorekeeper will change any preliminary scores affected by the outcome of the appeal and post these as the final score.
2. The time of posting of final scores is recorded and announced.
3. Any perceived inaccuracies on the final score sheet should be brought to the attention of the Technical Delegate (using the Appeal Form, Appendix G2) within 30 minutes of posting.

C. Final Score Changes:

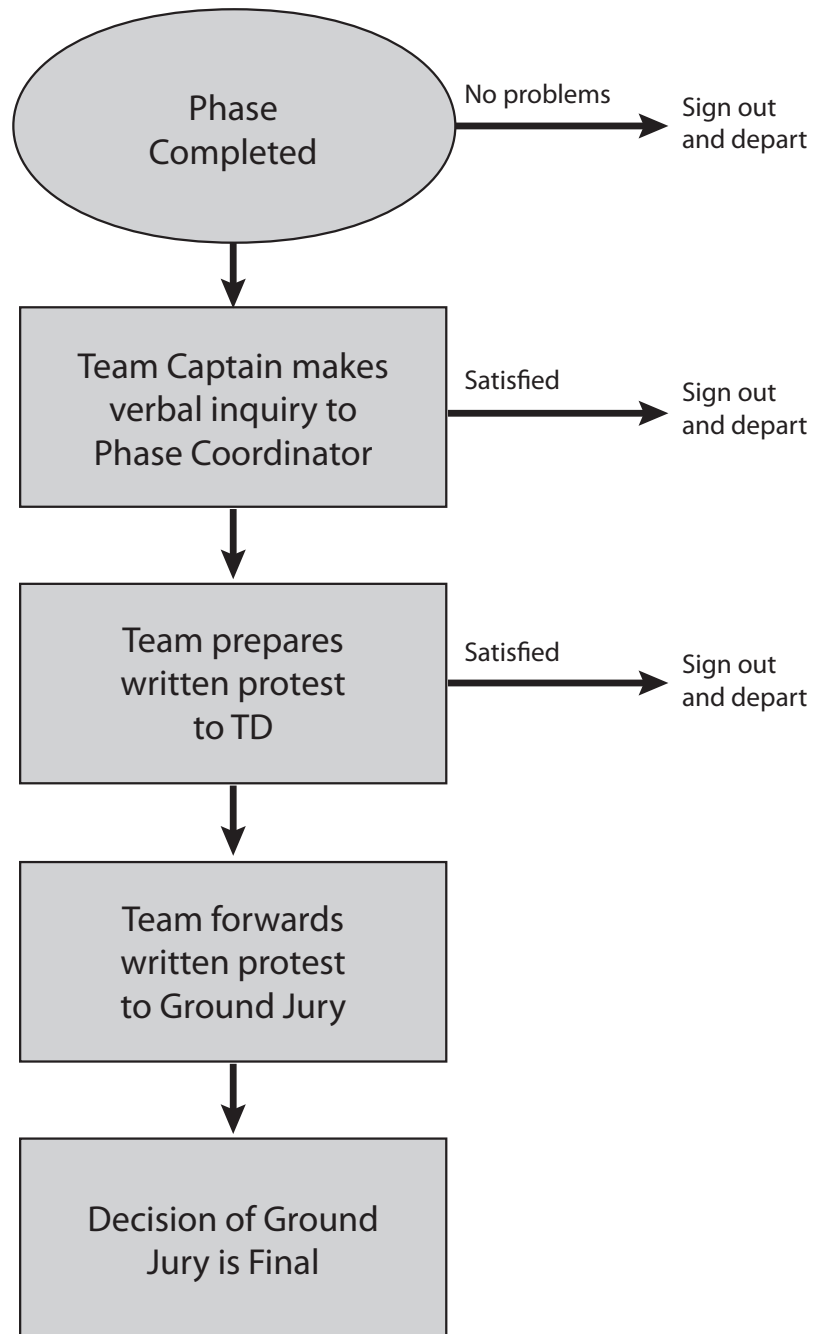
1. A final score may be changed if an Appeals Form regarding incorrect scoring was submitted within the 30-minute time limit, was resolved, and thus required a score change.
2. A final score may be changed if a transcription error occurred when transferring numbers from the preliminary score sheets to the final score sheet.

