

# USPC<sup>®</sup>

## Handbook and Rules for



# Quiz Competition

2011



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## 2011

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REMINDER: This is a new Rulebook for 2011. 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.

*Do not remove pages from your Rulebook; be sure to make copies of all forms and charts before writing on them.*

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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 0525 – Veterinary Medicines and Equine Medications
- Competitor’s Activity and Rally Release
- USPC Rallies Technical Delegate’s Evaluation and Report

# INTRODUCTION

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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 rating level and at least one level above their Horse Management rating level, 2) Rally competition rules, 3) Horse sports (Dressage, Eventing, Games, Polocrosse, Show Jumping and Tetrathlon) in addition to resource activities (Foxhunting, Polo, 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, and take winning or losing in stride. Thus, our purpose is to design Quiz to be competitive but comfortable, comfortable but challenging, challenging but fair, fair yet rigorous, rigorous yet flexible, flexible yet efficient, and efficient but educational while promoting creativity and FUN.

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 following USPC Guiding Beliefs:

## MISSION STATEMENT:

The mission of the United States Pony Clubs is to provide a program for youth that teaches riding, mounted sports, and the care of horses and ponies, thereby developing responsibility, moral judgment, leadership, and self-confidence.

## GUIDING BELIEFS:

- USPC is an educational organization which progressively develops the well-rounded horseperson.
- The well-rounded horseperson is capable of riding safely and tactfully on the flat, over fences, and in the open.
- Knowledgeable care of horses and ponies (Horse Management) is basic to the well-rounded horseperson.
- USPC is committed to the well-being of the horse.
- Fair and friendly competitions develop teamwork and sportsmanship.
- Fun and friendship are part of Pony Club.
- USPC requires parental and volunteer involvement and support.
- The USPC is committed to safety.
- The local Club is the core of USPC.

# SECTION I: General Regulations

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## 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 Question sets and written tests are to be returned to the Regional Supervisor for safekeeping.
5. The individual questions are categorized by Horse Management rating level. They are based on knowledge required at each HM rating 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 rating 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 Reference 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 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 will include the Written Test and Classroom Phase and any two of the remaining three Phases. Each Phase should be a minimum number of Rounds as follows – Classroom: 3 Rounds; Barn: 1 complete Round as per the Rulebook description of a complete Round; 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 rating; 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 rating 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
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-HM/H-A/A: teams of only 2 members 14-21 years of age

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# SECTION I: General Regulations

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**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 rating.*

## Article 5 – Team Composition

1. A team consists of 3 or 4 members with one member being designated as captain. The team will belong to one of five Divisions based on age and HM rating.
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 rated 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 or in the case of Championships his/her RS.
6. Individuals may be placed on a short team from another Club 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. Hs, H-As and As 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-HM/H-A/A – teams of only two members, 14-21 years of 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 rating 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 qualify for Championships, all competitors must have obtained their D-2 ratings prior to competing in their Regional Quiz Rally. 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 rating 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, 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:
      - Questions in the first two Rounds will be at the competitor's HM rating level.
      - For at least one Round, the competitor will have the option of being asked questions at his/her HM rating level or one level above for a maximum value of 10 points.
      - For at least one other Round, the competitor will have the option of being asked questions at his/her HM rating level, one level above, or two levels above, for a maximum value of 15 points.
      - For the last Round, all questions will be two levels above the competitor's HM rating level for a maximum value of 15 points.
      - Junior Ds will only have the option to confer in the first and second Rounds of questions.
    - d) The Barn Phase generally follows the Regional Quiz Rules except for the following:
      - Junior Ds may not confer at any time.

# SECTION I: General Regulations

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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 and name badge must be worn at all times while on Rally grounds. At the discretion of the Organizer, competitors may carry their Medical Card either in their name tag holders or in an armband.
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 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 will 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.

## 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.

# SECTION I: General Regulations

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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.

