

Western Ontario Regional Quiz



January 2014

Overview

Western Ontario Region's Quiz day is modelled after National Quiz's format. An individual written test is followed by picture and object identification in the morning, with team games in the afternoon. The day ends with ribbons and the selection of the National Quiz teams.

Regional Quiz, like many other activities, relies heavily on a large number of volunteers to make the preparation and test day run smoothly. All branches are expected to help with the preparation of the written test materials and games. Each club must contribute to Quiz preparation for your members to be able to participate. Each competitor will be accompanied by a volunteer that will be assigned one or two jobs on the day of Quiz.

Eligibility

All competitors must be members in good standing of a WOR branch with all fees paid and be confirmed members of the OEF. Competitors may compete at their tested CPC level or higher, and may return to their tested level even if they competed above it in a prior year, with the permission of the Quiz Chair. Entries in the E Junior division must be under 10 years of age as of January 1 of the competition year.

Entries will have a due date of one month (usually the Regional meeting) before Quiz. With the permission of the Regional Quiz Chair, late entries, level changes or competitor substitutions may be allowed up to one week before Quiz. No changes will be allowed after this date. This date will be included on all documentation.

Competitors will be assigned a number, based on the level they are competing at, and will use that number to identify themselves on all written portions for the day. Team numbers will also be assigned and announced the day of Quiz. In the event that an answer sheet is missing a competitor number, every effort will be made to identify the owner, however if this is not possible, those scores may be forfeited.

Assistance

Pony Clubbers competing at the E Jr Level may request a tutor to help with the reading of questions. Tutors may not provide any assistance other than reading the question, writing answers provided by the competitor, or providing an explanation of the question category.

Clubbers at any level may request a scribe.

Divisions of Competition

- All A and B levels combined
- All C levels combined
- D2 level
- D1 level
- D level – Please note that all D, D1 and D2 level tests are the same, however competitors will be rated only against others entering at the same level.
- E level
- E Junior level

Written Test

All written test questions MUST be cited with the book title, edition/publication date, and page number. This is an essential part of Quiz, and of the Captain's Review. The majority (90%) of questions should come from the books listed below, from the Required Reading List included in the current National Quiz Handbook. As of November 2013, approved material includes:

USPC A/B Manual

USPC C Manual

USPC D Manual

USPC Guide to Conformation, Movement and Soundness

USPC Guide to Bandaging Your Horse

USPC Longeing and Ground Training

British Manual of Horsemanship

The Comprehensive Guide to Equine Veterinary Medicine (2007)

Saddlery (3rd Ed.) E. Hartley Edwards

Horse Gaits, Balance and Movement (2005)

The Horse Conformation Handbook

All Horse Systems Go

Grooming To Win

Conditioning Sport Horses (1991)

The Horsemaster's Notebook (4th Ed.)

Horse Owner's Veterinary Handbook (3rd Ed.)

Additional questions may be used, as long as they can be cited from a known, verifiable source. Up to 10% of the material can be general knowledge. Both a Question sheet and an Answer key must be provided in separate files, including the citation on each.

Type and Number of Questions

There will be 100 questions for all divisions except E Junior which will have 80 questions. The questions will be broken down as follows:

Fill in the Blanks

- 15 questions (10 for E Junior)
- Include a Word Bank – with extra words – at Junior levels
- Each competitor gets a copy of the question sheet

Multiple Choice

- 20 questions (15 for E Junior)
- Avoid having too many fun responses
- Can use “Both x and x” answers at higher levels
- Avoid negative questions
- Each competitor gets a copy of the question sheet

True/False

- 20 questions (15 for E Junior)
- Answers MUST be True or False, be totally sure of the answer
- Each competitor gets a copy of the question sheet

Miscellaneous

- 15 questions (10 for E Junior)
- Each competitor gets a copy of the question sheet
- May be a mixture of multiple choice, fill in the blanks, true/false or other question types
- No “essay” type questions allowed.

Junior Pictures

- 15 questions
- Pictures should be printed in colour, full size, on an 8½ x 11 page.
- Each picture will be associated with a question which may involve the identification or description of an object, person, horse, or other horse related items.
- Each competitor will have an equal opportunity to view each picture

Junior Objects

- 15 questions
- Each item will be associated with a question which may involve the identification, description, or use of the item.
- Each competitor will have an equal opportunity to view each item

Senior ID Tables

The ID table phase will follow the written phase for Senior (C and AB) competitors. There will be 6 ID tables, each with a theme, and holding 15 items (or 15 separately identifiable parts). These items will be marked with a number only. This competition is again individual. Competitors will be divided up amongst the 6 tables. At the signal, an answer sheet, with 20 possible answers, will be provided to the competitors. In 10 minutes, C level competitors will attempt to identify up to 10 items, AB level competitors must attempt to identify all 15 items. The remaining 5 possible item names should be similar to some of the actual items, so that competitors are proving their knowledge of the items, and are not just guessing well. Please ensure that the answer key provides the name of the item, not its use, or a description. After 10 minutes, the competitors will hand in their answer sheets and move to the next (pre-assigned) table. This score counts towards the competitors individual scores.