Article 56 – Ties

1. At the beginning of the first Classroom Phase in a Division, a written team question will be given to every Team for the sole purpose of breaking a tie.
2. If a tie remains, the teams that are tied will be given a timed written team question. The team with the fastest time and most correct answer will be the winner

Appendix A

Method of Protest



Appendix B

USPC Quiz Competition – Master Score Sheet

Team: _____ Team Number: _____ Division: _____ Section: _____												
Classroom Scores												
HM Cert	Pinny Number	Name	Pin	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Changes	Classroom
		Captain										T O T A L
TOTALS												

Barn Scores												
HM Cert	Pinny Number	Name	Footwear Y or N	Pin	Round 1		Round 2		Team		Change	Barn
		Captain			Individual	Team	Individual	Team	Individual	Team		
TOTALS												

Stations Scores												
Station 1	Station 2	Station 3	Station 4	Station 5	Station 6	Station 7	Station 8	Station 9	Station 10	Changes	STATIONS TOTAL	TOTAL POINTS
TOTAL												
Written Test Scores												
										Changes	WRITTEN TEST TOTAL	
TOTALS												
Mega-Room Scores												
										Changes	MEGA-ROOM TOTAL	
TOTALS:												
<p>Competitors are not permitted to compete in the barn unless they have the proper Footwear. A "-1" penalty point is assessed in the Pin box for not having a USPC pin. Only the three highest scores are used to calculate the score for each Classroom Round, Individual Stalls, Written Tests, and Mega-Rooms.</p>												

Appendix C

USPC Quiz Competition Summary Scores

Division		Section						
Team Number	Team	Classroom Total	Barn Total	Station Total	Written Test Total	Mega-Room Total	Total	Overall Placing

Division		Section						
Team Number	Team	Classroom Total	Barn Total	Station Total	Written Test Total	Mega-Room Total	Total	Overall Placing

Division		Section						
Team Number	Team	Classroom Total	Barn Total	Station Total	Written Test Total	Mega-Room Total	Total	Overall Placing

Division		Section						
Team Number	Team	Classroom Total	Barn Total	Station Total	Written Test Total	Mega-Room Total	Total	Overall Placing

Appendix D1

USPC Quiz Competition Classroom Score Sheet

Team: _____ Team Number: _____ Division: _____ Section: _____

CLASSROOM SCORES

HM Cert	Pinny No.	Name Captain	Pin	Round 1		Round 2		Round 3		Round 4		Round 5		Round 6		Round 7		
				Q#	V	P	Q#	V	P	Q#	V	P	Q#	V	P	Q#	V	P
				/			/			/			/			/		
				/			/			/			/			/		
				/			/			/			/			/		
				/			/			/			/			/		
TOTALS: Use only the three highest scores per round, except for PIN and Changes.																		

REMARKS:

Key:

- C = Confer; place in Points Box, for Junior Ds only.
- MP = Multi-part question. Indicate in Question Box.
- IR = Inquiries. Indicate in Points Box.
- Put a -1 in the Pin Box if a Pony Club member does not have a USPC pin.
- Four-person teams answer four questions and three-person teams answer three questions.
- The inquiry period shall last 30 minutes after the end of the session.
- Captains may sign their team out before the end of the inquiry period; however, they give up the right to any more inquiries.

PLEASE NOTE: This page may be enlarged on a copier to 11 x 17 inches.

Appendix D2

USPC Quiz Competition Barn Score Sheet

Team:		Team Number: Division: Section:											
BARN SCORES		Round 1					Round 2						
HM Cert	Pinny No.	Name	Foot Wear	PIN	Stall 1	Stall 2	Stall 3	Team 1	Stall 5	Stall 6	Stall 7	Team 2	Changes
		Captain			P		P			P			
TOTALS: use only the three highest scores per Round, except for PIN and Changes.													
REMARKS:													
<p>Key:</p> <p>C = Confer; Place in Points Box, for Junior Ds only.</p> <p>MP = Multi-part question. Indicate in Question Box.</p> <p>IR = Inquiries. Indicate in Points Box.</p> <p>Put a -1 in the Pin Box if a Pony Club member does not have a USPC pin.</p> <p>Four-person teams answer four questions and three-person teams answer three questions.</p> <p>The inquiry period shall last 30 minutes after the end of the session.</p> <p>Captains may sign their team out before the end of the inquiry period; however, they give up the right to any more inquiries.</p>													
PLEASE NOTE: This page may be enlarged on a copier to 11 x 17 inches.													

Appendix D3

USPC Quiz Competition Mega-Room Score Sheet

Team Name:

Team Number:

Division:

Section:

MEGA-ROOM

Pinny #	Name	PIN	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8	Table 9	Table 10	Change
Totals:													
Use only the three highest scores per Table													
REMARKS:												Mega-Room Total	

Key:

IR = Inquiries. Indicate in Points Box.
 Put a - 1 in the Pin Box if a Pony Club member does not have a USPC pin.
 The inquiry period shall last 30 minutes after the end of the session.
 Captains may sign their team out before the end of the inquiry period; however, they give up the right to any more inquiries.

PLEASE NOTE: This page may be enlarged on a copier to 11 x 17 inches.

