



## Crazy Horse Parts (Points of the horse)

### How to play the game:

Players guess parts of the horse based on clues. The clues are not related to horses but suggest a part of the horse.

Teams are given a sheet of paper providing them with a series of clues for them to work out.

Answers are to be written alongside the clues.

### Equipment:

Table and 5 chairs, 4 pens

Answer sheet for each team

Clipboard and pens for helper

### Tips for Helpers:

Explain how to play the round to each team.

Do not provide assistance to competitors.



## Crazy Horse Parts

### Answer sheet for J/S Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Clue	Answer	Points available	Points awarded
Who says "ribbit"		2.5	
A large strong box		2.5	
What do you put on a hassock when in church?		2.5	
Posterior		2.5	
A respiratory condition characterised by a hoarse cough		2.5	
To not allow yourself to do or express (something)		2.5	
A plant becomes weak, dry and starts to die		2.5	
Top of a hill		2.5	
Wild mushroom called Lion's ?		2.5	
The pinna is part of the ?		2.5	
A device in which a laptop, smartphone, or other mobile device may be placed for charging		2.5	
To gag, or prevent from speaking		2.5	
An organ that receives light and visual images		2.5	
Another word for a story		2.5	
A small crown		2.5	
Brown nut with prickly casing		2.5	
The right or left side of a body of people		2.5	
Fungal disease of cereal grasses		2.5	
Russian military tank		2.5	
A vote count for an election		2.5	

Total \_\_\_\_\_/50

Score checked \_\_\_\_\_ Score uploaded \_\_\_\_\_

## Crazy Horse Parts

### Answer legend

Clue	Answer
Who says “ribbit”	Frog
A large strong box	Chest
What do you put on a hassock when in church?	Knee
Posterior	Back
A respiratory condition characterised by a hoarse cough	Croup
To not allow yourself to do or express (something)	Stifle
A plant becomes weak, dry and starts to die	Withers
Top of a hill	Crest
Wild mushroom called Lion’s ?	Mane
The pinna is part of the ?	Ear
A device in which a laptop, smartphone, or other mobile device may be placed for charging	Dock
To gag, or prevent from speaking	Muzzle
An organ that receives light and visual images	Eye
Another word for a story	Tail
A small crown	Coronet
Brown nut with prickly casing	Chestnut
The right or left side of a body of people	Flank
Fungal disease of cereal grasses	Ergot
Russian military tank	Gaskin
A vote count for an election	Poll



## Crossword Puzzle

(Mini - Care of the Foot, J/S - Feeding)

### How to play the game:

This round is a word game consisting of a crossword puzzle. Answer the clues by putting the answers into the boxes either horizontally across or vertically down next to the number corresponding to the clues.

### Equipment:

Table and 5 chairs, 4 pens

Answer sheet for each team

Clipboard and pens for helpers

### Tips for Helpers:

Explain how to play the round to each team.

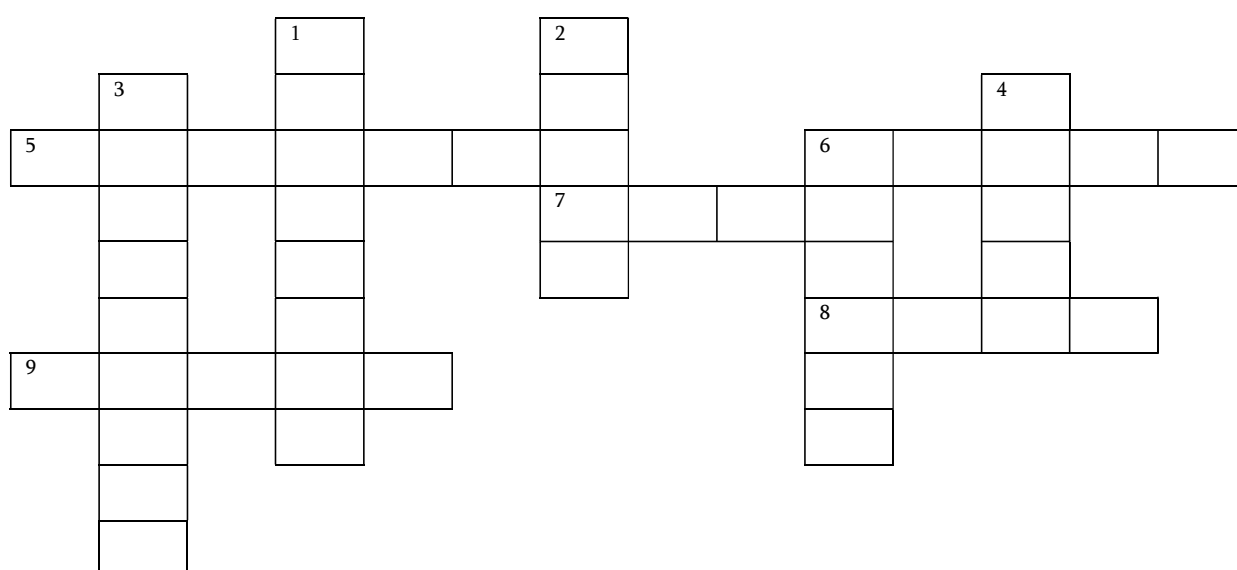
If any of the younger members need help with reading or spelling you may assist them but do not give them the answers.

