

SLOV Regional Quiz 2008 Games

Exactly 10 minutes are allowed for each game

The schedule allows 15 minutes total and the breakdown is: 2.5 minutes at the beginning will be used to give instruction and 2.5 minutes at the end of the time allowed will be used to finalize scores and move to your next station

Grasshoppers

Memory:

- Cards depicting pictures of horse/pony related items are turned face down on the table.
- Players turn one over and then another, if they match they pick up the cards and get a point. If the pictures do not match they must turn both cards back over and try again.
- If they can identify the item correctly they receive a second point.
- Only two cards may be turned over at any given time.

Pin the Pony Parts:

- Tags with the names of pony parts are placed in a container.
- Each member of the team takes turns pulling a tag and placing it on the correct area of a large pony drawing.
- One point is given for each correctly placed tag within the time limit.
- Players must place the tag they pull and may not exchange the tag.
- One hint may be given by team members and if they still can not place the tag then they may pass.

Horsing Around:

- Players are shown various pictures and asked a specific prescribed question.
- The picture may depict a horse related sport, a famous rider, a logo, a piece of equipment or an occupation.
- To gain a point they must identify correctly and a team effort is encouraged.
- They may pass and go to the next picture. That picture will be placed in a separate pile.
- If there is enough time left at the end they can retry any they skipped.

Level 1

Pin the Pony Parts:

- Tags with the names of pony parts are placed in a container.
- Each member of the team takes turns pulling a tag and placing it on the correct area of a large pony drawing.
- One point is given for each correctly placed tag within the time limit.
- Players must place the tag they pull and may not exchange the tag.
- One hint may be given by team members and if they still can not place the tag then they may pass.

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- If they can identify the item correctly they receive a second point.
- Only two cards may be turned over at any given time.

Activities for fun may be available during the breaks.

Level 2

Horsing Around:

- Players are shown various pictures and asked a specific prescribed question. The picture may depict a horse related sport, a famous rider, a logo, a piece of equipment or an occupation.
- To gain a point they must identify correctly and a team effort is encouraged.
- They may pass and go to the next picture. That picture will be placed in a separate pile.
- If there is enough time left at the end they can retry any they skipped.

Headbands:

- Team members take turns wearing a headband with a horse related word or phrase on it while their team mates act out the word or phrase and the wearer guesses what it is.
- The same rules as Charades apply. No verbal cues may be given.
- When the wearer guesses the word or phrase correctly the headband is passed to another team member and a new word inserted.
- The team gains one point for every correct answer.
- If the wearer of the headband is having great difficulty after at least 2 minutes have passed then they may pass.
- The object is to guess as many as possible within the time limit.

Bridle Path:

- Team members sort out a pile of bridle parts and assemble and put up a bridle. For full marks all parts must match, be assembled correctly, suitable bit for the bridle, be fully assembled and put up correctly. Points are deducted from the total possible score for twisted, mismatch parts or incomplete within the time limit.

Pin the Pony Parts:

- Tags with the names of pony parts or ailments are placed in a container.
- Each member of the team takes turns pulling a tag and placing it on the correct area of a large pony drawing.
- One point is given for each correctly placed tag within the time limit.
- Players must place the tag they pull and may not exchange the tag.
- One hint may be given by team members and if they still can not place the tag then they may pass.

Level 3

Horsing Around:

- Players are shown various pictures and asked a specific prescribed question. The picture may depict a horse related sport, a famous rider, a logo, a piece of equipment or an occupation.
- To gain a point they must identify correctly and a team effort is encouraged.
- They may pass and go to the next picture. That picture will be placed in a separate pile.
- If there is enough time left at the end they can retry any they skipped.

Headbands:

- Team members take turns wearing a headband with a horse related word or phrase on it while their team mates act out the word or phrase and the wearer guesses what it is.
- The same rules as Charades apply. No verbal cues may be given.
- When the wearer guesses the word or phrase correctly the headband is passed to another team member and a new word inserted.
- The team gains one point for every correct answer.
- If the wearer of the headband is having great difficulty after at least 2 minutes have passed then they may pass.
- The object is to guess as many as possible within the time limit.