Appendix D4

USPC Quiz Competition Stations/Written Test Score Sheet

Team Name:

Team Number: Division: Section:

STATIONS

	Station 1	Station 2	Station 3	Station 4	Station 5	Station 6	Station 7	Station 8	Station 9	Station 10	Change
Stations Total											

WRITTEN TEST

Pinny #	Name	PIN	Written Test	Change
Written Test Totals				
Use only the three highest scores per test				

Remarks:

Key:

IR = Inquiries. Indicate in Points Box.
 Put a -1 in the Pin Box if a Pony Club member does not have a USPC pin.
 The inquiry period shall last 30 minutes after the end of the session.
 Captains may sign their team out before the end of the inquiry period; however, they give up the right to any more inquiries.
PLEASE NOTE: This page may be enlarged on a copier to 11 x 17 inches.

Appendix E

Multiple-Part Scoring Guide

The following table is to be used to determine partial credit for multiple-part answers. Each Quiz question whether it is in the Classroom or Barn should indicate how many parts are required for a complete answer.

If a Pony Club member asks for a: 5 point question10 point15 point

And the answer has **2 parts**

For 1 correct, give2 points4 points8 points

For 2 correct, give5 points10 points15 points

And the answer has **3 parts**

For 1 correct, give1 point2 points5 points

For 2 correct, give3 points6 points8 points

For 3 correct, give5 points10 points15 points

And the answer has **4 parts**

For 1 correct, give1 point3 points4 points

For 2 correct, give2 points5 points8 points

For 3 correct, give3 points7 points12 points

For 4 correct, give5 points10 points15 points

Appendix F1

Quiz Protest Form – Appeal of Judging

Remember: Before this form can be used, an inquiry must have been made to the Judge and then to the Phase Coordinator.

Date: _____ Time: _____ Division: _____

Section: _____ Club/Center/Region: _____ Team #: _____

Numbers/HM Certification levels on team (list all levels): _____

Captain: _____

Phase: _____

Round Number: _____ Question #: _____ Certification level: _____

Question level: (check one)

_____ at level (5 points)

_____ one level above (10 points)

_____ two levels above (15 points)

_____ team question, point value

Restate the question:

Statement of protest: (State the problem. Include the name of the team member answering, and the answer given to the judge originally)

References: Name book and page number.

Signature of Captain: _____

Disposition:

Date/time: _____

Approved _____

Denied _____

Points awarded, if any _____

Penalty, if any _____

Judge: _____

Technical Delegate: _____

Ground Jury: _____ Captain: _____

Scorer: (to indicate receipt and adjustment of a change) _____

Appendix F2

Quiz Protest Form – Appeal of Scoring

Date: _____ Time: _____

Division: _____

Section: _____

Club/Center: _____

Team: _____

Numbers: _____

Captain: _____

Phase: _____

Round Number: _____

State the problem regarding scoring:

Signature of Captain: _____

Disposition:

Score adjustment: Yes _____ No _____

If yes, explain and notify the Chief Scorer who will make the changes:

Signature of Official: _____

Appendix G

Quiz TD Evaluation and Report

Region: _____ Certifications Competing: _____
Rally Date: _____ RS's Name: _____
TD's Name: _____ Organizer's Name: _____
Email: _____
Phone: _(_____) _____

- ___ Yes ___ No **Did this Region fulfill the minimum requirements for a qualifying Quiz Rally?**
___ Yes ___ No **Did you review all questions created by the Region in Barn, Stations and Mega-Room to make sure they were certifications appropriate?**
___ Yes ___ No **Did you over see that all Phases were run according to the Quiz Rules 2018?**
___ Yes ___ No **Were all inquiries/protests that were brought to you as TD in written form using**
___ Yes ___ No **Prior to TDing this Quiz, were you aware of correct procedures and rules for EACH Phase of Quiz?**

For it to be considered a Qualifying Rally, place a check beside the four(4) Phases that were competed in at this competition.

Mandatory

___ Classroom Number of completed Rounds per Qualifying Division _____ (3 rounds Mandatory)
___ Written Test Was the test provided by the National Quiz Committee used? Yes ___ No ___

Two more are Mandatory

___ Barn Number of completed Rounds per Qualifying Division _____
(1 rounds = 3 individual stalls and one team question)
___ Stations Number of completed Rounds per Qualifying Division _____
___ Mega-Room Number of completed Rounds per Qualifying Division _____

Please provide the following statistics:

	Number of Teams	Number of Competitors
Junior D	_____	_____
Senior D	_____	_____
Junior C/H-B/B	_____	_____
Senior C/H-B/B	_____	_____
B, H/H-HM/H-A, A	_____	_____

Appendix G

Yes	No	
___	___	Did you review room set-up prior to competition?
___	___	Did you have a CURRENT (2018) copy of the USPC Quiz Rulebook?
___	___	Was the entire Rally conducted according to these rules?
___	___	Did Competitors display USPC Medical Cards/Medical Bracelets in compliance with USPC Policy?
___	___	Were any accidents reported?
___	___	Did you receive quizzing material prior to the competition?
___	___	Was sufficient personnel provided to manage all Phases?
___	___	Was a reference library made available to competitors for inquiring?
___	___	Do you feel you were given all the materials to do your job effectively?
___	___	Were you satisfied with accommodations for officials?
___	___	Do you feel the Rally was a learning experience for all competitors?