## Crossword Puzzle

### Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_



#### Down

1. For a diet to be fully ? it needs to meet the nutritional requirements for the horse's specific activity level, age and breed.
2. Keep clean, ? water always available.
3. Dietary management is crucial for?
4. One form of this feed is pony nuts.
6. Type of hay made from pasture permanently laid down to grass.

#### Score

1	
2	
3	
4	
6	

#### Across

5. is best fed to a horse with a respiratory condition.
6. Hay is preserved by the removal of moisture to stop ? growing.
7. Keep to the ? feeding hours each day.
8. Good quality hay must be free from?
9. Carefully formulated mixture of ingredients.

5	
6	
7	
8	
9	

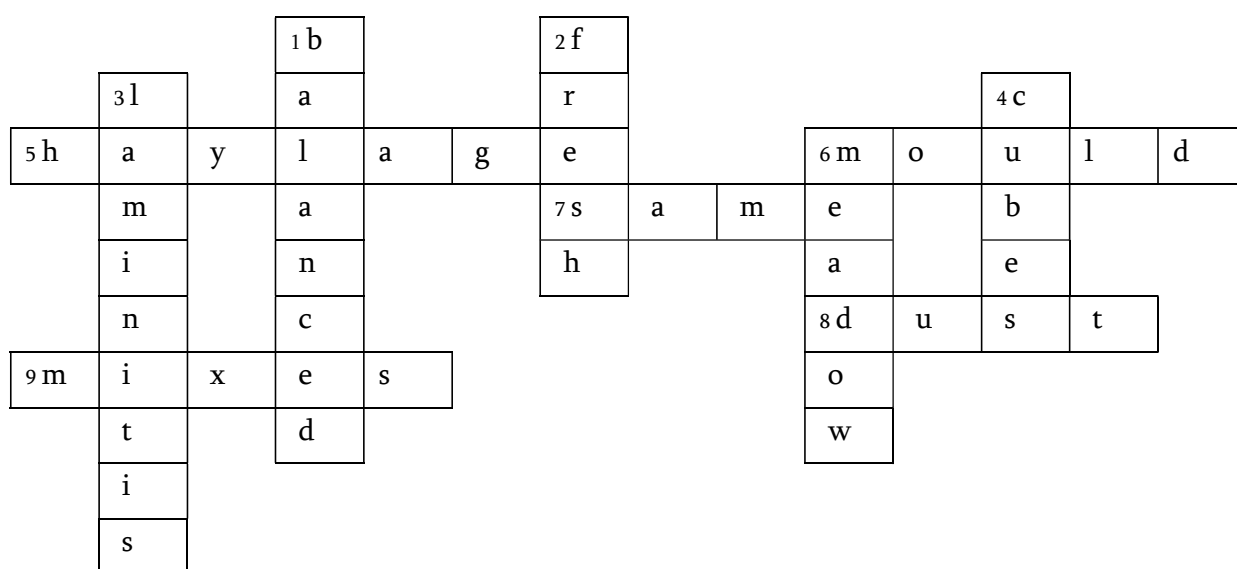
Five points per question.