Preparation and Verification of Questions

Normally, the preparation of the questions, pictures, objects, ID tables and games will be split up amongst all branches. Draft questions must be submitted by the assigned deadline to allow proper review and corrections where necessary. The organizers may require that extra questions be submitted for each category in case some are not suitable for the intended level. If the organizers wish, the preparation may be assigned differently. In all cases, the Technical Delegate will review the submitted questions and may change the wording, remove questions, or transfer questions to a test for a different level. The assistance of a teacher or other person familiar with written examinations is recommended to help avoid confusing or ambiguous wording of the questions. The decision of the Technical Delegate as to the suitability of any question is final.

Scoring

Each correct answer will be awarded one point. Half points may be given for partially correct answers however no other fractions may be used. Marks are NOT deducted for incorrect answers. In the event that a change to the scoring key becomes necessary during the marking phase, the information will be communicated to all, and the scoring spreadsheet will be modified accordingly.

The winner in each division shall be the member with the highest total points from all 6 types of questions combined. If there is a tie for any position, including team positions, the tie shall be broken by comparing first each individual's score for the Objects questions. If a tie still exists, the individual scores will be compared for the other types of questions one type at a time until the tie is broken. The order in which the question types will be compared following Objects is

- II. Pictures
- III. Miscellaneous
- IV. Fill in the Blanks
- V. Multiple Choice
- VI. True/False.

If a tie still exists, the tied may be asked to answer some questions from a higher level, additional "tie breaker" questions, or may be given ad hoc written or oral questions by the Technical Delegate.

Marking

Marking of all segments of Regional Quiz occurs on Quiz day, and starts as early as 30 minutes after the beginning of the written phase. Runners will deliver completed copies of the test to the marking room. Answer keys will be provided to those responsible for marking. Correct spelling is not necessary, unless it is not possible to be certain of the intended answer. Discussion may occur on ambiguous answers, or items which seem to have a frequent, similar wrong answer. This could signify a poorly written question that has been interpreted in a totally different way. ID tables and games will be scored by the volunteers running each table/game, and collected by runners. All marked/scored papers will be brought to the scoring room and will be entered onto the scoring spreadsheet and sorted out by level, then competitor number, then branch.

Checking Results/Captain's Review

Branches may assign one person for each 10 competitors to review the test results after marking and before announcing final scores. The reviewer must be one of the competitors but may be from any branch. Reviewers will be allowed a maximum of 30 minutes. The Technical Delegate will have the final decision as to whether marks will be changed or not. Only materials listed on the approved Reading List (see Written Test, above) may be used for the review.

Games Phase

Teams will be split into Junior (E Junior to D2) and Senior (C to A/B) for the competition, based on the level entered in the Quiz competition. Teams will consist of 3 to 5 members, but will be scored based on four. Scramble teams are accepted. Teams will be assigned by the organizing committee, making every effort to keep branches together. Games scores will not count toward the Regional results. A separate set of awards will be presented. Parent volunteers will be needed to run the games. Please indicate names on the volunteer part of the entry forms. Games will be selected from those listed in the National Handbook, Appendix 1 (attached) or created by the committee. All games to be used at Regional Quiz will be announced to the competitors at least one month prior to Quiz, along with a full explanation.

Awards

Individuals

Individual ribbons are awarded for 1st to 6th place in the A/B division and 1st to 10th place in all other divisions.

Teams

Individual Ribbons will be awarded to all members of the 1st to 8th place teams for both Junior (E – D) and Senior (C – AB) levels.

Branches

The annual Quiz Championship trophy is awarded to the Branch with the highest total score calculated by adding the score of the highest placing individual from each branch in each division. The Region will pay for yearly plaques to be affixed to the trophy, and any upkeep. Ribbons are awarded to the 2nd to 6th place branches.

Eligibility for National Quiz

The top 4 ranking C and AB competitors, respectively, will be invited to compete in that year's National Quiz (see www.canadianponyclub.org for rotation schedule). If any of those invited are not able to attend, the spot will be offered to the next placing competitor of the appropriate level. See current WOR Travel Fund policy for regional support.

Chaperones for National Quiz

Each team attending National Quiz must have a chaperone over the age of 25. The current Regional Quiz Chair will have first refusal as a chaperone. Additional chaperone positions will be offered to other team member's parents/guardians, first, and then to other WOR adult members. See current WOR Travel Fund policy for regional support. Any additional parents wishing to attend National Quiz must register separately and pay all their own costs. All chaperones and parents attending National Quiz are expected to volunteer their time helping to run the event.

Appendix 1 Games

Instructions and Sample Questions for possible games stations.

All stations must be weighted the same. A minimum of 10 stations must be used. Regions may use any or all of these stations and are encouraged to come up with at least a few new stations. The games are worth 30 points per team of the total points for the competition.