Were briefings held for:

___	___	Judges
___	___	Scorers
___	___	Volunteers
___	___	Competitors
___	___	Chaperones

Remarks: If you answered "no" to any of the previous questions, please explain:

Have you been a TD at a Quiz Rally before? ___ Yes ___ No

Please give a brief history of your qualifications which give you the skills and knowledge necessary to fulfill the requirements of a Technical Delegate for Quiz:

Technical Delegate's Signature: _____

Please return to the USPC Activities Department, 4041 Iron Works Parkway, Lexington, KY 40511

Appendix H

Adult Evaluation Questionnaire

Please complete the following items to evaluate this Quiz and to help make the next Quiz better: How did you participate?

_____ Parent _____ Secretary _____ Volunteer _____ Judge

_____ Scorekeeper _____ Chaperone _____ DC/CA or RS

Other: _____

Do you feel that each Phase was conducted according to the Rules of Quiz?

Which Phase do you believe most accurately tested the competitor's knowledge?

In your opinion, did the judges and officials treat each competitor kindly, respectfully and with education as the base for their answers?

Please answer the following:

Yes	No	
_____	_____	Were the facilities adequate for all Phases?
_____	_____	Was the schedule adequate and easy to understand?
_____	_____	Was the check-in procedure adequate?
_____	_____	Was the briefing informative?
_____	_____	Do you feel the method of questioning was accurate and fair?
_____	_____	Do you feel that the question topics were broad enough?

If you answered "no" to any of the above please give on the back of this sheet.

Name _____

Address _____

City/State/Zip: _____

Please return to the Rally Organizer

Appendix I

Organizers Report

Region: _____ Divisions Competing: _____
Rally Date: _____ RS's Name: _____
Organizer's Name: _____ TD's Name: _____
Email: _____
Phone: _(_____) _____

- Yes No **Did this Region fulfill the minimum requirements for a qualifying Quiz Rally?**
- Yes No **Did you give all questions created by the Region in Barn, Stations and Mega-Room to the TD prior to the day of competition for Review?**
- Yes No **Were all Phases were run according to the Quiz Rules 2018?**
- Yes No **Did Phase Coordinators handle all verbal inquiries prior to the written form was presented to the TD?**
- Yes No **Were all inquiries/protests that were brought to the TD in written form using APPENDIX G1 or G2?**
- Yes No **Did you select a TD that understood the correct procedures and rules of Quiz?**

For it to be considered a Qualifying Rally, place a check beside the four (4) Phases that were competed in at this competition

Mandatory

Classroom Number of completed Rounds per Qualifying Division _____ (3 rounds Mandatory)
 Written Test Was the test provided by the National Quiz Committee used? Yes _____ No _____

Two more are Mandatory

Barn Number of completed Rounds per Qualifying Division _____
(1 rounds = 3 individual stalls and one team question)

Stations Number of completed Rounds per Qualifying Division _____

Mega-Room Number of completed Rounds per Qualifying Division _____

Please provide the following statistics:

	Number of Teams	Number of Competitors
Junior D	_____	_____
Senior D	_____	_____
Junior C/H-B/B	_____	_____
Senior C/H-B/B	_____	_____
B, H/H-A, A	_____	_____

Continued

Appendix I

Organizers Report Continued

- | Yes | No | |
|-------|-------|--|
| _____ | _____ | Did you have a CURRENT copy of the USPC Quiz Rulebook on site? |
| _____ | _____ | Did you create a program with a schedule for this Rally? |
| _____ | _____ | Did you check that there were Medical Armbands on each competitor? |
| _____ | _____ | Were chaperone forms signed? |
| _____ | _____ | Did you have a coordinator for each Phase? |
| _____ | _____ | Was there a separate briefing for volunteers? |
| _____ | _____ | Did you provide an office area for officials? |
| _____ | _____ | Did you use the scoring program provided by the USPC Quiz Committee? |
| _____ | _____ | Was the Technical Delegate on time and knowledgeable? |
| _____ | _____ | Did you have the necessary reference materials provided on site? |
| _____ | _____ | Was there proper time allotted for all aspects of the Rally? |

What did you feel was the best quality of your Rally?