## 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. After the judge states whether the team or competitor's answer is correct or incorrect and the number of points earned, the team/competitor has the opportunity to disagree. The Judge will note the question and competitor/

team number and the session continues. At the end of the session, the Coordinator 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 at the beginning of the inquiry period.
4. The decision to present an inquiry to the Phase Coordinator must be announced by the team captain within this 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.
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 30 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 Official Reference Room 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.
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. **THE DECISION OF THE GROUND JURY IS FINAL.**
13. If any score change results, the Chief Scorekeeper must be notified by the person making the decision and changes recorded.
14. If the Ground Jury deems the protest frivolous or groundless, penalty points may be assessed (5 points)

## Article 13 – Championships Chaperones

Each Championships 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. Team chaperones escort the team to each Phase of the competition. Chaperones 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.

# SECTION II: Phases of Competition

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## 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 Forms section of the USPC Web site and Quiz Web site each fall.

### 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.
  - d) Double Rounds: A second question may be asked of each competitor before proceeding to the next competitor thus accomplishing two Rounds of questions in one standing. All team members must receive two questions with this procedure. This procedure will be announced prior to its use.
2. Competitors stand and state their name and HM rating 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 rating level or up to two rating levels above their rated level.
3. The Judge reads the question twice.
4. Time limit to begin answering after the question has been read twice:
  - a) Ds have 20 seconds to begin answering.
  - b) Cs and up have 15 seconds to begin answering.
  - c) 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)
  - a) Only Junior D team members have the option of conferring with teammates on individual questions. (See exception to this during Championships)
  - 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 rating question = 5 points maximum value
    - One rating higher = 10 points
    - Two ratings higher = 15 points
  - b) Partial answers for multiple answer questions will receive partial credit. (See formula in Appendix F)
2. H/H-HM/H-A/A Competitors  
When an H/H-A/A competitor is entered in the competition, the point value of the individual question is as follows:  
**H/H-HM/H-A/A competitor**  
5-point question: one (1) H-A question  
10-point question: two (2) 1-part H-A questions  
15-point question: three (3) 1-part H-A questions

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## SECTION II: Phases of Competition

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### 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.
- 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.

### Article 18 – Inquiries in a Round or Phase

#### 1. Process for inquiry regarding judgment of answers:

- a) At the end of each Round a team may prepare and present to the Judge a verbal inquiry regarding scoring or judgment of its answers for 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) The team captain must present all inquiries.
- c) The Judge will generally make a decision before the next Round.
- d) 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 Classroom Coordinator at the end of the Phase.
- e) If the next Round begins without any inquiry by a team, the team relinquishes any opportunity for inquiring later.

#### 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) If a team made an inquiry at the end of a Round, the decision to present the inquiry to the Classroom Coordinator must be announced by the team captain and presented within 30 minutes after the end of the Phase.

The team then remains sequestered in a designated place until the Classroom Coordinator'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) The team may choose to abide by the decision of the Classroom Coordinator or, if a team does not agree with the Classroom Coordinator's decision, they may 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 30 minutes of the Classroom Coordinator's announcement.
- 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 personally. The Technical Delegate will only consider the facts that are written on Appendix G1.
- i) 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.
- 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.

#### 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

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## 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 one (1) individual question 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 Forms section of the USPC Web site and Quiz Web site each fall.

### Article 22 – Procedure

1. The team will answer in order during each Round starting with the captain. This does not apply to team questions.
  - a) A 4-person team will answer 4 questions. The lowest of the scores will be dropped in each Round. The three best scores are totaled in each Round.
  - b) A 3-person team will receive only 3 questions. All three scores 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 state their name and rating 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 rating level or one level above.
3. H/H-HM/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: two (2) H-A questions
4. The Judge reads the question twice.
5. Time limit to begin answering after the question has been read twice.
  - a) Ds have 20 seconds to begin answering.

- b) Cs and up have 15 seconds to begin answering.
  - c) 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 rating 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 stall/round should have a 15-minute time limit.
  11. Conferring (Junior Ds only):
    - a) Only Junior D team members 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 a correct answer is reduced by half when a conference occurs.
  12. 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 23 – Scoring of the Rounds

1. Point value of individual questions:
  - a) The Judge will award the value of a correct answer.
    - Same rating question = 5 points maximum value
    - One rating 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.

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## SECTION II: Phases of Competition

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### 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.
- b) The maximum point value for the team question is 20 points.

### 3. End of Round and Phase Score:

- 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.
- 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 Barn Phase, the total scores for each Round, individual 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.