These are just suggestions. These games can be altered to fit Regional ideas. If you have other games that you use in your Region, please write them up and send them to be included in future updates.

1. **Alphabet** A set of 26 cards is produced, each one containing a clue to one letter of the alphabet. Each team receives a master sheet with the 26 letters and space for the answers. The team attempts to match the clues to the letters of the alphabet.

e.g. A type of girth A Atherstone
Slow trot J jog

2. **Jeopardy** Based on the TV show. Players choose a topic and a point value from a specially designed board. The answer is read from the card and the player must give the correct question. The harder questions are found under the higher point values. There should be a station with C questions and another with AB questions.

e.g.

Feeding	Conformation	Starts with C	Famous Horses	Foot & Shoeing
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3

Starts with C for 3 points. a pain in the stomach What is colic?

3. **Before and After** Players must find a word that connects two other words. At least one phrase is horse related. Players must fill in the blank.

e.g. church _____ boots (bell)
stick _____ worms (pin)
alfalfa _____ wagon (hay)

4. **Initials** Players must write the full names for the abbreviations for common horse organizations, Pony Club books or Pony Club rules.

e.g. CPC Canadian Pony Club
KYH Know Your Horse
T.P.R. Temperature, pulse and respiration

5. **Win, Lose or Draw (Pictionary)** Team members take turns drawing horse related articles. The rest of the team tries to guess what is being drawn.
e.g. Balding girth
6. **Famous Horses** Players identify famous horses and/or riders, fact or fiction, using written clues or pictures.
e.g. the Lone Ranger's Horse Silver
Roy Roger's Horse Trigger
7. **Talk About** Two players leave the room while the other two players 'talk about' a given topic. They try to use the 10 secret words. They get 1 point for each secret word that they use. The other team members return and try to guess the topic by seeing the words that were revealed by the first 2 players. If they correctly guess the topic, the team receives more points.
e.g. Topic Feeding Secret Words: rules, nutrients, hay, bulk, water, concentrates, forage, oats, vitamins, corn
8. **Crazy Horse Parts** Players guess parts of the horse based on clues. The clues are not related to horses but suggest a part of the horse.
e.g. sits on a lily pad frog
a pirate's trunk chest
used for a broken bone splint
9. **Parts of the Horse Unsoundness Bones** Players identify parts, areas of unsoundness or bones from pictures or artifacts.
10. **Bridle Path** Players assemble a bridle as quickly as possible. Can be done blindfolded, depending on the level.
11. **Odd One Out** Pick the item that doesn't fit the category.
eg. standing, dropped, running, Irish windgalls, thoroughpin, fetlock, bog spavin
12. **Concentration** Players look at a set of objects for 90 seconds, then write down as many as they can remember.
13. **Name my Game (Horsing Around)** Pictures illustrate horsy pursuits, sports and occupations.
eg. polo, farrier, saddle maker, combined driving
14. **Number, Please** All the answers to these questions are numbers.
eg. knock down in show jumping, incisors in a mare
15. **Sock it to Me** Identify objects by touch alone.

16. **Stadium Station** A miniature jumper course is set up. Players have to list mistakes in the course and answer questions about show jumping.
17. **Doing Dressage** Players set up a Dressage ring and answer questions about Dressage.
18. **Puzzles** Players work together on a variety of crossword, word search or scrambled word puzzles.
19. **Wheel of Fortune** Players try to guess as many mystery words or phrases as they can in 10 minutes. Players must answer a question correctly in order to pick a letter and guess the puzzle.
20. **Trivial Pursuit** Players try to answer as many questions as possible in all six categories if possible.
21. **Go for the Gold** Olympic trivia - especially important in an Olympic year.
22. **Pin the Disease** Using a large picture or a skeleton, pin various diseases and unsoundnesses on the horse.
23. **Name that Breed** Identify breeds of horses and ponies from pictures or answer questions about them.
24. **Harnessing Up** Identify parts of harness from pictures or real items. Put harness on a horse.
25. **Taboo** Players try to get their partner to guess a word from clues they give. The only catch is there is a list of words that are "Taboo". Use one of them in your clue and you lose the point.

Eg. The word is saddle but you can't use the following words in your clues: sit, back, girth, stirrup, ride (or any form of those words).
26. **Pyramid** Based on the game show, the \$10,000 Pyramid, one member gives clues to a category. The other team members must guess the category.

Eg. The category is "Things a Horse Might Wear in the Trailer". Clues might include boots, poll guard, bandages, blanket, etc. You keep giving clues until your team guesses the category.
27. **Charades** Players act out equine related phrases.
28. **Headbands** Similar to charades. One member wears a hat with a phrase written on it. The other team members act out the phrase for that member to guess.
29. **Zoom-In** Members identify closeup pictures of familiar horse related objects.
30. **Green Thumb** Pictures of various plants to identify.
31. **Scramble** Unscramble familiar horse terms.
32. **ABC's of Racing** Like Alphabet but using racing terms.
33. **Call the Vet** Questions, pictures, x-rays, scenarios relating to Vet & First Aid.