What did you feel was the worst quality of your Rally?

Was there any aspect of this Rally that you were unclear of when planning the competition?

Did you contact the Quiz Committee to answer any of your questions? _____ yes _____ no

Was there any Phase that you felt your Region could be improved? _____ yes _____ no

If yes, How?

Please use this space to make additional comments you feel are pertinent

Rally Organizer's Signature: _____

Please return to the USPC Vice President of Activities, 4041 Iron Works Parkway, Lexington, KY 40511

Appendix J

Competitors Evaluation Questionnaire

Please complete the following evaluation so that we can see what you liked and disliked about the competition. Please be as specific as you can.

What did you think of the location of the competition? Did you have enough space to compete effectively?

Was the briefing informational? If not, what information did you not get? What information was unneeded?

Was the schedule adequate and easy to understand? If not, explain:

Did the judges and staff treat you with kindness, respect and keep education as their focus when answering you?

If not, please explain.

Continued

Appendix J

Competitors Evaluation Questionnaire Continued

Was each Phase of the competition conducted according to the rules as you understand them? If not, please explain.

If you had a protest, were you given APPENDIX G1 to submit your protest in writing? If yes, do you feel that writing it down helped or hurt your question?

Which Phase of completion do you feel tested your knowledge most accurately?

Do you feel that the questions presented in the Barn, Stations and Mega-Room Phases were accurate according to your certification levels? If not, please explain.

Other Comments:

Optional Information:

Team/ Individuals Name: _____

Region: _____

Address: _____

City/State/Zip: _____

Section VI – Quiz Study Guide

Article 1 – General Information

Quiz is a non-riding team competition where Pony Club members show their knowledge and skills in:

- The Standards of Proficiency and topics related to the standards through their certification level and up to two levels above their certification level
- Rally competition rules
- Horse sports (Dressage, Eventing, Games, Polocrosse, Show Jumping and Tetrathlon) in addition to resource activities (Foxhunting, Polo, Vaulting, Driving and Distance Riding)
- Safety
- Horse Knowledge/Facts

Competitors do this by competing in five different Phases of competition. The Phases include Classroom, Barn, Stations, Mega-Room and a Written Test. Regional Rallies are required to offer four of the five Phases in order to be a qualifying Rally. Competitors at Championships will compete in all five Phases.

To find information about the procedures for each Phase, refer to the current Quiz Rulebook.

Article 2 – From the Committee

What does this really mean to the individual Pony Club member? The mission of Quiz is to promote a deep understanding and familiarity with the material presented at each certification level. In the past, Quiz was essentially a “question & answer” competition, which did not truly promote in depth understanding of the subject, just rote response. In the late 90’s, it was decided to alter the focus of Quiz to make it a fundamental and creative learning tool.

The following study guide will not present Quiz as a “question & answer” competition, but the investigative search for knowledge that it is. Learning should be fun and creative, the only limitations being the student/teacher’s imagination. Let your imagination fly and enjoy learning about your pony and its health, environment, and care.

This study guide is just that, only a guide. There is no wrong or right way to learn. Learning is the important ingredient. The examples given demonstrate how knowledge can be expanded from the Beginning level, through Intermediate, to Advanced, increasing the Pony Club member’s depth of knowledge. The only way to be a well-rounded rider is to be an educated horseman.

Article 3 – Classroom

A. Purpose

The reason we have a Classroom Phase is to teach the competitors how to articulate their knowledge. This better prepares them for their certifications. It helps them stand up in front of a group and think on their feet. It teaches them to listen carefully and to exchange information verbally.

B. Hints

Most of the questions in this Phase are generally definitions in nature. We want you to define or explain an idea. Some questions will ask you to compare two things or list rules of practice. Answers in this Phase are usually cut and dried. The judge will have a list of answers that he/she may accept. Answers cannot be counted correct if they do not appear on the given answer key. If you feel you are correct even though your answer does not appear on the list, you may inquire of the judge in the inquiry process. Many times, if the competitor can explain a practical reason for his answer to the Phase Coordinator, the Phase Coordinator will award the points.

C. How to Compete

You will have the chance to answer questions at your HM certification level and up to two levels above your HM certification level. The higher you go the more points you receive. Competitors have a better chance of winning if they take the chance for more points. It will take three questions at your certification level to equal one question at two levels above.

If you are a D, you may want to try for the higher-level question. You may have to confer and only get half the points, but that could still be more than a correct answer at your current certification level.

Remember that the judge can only judge what you actually say. He/She cannot guess what you mean or assume that you know the subject. You must state your answer completely for it to be judged as correct.