## Article 24 – Inquiries in a Round or Phase

### 1. Process for inquiry regarding judgment of answers:

- a) At the end of each Round a team may prepare and present to the Judge a verbal inquiry regarding scoring or judgment of its answers for that Round.
- b) The team captain must present all inquiries.
- c) The Judge will generally make a decision before the next Round.
- d) The team may choose to abide by the decision of the Judge or, if the team does not agree with the Judge's decision, they may present their verbal inquiry to the Barn Coordinator at the end of the Barn Phase.
- e) If the next Round begins without any inquiry by a team, the team relinquishes any opportunity for inquiring later.

### 2. Process for inquiry at the end of the Barn Phase:

- a) 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.
- b) If a team made an inquiry at the end of a Round, the decision to present the inquiry to the Barn Coordinator must be announced by the team captain and presented

within 30 minutes after the end of the Phase. The team then remains sequestered in a designated place until the Barn Coordinator's decision is presented.

- c) The team captain must present inquiries.
- d) The Barn Coordinator may choose to present the inquiry to the Technical Delegate at his/her discretion.
- e) The team may choose to abide by the decision of the Barn Coordinator or, if a team does not agree with the Barn Coordinator's decision, they may 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 30 minutes of the Barn Coordinator's announcement.
- f) 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.
- g) 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.
- h) 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 may 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.
- i) Only the competitors shall participate in the inquiry process.

### 3. Process for inquiry regarding incorrect scoring:

Any perceived inaccuracies in 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 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

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## 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 Forms section of the USPC Web site and Quiz Web site each fall.

### 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 Judge.
5. The Table Judge 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 Judge when they are finished.
8. All Rounds will have the same time limit, usually 5 minutes, and will be announced by the Organizer prior to competition.
9. The Table Judge 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 a team may prepare and present to the Table Judge a verbal inquiry regarding scoring or judgment of its answers for that Round.
- b) The team captain must present all inquiries.
- c) All inquiries will be noted on the score sheet, but unlike other Phases, all inquiries are held over to the end of the Phase and are answered by the Stations Coordinator.
- d) If the team moves to the next Round without an inquiry, they relinquish any opportunity for inquiring later about the prior Round.

2. Process for inquiry at the end of Stations Phase:

- a) If a team has no inquiries at the end of the Stations Phase, the team captain must sign out on the official score sheet and thereby relinquish the opportunity for further inquiry regarding the Phase.
- b) If a team made an inquiry at the end of a Round, the decision to present the inquiry to the Stations Coordinator must be announced by the team captain and presented within 30 minutes after the end of the Phase. The team then remains sequestered in a designated place until the Station coordinator's decision is presented.
- c) The team captain must present all inquiries.
- d) The Stations Coordinator may choose to present the inquiry to the Technical Delegate at his/her discretion.
- e) The team may choose to abide by the decision of the Stations Coordinator or, if a team does not agree with the

## SECTION II: Phases of Competition

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Stations Coordinator's decision, they may 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 30 minutes of the Stations Coordinator's announcement.

- f) 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.
- g) 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.
- h) 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 may 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.

i) Only the competitors shall participate in the inquiry and protest process.

### 3. Process for inquiry regarding incorrect scoring:

Any perceived inaccuracies in the preliminary score sheet should be brought to the attention of the Table Judge at the end of each Round in 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

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## 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 Forms section of the USPC Web site and Quiz Web site each fall. 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) but preferably two (2) Table Monitor/Scorers per table. Table Monitors/Scorers 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) but preferably two (2) Mega-Room Timers 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. The three (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.
2. The scores of both members of a 2-person team of B/H/H-A/A members are totaled for the Phase.
3. 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.
4. Any competitor who has a question/concern about the scoring of that Round will have his/her questions addressed by the Mega-Room Coordinator. If the question/concern is not resolved to the competitor's satisfaction, the competitor will be advised that his/her team should present an inquiry at the end of the Phase.
5. After the last Round has been scored and any questions/concerns addressed by the Mega-Room Coordinator, the answer sheets will be returned to the Table Monitors/Scorers for a final tally of positive points. If there are two (2) Table Monitors/Scorers, each monitor will tally each answer sheet, thus verifying the final score. The answer sheets will again be given to the competitors to review the final scoring.
6. 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.
7. 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.
8. Once the captain has collected the team's answer booklets and signs off, the entire team will leave the Mega-Room.
9. Once a team has left the Mega-Room, it forfeits its right to make any inquiry (other than an incorrect reporting of its score).
10. 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.