Bridle Path:

- Team members sort out a pile of bridle parts and assemble and put up a bridle. For full marks all parts must match, be assembled correctly, suitable bit for the bridle, be fully assembled and put up correctly. Points are deducted from the total possible score for twisted, mismatch parts or incomplete within the time limit.

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Level 3 con't

Pin the Pony:

- Tags with the names of pony parts or ailments are placed in a container.
- Each member of the team takes turns pulling a tag and placing it on the correct area of a large pony drawing.
- One point is given for each correctly placed tag within the time limit.
- Players must place the tag they pull and may not exchange the tag.
- One hint may be given by team members and if they still can not place the tag then they may pass.

Level 4, 5 & 6

Horsing Around:

- Players are shown various pictures and asked a specific prescribed question.
- The picture may depict a horse related sport, a famous rider, a logo, a piece of equipment or an occupation.
- To gain a point they must identify correctly and a team effort is encouraged.
- They may pass and go to the next picture. That picture will be placed in a separate pile.
- If there is enough time left at the end they can retry any they skipped.

Abbreviations:

- Players must write the full names for the abbreviations. The abbreviations will be categorized.
- The answers must be correct for the category.

Headbands:

- Team members take turns wearing a headband with a horse related word or phrase on it while their team mates act out the word or phrase and the wearer guesses what it is.
- The same rules as Charades apply. No verbal cues may be given.
- When the wearer guesses the word or phrase correctly the headband is passed to another team member and a new word inserted.
- The team gains one point for every correct answer.
- If the wearer of the headband is having great difficulty after at least 2 minutes have passed then they may pass.
- The object is to guess as many as possible within the time limit.

Pin the Pony:

- Tags with words relating to ailments, diseases and anatomy are placed in a container. The players must draw out one at a time and place it in the correct position on a large drawing of a horse.
- Each member of the team must take turns in rotation.
- One mark is given for each tag that is placed correctly within the time limit.
- Players must place the tag they pull and may not exchange it.
- If an ailment occurs in more than one area of the horse's body there may be more than one tag. The tag must be placed in a different area each time it is drawn.

The rules and how to play each game are consistent throughout all levels but the materials have been made appropriate to each level

All cards used in horsing around and headbands will be presented to every team in the same order. Pin the Pony is a random draw.

General Information

Once registrations have been received I will be contacting chaperones and volunteers to give them instructions for tasks assigned. Please ensure that all of your volunteers are listed and include email addresses + phone numbers. I will be making food tickets in advance and it is really important to know exactly who will be attending Quiz.

You can expect communications and organisation to be much improved this year. Most volunteers accompanying teams will be assigned other duties throughout the day. However 1 chaperone of Grasshopper and Level 1 should accompany the team at all times.

All participants must have a medical armband and pony club pin. Please organise this in advance.

Advance Schedule Information

Arrive Between 8:00 am 8:30 am assemble in cafetorium pick up envelopes name tags etc
8:30 Welcome to Quiz any changes to schedule etc will be announced if necessary.
8:45 am All participants to go to the room specified on their schedule and prepare for the written test
9:00 10:00 Written Tests
10:00 10:15 Break anyone who needs extra time writing their test may do so
10:15 Games and Visuals begin as per schedule
12:00 1:00 Lunch Break
3:00 All activities complete review of scoring - Awards
4:00 Final Clean up & Goodbyes

I am currently looking at ways to make the day as short as possible for those who travel far. There will be two areas for visuals Grasshopper through level 2 in one area and Level 3 through level 5 in another area. This will prevent over crowding and shorten the time required for all teams/individuals to get through. I have a separate set of materials for all of the levels in games so that it will go much faster as well.

Once all registrations have been received and I know how many volunteers I will have a better idea how long of a day it will be.

Lunch will be supplied but everyone should bring extra bottled water and snacks. We do have a peanut allergy so I ask that you do not bring any snacks containing peanuts.

Scoring

Grasshopper through Level 6 Team scores Written 40 %/Visuals 30 %/Games 30%
Level 5 & 6 Individual scores Written 50%/Visuals 50% (as per the past 3 years)

In order to be more inline with National Quiz, level 5 & 6 Visual identification phase has increased from 30 items to 130 items Photographs & diagrams may be used