D. Ways to Study

Studying from a question bank is not an effective way to study for Quiz. It promotes rote memorization instead of true knowledge. The following are possible ways to study for the Classroom Phase.

- 1) **Flashcards** – Create flashcards that have a word on one side and the definition on the other. Take cue words from your Standards of Proficiency or the glossary of the USPC Manual of Horsemanship.
- 2) **Teach** – The best way to get comfortable explaining your ideas is to teach a subject to others. If there is a subject you are uncomfortable with, ask to teach the subject at a Pony Club meeting. If you can teach it, then you know it. You need to be comfortable thinking on your feet and keeping your thoughts clear and organized. You will be more successful if you can explain in complete sentences.

Section VI – Quiz Study Guide

3) **Mock Classroom** – Practice the Classroom setting at a Pony Club meeting. You can create all the questions for each level yourself and ask them at the mock-classroom. This will help you learn what type of questions could appear in the Classroom. You be the room judge. This will let you have a better understanding of how to answer questions more clearly.

E. Sample Questions

- D-1 – What is the common word used for saddles, bridles, and girths?
- D-2 – Which bit is milder: a snaffle bit or a curb bit?
- D-3 – Name three types of snaffle bits.
- C-1 – Describe the difference between a full cheek snaffle and a Dee ring snaffle.
- C-2/C+ – Describe the action of a snaffle bit.
- C-3/
H-B/H – Name three types of mouthpieces used in snaffle bits.
- H/H-HM/
H-A/A – Describe the difference between the actions of a French snaffle and a large hollow mouth snaffle.

Article 4 – Barn

A. Purpose

In the past, Quiz has taught our Pony Club members to verbalize what they have learned. Over the past few years, we have learned that, when asked to demonstrate it, our competitors were unable to translate that information. The Barn Phase puts the competitors into a real life situation that they may encounter somewhere else in Pony Club. With the material in front of them, the competitors must problem solve their way through the created situation.

B. Hints

The Barn Phase gives you the opportunity to demonstrate your knowledge. Instead of describing the answer you will need to physically locate or demonstrate your answer to the judge. Many of these questions come from real life situations. If it is something you could experience at a certification or Rally, it may show up in the Barn.

C. How to Compete

You will have the chance to answer questions at your certification level or one levels above. The higher you go the more points you will receive. Competitors have a better chance of winning if they take the chance for more points.

Remember that the judge can only judge what you actually do. He/She cannot guess what you mean or assume that you know the subject. You must locate things exactly. Locating the general area will not be judged correctly. If you are asked to

demonstrate a skill, you will need to be able to perform it without help.

D. Ways to Study

The following are possible ways to study for the Barn Phase.

- 1) Set up a Rally tack room – The more familiar you are with the different set ups, the more prepared you will be for the Barn. Be familiar with the required equipment and its use. Learn what is required for the different disciplines and the difference between a one-day and an overnight Rally.
- 2) Work with your vet – Get your vet to help you accurately locate the unsoundnesses and blemishes. Do this with sticky notes with the parts labeled on them. Stick them to the correct part of the horse. Take them off and do it again.
- 3) Work on safety checks – If you are going to perform an accurate safety check, you must know how different pieces of tack fit. Ask your riding instructor to teach you about tack that you don't use yourself. Talk to others about their tack and how to properly adjust it. If you don't know how a standing martingale should fit, then how can you safely do a safety check.
- 4) Study the Standards of Proficiency – If you are asked to demonstrate something on the standard, then you will probably be asked to do it in the Barn Phase.
- 5) Create a Barn Stall for a Club/Center meeting – Help your Club/Center prepare by creating a Barn Stall for a practice session. Pick a topic and create individual questions that demonstrate skills needed for the topic. Create questions for at least three certification levels so you can see the progression.

E. Sample Questions

- D-1 – Demonstrate how to put on a halter.
- D-2 – Demonstrate how to properly lead your pony.
- D-3 – Demonstrate how to check if your halter fits properly.
- C-1 – Locate where a splint occurs and tell whether it is a blemish or unsoundness.
- C-2/C+ – Locate where ringbone is located. C-3/
H-B/B – Name one obvious leg conformation fault of this horse and the unsoundness it may cause. H/H-HM/
H-A/A – Evaluate this horse's overall conformation and tell what discipline he may be used for.

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Article 5 – Stations

A. Purpose

The Stations Phase was created to give the Quiz team a chance to compete as a team. In most of the Phases the competitors are competing individually. In Stations, they have a whole Phase to share ideas and problem-solve as a team. They can collaborate on answers by sharing knowledge.