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## SECTION II: Phases of Competition

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### Article 36 – Inquiries in a Round or Phase

1. Process for inquiry regarding judgment of answers:
  - a) At the end of the Phase, if a team made an inquiry at a table, the decision to present the inquiry to the Mega-Room Coordinator must be announced by the team captain and presented within 30 minutes after the end of the Mega-Room Phase. The team then remains sequestered in a designated place until the Mega-Room Coordinator's decision is presented.
  - b) All inquiries and protests must be presented by the team captain without participation or consultation of anyone other than the team members.
  - c) The Mega-Room Coordinator may choose to present the inquiry to the Technical Delegate at his/her discretion.
  - d) If a team does not agree with the Mega-Room Coordinator's decision, they may 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 30 minutes of the Technical Delegate's announcement.
  - e) 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.

- f) 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.
- g) 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.
- h) Only the competitors shall participate in the inquiry process.

2. Process for inquiry regarding incorrect scoring:

Any perceived inaccuracies in the score sheet should be brought to the attention of the Table Monitor/Scorer during the viewing of answer sheets.

### 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

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## Chapter 5 – Written Test

### Article 38 – Description

The Written Test is comprised of 25 questions. Written Tests are HM rating specific and test up to one level above the competitor's rated 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 are posted on the Forms section of the USPC Web site and Quiz Web site.

### 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 no 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. Tests will not be scored until the end of the Phase.
3. Volunteers designated by the Organizer will score the correct answers using a key.
4. 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.
5. The scores of both members of a 2-person team of B/H/H-A/A members are totaled for the Phase.
6. Answer sheets may be viewed during the 30-minute inquiry period, which will be set by the Organizer.
7. 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 will have 30 minutes to view all of their answers as well as the correct answers of the Written Test.
  - b) If a team has no inquiries at the end of the Written Test inquiry period, the team captain must sign out and thereby relinquish the opportunity for further inquiry regarding that Phase.
  - c) Any team 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 Technical Delegate'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 30 minutes of the Written Test Coordinator's announcement.
  - 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.

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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.

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## SECTION III: Officials

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### 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.
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.
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 Judge

1. The Organizer or Stations Coordinator, with the approval of the Organizer, appoints all Table Judges. Table Judges do not necessarily need to be knowledgeable in the area in which they are officiating.
2. The Table Judge 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 Judge shall not officiate in any room in which any member of his/her family is competing.
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 Monitors/Scorers. Table Monitors 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. They monitor the tables to make sure all competitors are given the same advantage.
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, rating level, and correct score on the score sheet for that Phase.

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## SECTION III: Officials

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### **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, rating 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.

### **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

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## Article 53 – Point Value of Question

### A. Classroom:

1. Question at same rating level .....5 points
2. Question at one rating higher .....10 points
3. Question at two ratings higher .....15 points
4. Jr. D conference question .....1/2 regular value
5. Multi-part answers .....See Appendix F

### B. Barn:

1. Question at same rating level .....5 points
2. Question at one rating higher .....10 points
3. Jr. D conference question .....1/2 regular value
4. Team questions .....20 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 pin .....1 penalty point
2. No official name badge .....1 penalty point
3. No number pinny .....1 penalty point
4. Late arrival to Phase .....10 penalty point
5. Unauthorized Assistance .....0-30 penalty points for first incident
6. Unauthorized Assistance .....Disqualification for second incident
7. Competitor as spectator .....Disqualification
8. Unsportsmanlike conduct .....Penalty points assessed at the discretion of the Ground Jury
9. Frivolous or groundless protest .....5 penalty points per occurrence
10. Competitor with a cell phone during a Phase .....Disqualification
11. Disqualification .....No further participation in the competition
12. Inappropriate attire .....3 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 of each team 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 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.

### C. Stations:

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

### D. Mega-Room:

1. The 3 highest individual scores of each team are totaled for the entire Phase, not individual tables. Thus, the lowest score for each 4-person team is dropped at the Mega-Room Phase.
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**

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### **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.

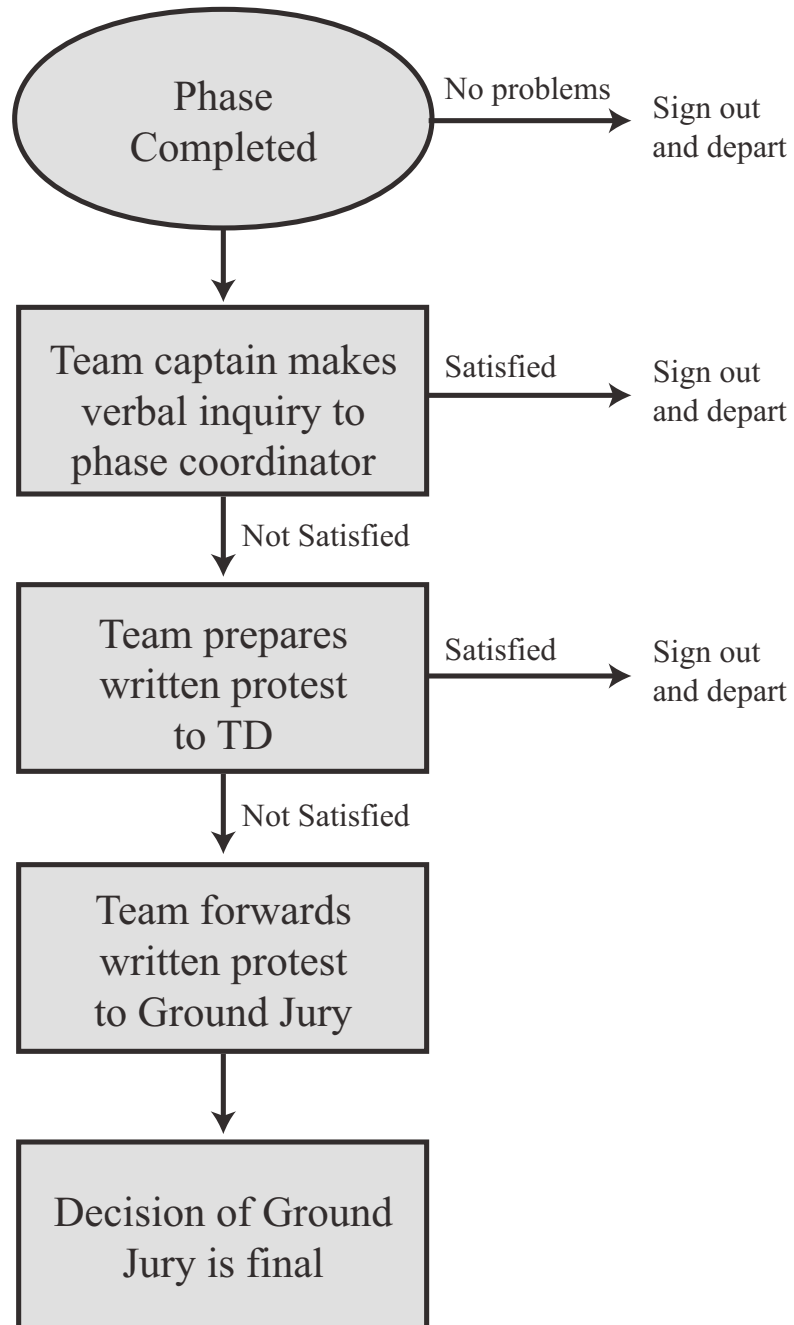
### **Article 56 – Ties**

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

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## Method of Protest



# APPENDIX B

## United States Pony Clubs Quiz Entry Form

Name of Pony Club: \_\_\_\_\_

Region: \_\_\_\_\_

For office use		Division:									
#	CARR	Name of Pony Club member, Address, Phone, Email	Captain	Age/DoB	HM Rating	I Jr. D	II Sr. D	III Jr. C	IV Sr. C/H-B/B	V B-A 2-man	

Chaperone (name, address, phone, email)

Volunteer (name, address, phone, email)

Volunteer (name, address, phone, email)

**Checklist:**

- Entry form
  - Medical Card in armband
  - Competitive Rally Release Form C
  - Chaperone duties form
  - Volunteers
- Check for entry fees \$ \_\_\_\_\_ PER TEAM