B. Hints

These questions are going to be more complex and multifaceted. In this Phase the team is going to have to work well together. Team members need to listen to each other and come up with the best solution. If you know the answer, let your team know. Don't be shy and let someone else take control. They may lead you astray.

C. How to Compete

The certification levels of the material will be set before you get there. You will not be able to choose your certification level. Every team in your session will be asked the same questions. The team that knows the material the best will receive the best score.

The answers in the Stations Phase are definite. There is no room for interpretation. Remember that the judge can only judge what you actually answer. He/She cannot guess what you mean or assume that you know the subject. Your team must answer the questions exactly.

D. Ways to Study

In other Phases you will just identify items. In Stations, you will need to know how the items relate to others. The following are possible ways to study for the Stations Phase.

- 1) Set up sample Station – Take the same items that you are studying in Mega-Room and then set them up as to how they relate to each other. Find items that are related, such as tools, types of shoes, jumps, or boots. Compare them to each other. How are they different? How do they work? Place them in some order. Test the Station out at a Pony Club meeting. Have each member of your team create one Station and each of you try the other team's Station.
- 2) Learn to put things together – A fun way to learn how to put your tack together is have races with other members. Take two bridles apart and time race with someone else to see who can put it together the quickest. Then study it and see if you put it together correctly. Who can tie a stock tie the best and fastest? Can you lace your field boots properly?
- 3) Test your knowledge of clothing – Gather as many different types of clothing and equipment needed for the different disciplines. Find equipment for Polocrosse, Vaulting, Games, Eventing, etc. Make flash cards with a different discipline on each. Go to the pile of clothing or equipment and pick all the items that belong to each sport. Try on the various cloth-

ing and play with the equipment. It will help you remember.

- 4) Go catalog shopping – Pick a discipline and dollar amount. Then go through the catalogs and shop for all the items you will need for that discipline. Pretend you are stocking an equine first aid kit and shop for all the items you will need.
- 5) Design a cross-country or stadium course – It's fun to design a cross-country course. Go to any craft store and find things to create jumps. Take a book with jump designs in it. Read the Rulebook for the discipline and create a course for a specific level. Not all fences are allowed on every course. Find out how tall and wide they can be. What isn't allowed on the course?

E. Sample Questions

- Jr. D Team – Demonstrate how to put a bridle together with a snaffle bit.
- Sr. D Team – Place the name of the Rally Official beside the description of their job.
- Jr. C/H-B/
B Team – Match these five poisonous plants with their symptoms.
- Sr. C/H-B/
B Team – Group the items in front of you to the correct Games from Games rally they belong to.
- H/H-A/
A Team – Match these three internal organs to the correct body systems.

Article 6 – Mega-Room

A. Purpose

The Mega-Room Phase is a lot of fun. It allows the Organizer to ask questions on the same material to everyone. It really rewards the competitor who knows the most. It gives the competitors the opportunity to identify quickly as many horse-related items as they know. This Phase rewards those Pony Club members who spend their time in the Barn. They will have seen more and been exposed to more than those who just study the equipment they use personally. This Phase should be limited to quick identification, not description of function or relationships between items. Just identify the name only.

B. Hints

This Phase is completely identification. Most tables will have items on them that are similar. You will need to be able to tell the difference between a Dr. Bristol and French Link snaffle. Can you tell a front shoe from a hind shoe? The idea is that you can tell the difference between items. You must be exposed to as many types of different tack and equipment as possible. Remember to reference your items with the reference materials. An item may be called one thing locally in your area, but it may not be the universal term for it.

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C. How to Compete

The items will already be divided by certification level. You will not have the option to go up levels in this Phase.

When you get to the table with your answer sheet, identify all the items you know first. Don't worry about the ones you don't know. Use process of elimination. In the end you may have to only decide between two items you don't know. You also want to answer all possible questions. Points are not deducted for the ones you miss. You may just get it right!

Look at your answer sheet and figure out what we are looking for. Many times competitors get stuck looking at an item one way. We may not be looking for the obvious way to identify something.

D. Ways to Study

The following are possible ways to study for the Mega-Room Phase.

- 1) **Shop the catalogs** – Even if you can't get your hands on different tack, just look it up in the catalogs. It's all there! Don't get confused by the brand names. Sport Medicine boots are a brand, so look more closely to find what type of boot they are selling.
- 2) **Compare, compare, compare!** – Pick an item and then find as many different varieties as you can. For example, find as many snaffle bits as you can. What makes them all different? Remember there are different mouth pieces and cheek pieces to each bit. You can have a French link snaffle that is either an egg-butt or a full cheek.
- 3) **Have a meeting at a tack store** – Visit a really good tack store. They will have a large variety of items that you may not be able to find elsewhere. They will also have items for different subjects.
- 4) **Talk to your farrier** – See if your farrier can give you a sample of some of his shoes. Have him explain what each element of the shoe is used for. Label the shoe so you can refer to it later. Compare the shoe against the reference materials.