*As District Commissioner of the above-named club, I declare that all of the above-named Pony Club members are bona fide members of the USPC with all National and Regional dues paid as of this date.*

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City/State/Zip \_\_\_\_\_  
 Phone \_\_\_\_\_ Email \_\_\_\_\_  
 Signed \_\_\_\_\_ Date \_\_\_\_\_

# APPENDIX C

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

## USPC Quiz Competition – Master Score Sheet

Team Number: _____ Division: _____ Section: _____												
Team: _____												
Classroom Scores												
HM Rating	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 Rating	Pinny Number	Name	Footwear Y or N	Pin	ROUND 1		ROUND 2		Team		Changes	BARN
		Captain			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												
Written Test Scores												
			Captain								Changes	WRITTEN TEST TOTAL
TOTALS												
Mega Room Scores												
			Captain								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>												



# USPC Quiz Competition CLASSROOM SCORE SHEET

Team: \_\_\_\_\_ Team Number: \_\_\_\_\_ Division: \_\_\_\_\_ Section: \_\_\_\_\_

### Classroom Scores

HM Rating	Pinny No.	Name <small>Captain</small>	PIN	Round 1		Round 2		Round 3		Round 4		Round 5		Round 6		Round 7		Changes	
				Q#	V	P	Q#	V	P	Q#	V	P	Q#	V	P	Q#	V		P
				/		/		/		/		/		/		/			T
				/		/		/		/		/		/		/			O
				/		/		/		/		/		/		/			T
				/		/		/		/		/		/		/			A
				/		/		/		/		/		/		/			L

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.

## APPENDIX E1

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

## USPC Quiz Competition BARN SCORE SHEET

Team: \_\_\_\_\_ Team Number: \_\_\_\_\_ Division: \_\_\_\_\_ Section: \_\_\_\_\_

Barn Scores		HM Rating	Pinny No.	Name <small>Captain</small>	Footwear Y or N	PIN	Round 1				Round 2				Changes	T O T A L
							Individual Question		Team Question		Individual Question		Team Question			
							Q#	V	P		Q#	V	P			
<b>TOTALS:</b> use only the three highest scores per Round, except for Team Questions, PIN and Changes.																

Judge's Initials: \_\_\_\_\_

Captain's Initials: \_\_\_\_\_

REMARKS:

## APPENDIX E2

### PLEASE NOTE:

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

**Key:** C = Confer; Place in Points Box, for Junior Ds only.

IR = Inquiries. Indicate in Points Box.

Use the Changes Column for Jewelry Penalties.

Put a -1 in the Pin Box if a Pony Club member does not have a USPC pin.

Pony Club members who are not wearing the proper footwear are not permitted to compete.

Judges and Captains must initial form before leaving Station.

Explain any changes in the REMARKS box.

# APPENDIX F

## 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 question . . . .10 point . . . . .15 point*

And the answer has . . . . .**2 parts**

For 1 correct, give . . . . .2 points . . . . .4 points . . . . .8 points

For 2 correct, give . . . . .5 points . . . . .10 points . . . . .15 points

And the answer has . . . . .**3 parts**

For 1 correct, give . . . . .1 point . . . . .2 points . . . . .5 points

For 2 correct, give . . . . .3 points . . . . .6 points . . . . .8 points

For 3 correct, give . . . . .5 points . . . . .10 points . . . . .15 points

And the answer has . . . . .**4 parts**

For 1 correct, give . . . . .1 point . . . . .3 points . . . . .4 points

For 2 correct, give . . . . .2 points . . . . .5 points . . . . .8 points

For 3 correct, give . . . . .3 points . . . . .7 points . . . . .12 points

For 4 correct, give . . . . .5 points . . . . .10 points . . . . .15 points

# APPENDIX G1

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## 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/Region: \_\_\_\_\_ Team #: \_\_\_\_\_

Numbers/HM Rating levels on team (list all levels): \_\_\_\_\_

Captain: \_\_\_\_\_

Phase: \_\_\_\_\_

Round Number: \_\_\_\_\_ Question #: \_\_\_\_\_ Rating 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 G2

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## Quiz Protest Form – Appeal of Scoring

Date: \_\_\_\_\_ Time: \_\_\_\_\_

Division: \_\_\_\_\_

Section: \_\_\_\_\_

Club: \_\_\_\_\_

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 H

## Quiz TD Evaluation and Report

Region: \_\_\_\_\_

Rally Date: \_\_\_\_\_ Levels/Divisions: \_\_\_\_\_

Organizer's Name: \_\_\_\_\_ Telephone: (\_\_\_\_) \_\_\_\_\_

Address: \_\_\_\_\_ City/State/Zip: \_\_\_\_\_

TD's Name: \_\_\_\_\_ Telephone: (\_\_\_\_) \_\_\_\_\_

Address: \_\_\_\_\_ City/State/Zip: \_\_\_\_\_

Place a check beside the four Phases that were competed in at this Rally

Classroom (Mandatory) Number of complete Rounds \_\_\_\_\_

Barn Number of complete Rounds \_\_\_\_\_ Did each Barn Round include individual and team questions?  yes  no

Stations Number of complete Rounds \_\_\_\_\_

Mega-Room Number of tables per Division \_\_\_\_\_

Written Test

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	_____	_____

Please answer the following:

Yes	No	
<input type="checkbox"/>	<input type="checkbox"/>	Did you review room set-up prior to competition?
<input type="checkbox"/>	<input type="checkbox"/>	Did you have a CURRENT copy of the USPC Quiz Rulebook?
<input type="checkbox"/>	<input type="checkbox"/>	Was the entire Rally conducted according to these rules?
<input type="checkbox"/>	<input type="checkbox"/>	Did you have any problem with a stated rule?
<input type="checkbox"/>	<input type="checkbox"/>	Did you have a situation for which there was no stated rule?
<input type="checkbox"/>	<input type="checkbox"/>	Did the Organizer prepare a program (with essential maps, order of go, etc)?
<input type="checkbox"/>	<input type="checkbox"/>	Did Competitors display USPC Medical Cards in compliance with USPC Policy?
<input type="checkbox"/>	<input type="checkbox"/>	Were any accidents reported?
<input type="checkbox"/>	<input type="checkbox"/>	Did you receive quizzing material prior to the competition?
<input type="checkbox"/>	<input type="checkbox"/>	Were communications adequate for all Phases?
<input type="checkbox"/>	<input type="checkbox"/>	Was sufficient personnel provided to manage all Phases?
<input type="checkbox"/>	<input type="checkbox"/>	Was a reference library made available to competitors for inquiring?
<input type="checkbox"/>	<input type="checkbox"/>	Do you feel you were given all the materials to do your job effectively?
<input type="checkbox"/>	<input type="checkbox"/>	Were the facilities suitable for all Phases?
		a) briefing      yes      no      d) Stations      yes      no
		b) Classroom    yes      no      e) Mega-Room    yes      no
		c) Barn          yes      no      f) Written Test    yes      no

*Continued*



# APPENDIX I

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## Adult Evaluation Questionnaire

Please complete the following items to evaluate this Quiz and to help make the next Quiz better:

How did you participate?

- |                                    |                                       |
|------------------------------------|---------------------------------------|
| <input type="checkbox"/> Parent    | <input type="checkbox"/> Scorekeeper  |
| <input type="checkbox"/> Volunteer | <input type="checkbox"/> Room Steward |
| <input type="checkbox"/> DC or RS  | <input type="checkbox"/> Timer        |
| <input type="checkbox"/> Chaperone | <input type="checkbox"/> Secretary    |
| <input type="checkbox"/> Judge     |                                       |

Other: \_\_\_\_\_

Which Phase did you enjoy the most and why?

Please answer the following:

- | Yes                      | No                       |   |
|--------------------------|--------------------------|---|
| <input type="checkbox"/> | <input type="checkbox"/> | Were the facilities adequate for all Phases?                          |
| <input type="checkbox"/> | <input type="checkbox"/> | Was the schedule adequate and easy to understand?                     |
| <input type="checkbox"/> | <input type="checkbox"/> | Was the check-in procedure adequate?                                  |
| <input type="checkbox"/> | <input type="checkbox"/> | Was the briefing informative?   |
| <input type="checkbox"/> | <input type="checkbox"/> | Do you feel this Rally fully tested the knowledge of the competitors? |
| <input type="checkbox"/> | <input type="checkbox"/> | Do you feel the method of questioning was accurate and fair?          |
| <input type="checkbox"/> | <input type="checkbox"/> | Do you feel that the question topics were broad enough?               |
| <input type="checkbox"/> | <input type="checkbox"/> | Were the officials friendly and knowledgeable?                        |