Article 7 – Written Test

A. Purpose

In an effort to address all learning styles, the Written Test was added to Quiz. Many people don't answer well in front of others. The Written Test allows every competitor to take time with each question without having a time limit per question. It also asks each competitor the same question, therefore rewarding the competitor who knows the most information.

B. Hints

Read the questions carefully. The answers will be very short. Most of the questions are matching, true/false, or fill in the blank. This is a good place to test rules for Rallies. Take your

time. Read your answers twice. If you need help reading the test please ask for help. There is always a volunteer designated to read the test.

C. How to Compete

There is no right or wrong way to take a test. These tests are not very long so you have plenty of time to finish. Don't feel rushed. Answer all the questions you know the answers to first. Then go back through and try to figure out the ones you are unsure about.

D. Ways to Study

If you have studied for each Phase above, you will be well prepared for the Written Test. The questions on the Written Test will be small samples from several different topics.

E. Sample questions

D-1 – Minimum/Maximum

1. What is minimum number of riders making a team at a dressage Rally? _____
2. What is the minimum age of horses competing in Rallies? _____
3. What is the maximum time limit to start a dressage test after the bell has rung? _____
4. What is the maximum height of a D-2 cross-country fence? _____

D-2 – Mix & Match

Match the words with their definition. Write the letter.

- a) Master of Fox Hounds
 - b) Huntsman
 - c) Whipper-in
 - d) Cubbing
 - e) Whelping
1. A person who assists in controlling the hounds at a hunt. _____
 2. The term used for when hounds are born. _____
 3. The staff member who carries a horn in order to control the hounds. _____
 4. Informal hunting in the summer, used to train young hounds. _____
 5. Who is in control of the hunt both in the kennel and the field? _____

Section VI – Quiz Study Guide

D-3 – Anatomically Speaking

A. Tell if the following conformation traits are Good or Bad.

1. Straight hocks _____
2. Sloping shoulder _____
3. Short back _____
4. Short neck _____
5. Small nostrils _____

C-1 – Safe and Sound

Match the unsoundness with the area in which it appears.

- a) Pastern bone
 - b) Fetlock
 - c) Point of hock
 - d) 4 to 5 inches below point of hock
 - e) Lateral Cartilages
1. Sidebone _____
 2. Ringbone _____
 3. Windgalls _____
 4. Thoroughpin _____
 5. Curb _____

C-2 – What's the diagnosis

Match the disease that fits the symptoms from the following list. Write the letter of the answer after the description.

- a) Strangles
 - b) Pneumonia
 - c) Azoturia
 - d) Tetanus e) Flu
1. Often affects fit horses given a rest day; causes severe muscle cramping. _____
 2. Highly contagious disease associated with high fever and severe, dry cough. _____
 3. Inflammation of the lungs often following strangles or flu. _____
 4. Very contagious disease causing swelling in the glands under the jaw. _____
 5. Bacterial disease causing general stiffness, high temperature; the horse will often stand with its nose thrust out. _____

C-3 – Laterally Speaking

True or False

1. In the leg-yield, your horse should bend in the direction that he is moving.
2. Leg-yielding at trot is a good exercise for engaging the inside hind leg.

3. Turn on the forehand should be started by turning the horse's head slightly away from the direction in which his hind legs will be moving.
4. Spiraling in and out on a circle is a good way to introduce leg-yielding.
5. Leg-yielding should first be learned at the trot, as the horse can use his natural impulsion to maintain forward movement. Later it can be schooled at the walk.

B – Mix & Match

Match the essential nutrient with its purpose. Write the letter.

- a) Vitamins
 - b) Water
 - c) Carbohydrates
 - d) Proteins
 - e) Fats
1. Provides energy for activity and warmth. _____
 2. Helps keep skin and coat healthy. _____
 3. Aids growth and repair of body cells. _____
 4. Regulates body temperature. _____
 5. Regulates chemical processes in the body. _____

Article 8 – Teachers and Instructors

- Kids learn best when they are involved.
- Let the kids teach each other.
- Be aware of team dynamics, e.g. two "type A" personalities on one team can cause problems.
- Encourage team to learn problem-solving skills.
- Use your highest-level Cs to help younger members with Quiz preparation.
- Try to make sure your invited instructors and experts are engaging for young people. Also make sure they are familiar with the reference materials the kids are using.

Article 9 – Pony Club Members

- Teamwork – the only way to succeed in Quiz is to work together.
- Get to know your teammates and let individual talents shine through.
- When studying, ask "why and how" often.

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