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

Please complete and return to:

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

Address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

# APPENDIX J

## Organizers Report

Region: \_\_\_\_\_  
Rally Date: \_\_\_\_\_ Levels/Divisions: \_\_\_\_\_  
Organizer's Name: \_\_\_\_\_ Telephone: (\_\_\_\_) \_\_\_\_\_  
Address: \_\_\_\_\_ City/State/Zip: \_\_\_\_\_  
TD's Name: \_\_\_\_\_ Telephone: (\_\_\_\_) \_\_\_\_\_  
Address: \_\_\_\_\_ City/State/Zip: \_\_\_\_\_

Place a check beside the four Phases that were competed in at this Rally

Classroom (Mandatory) Number of complete Rounds \_\_\_\_\_  
 Barn Number of complete Rounds \_\_\_\_\_ Did each Barn Round include individual and team questions? yes no  
 Stations Number of complete Rounds \_\_\_\_\_  
 Mega-Room Number of tables per Division \_\_\_\_\_  
 Written Test

Please provide the following statistics:

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

Please answer the following:

Yes	No	
_____	_____	Did you have a CURRENT copy of the USPC Quiz Rulebook?
_____	_____	Did you create a program with a schedule for this Rally?
_____	_____	Did you check that there were Medical Cards on each competitor?
_____	_____	Were chaperone forms signed?
_____	_____	Did you have a coordinator for each Phase?
_____	_____	Was there a separate briefing for volunteers?
_____	_____	Was the facility used adequate for a Quiz Rally?
_____	_____	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 give the judges time to review their questions prior to the competition?

Was there proper time allotted for all aspects of the Rally? \_\_\_\_\_

If not, which areas were not addressed adequately? \_\_\_\_\_

*Continued*

# APPENDIX J

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## Organizers Report *Continued*

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

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What did you feel was the worst quality of the Rally? \_\_\_\_\_

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

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Is there any information that you feel you were lacking that you would like the Quiz Committee to provide \_\_\_\_\_

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Was there any Phase that you felt could be improved:

If yes, How? \_\_\_\_\_

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Did you feel that the Technical Delegate was fully informed and knowledgeable of the Rulebook? \_\_\_\_\_

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

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Thank you for your comments!

Rally Organizer's Signature \_\_\_\_\_

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

# APPENDIX K

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## 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?

What was the check-in procedure and briefing like?

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

What were the officials and staff like?

*Continued*

# APPENDIX K

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## Competitors Evaluation Questionnaire *Continued*

Please explain what you liked and disliked about the Phases that were used.

Classroom Phase:

Barn Phase:

Stations Phase:

Mega Room Phase:

Written Test Phase:

Other Comments:

Optional Information:

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

Address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

# SECTION VI: Quiz Study Guide

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## 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 rating level and up to two levels above their rating 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 rating 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 ratings. 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 rating level and up to two levels above your HM rating 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 rating 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 rating 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.
- 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.

# SECTION VI: Quiz Study Guide

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## 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 rating or Rally, it may show up in the Barn.

### C. How to Compete

You will have the chance to answer questions at your rating level and up to two levels above your rating level. 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 Station for a Club meeting** – Help your Club prepare by creating a Barn Station for a practice session. Pick a topic and create individual questions that demonstrate skills needed for the topic. Create questions for at least three rating 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.

# SECTION VI: Quiz Study Guide

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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 multi-faceted. 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 rating levels of the material will be set before you get there. You will not be able to choose your rating 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 clothing 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 – Demonstrate how to put a bridle together with a pelham bit.

Jr. C/H-B/

B Team – Match these five poisonous plants with their symptoms.

Sr. C/H-B/

B Team – Match these seven poisonous plants with their symptoms.

H/H-HM/

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.*

# SECTION VI: Quiz Study Guide

## C. How to Compete

The items will already be divided by rating 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? \_\_\_\_\_

### 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 \_\_\_\_\_

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## 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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