Total \_\_\_\_\_/50

Score checked \_\_\_\_\_

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## Crossword Puzzle Junior/Senior Answer Legend



### Down

- For a diet to be fully ? it needs to meet the nutritional requirements for the horse's specific activity level, age and breed. **Balanced**
- Keep clean, ? water always available. **Fresh**
- Dietary management is crucial for? **Laminitis**
- One form of this feed is pony nuts. **Cubes**
- Type of hay made from pasture permanently laid down to grass. **Meadow**

### Across

- is best fed to a horse with a respiratory condition. **Haylage**
- Hay is preserved by the removal of moisture to stop ? growing. **Mould**
- Keep to the ? feeding hours each day. **Same**
- Good quality hay must be free from? **Dust**
- Carefully formulated mixture of ingredients. **Mixes**



## Green Thumb (Poisonous Plants, Trees and Grasses)

### How to play the game:

Competitors work together to identify pictures which are laid out on a table.

The plants may be any category but will be related to pasture, poisonous plants or trees.

Competitors must place the name of the plant next to its corresponding number on the answer sheet.

### Equipment:

Table and 5 chairs, 4 pens

20 numbered photos of the plants to identify (Supplied, can be cut out or left in the sheets)

Answer sheet for each team/or individual if used as the individual round

Clipboard and pens for helper

### Tips for Helpers:

Explain how to play the round to each team.

Do not assist the competitors.

If used for the individual round, remind the teams that they are not to talk among themselves.



## Green Thumb

### Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Photo number	Answer	Points available	Points awarded
1		2.5	
2		2.5	
3		2.5	
4		2.5	
5		2.5	
6		2.5	
7		2.5	
8		2.5	
9		2.5	
10		2.5	
11		2.5	
12		2.5	
13		2.5	
14		2.5	
15		2.5	
16		2.5	
17		2.5	
18		2.5	
19		2.5	
20		2.5	

Total \_\_\_\_\_/50

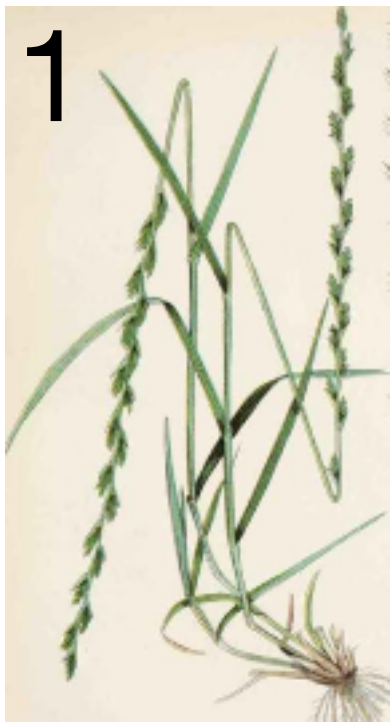
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## Green Thumb

### Answer Legend and scoring

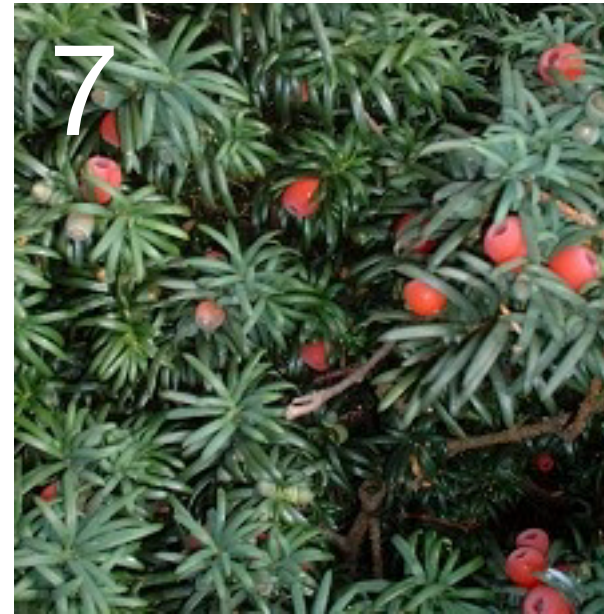
Photo number	Answer	Points awarded
1	Rye	2.5
2	Timothy	2.5
3	Cooksfoot	2.5
4	Crested dogs tail	2.5
5	Meadow fescue	2.5
6	Oak	2.5
7	Yew	2.5
8	Beech	2.5
9	Sycamore	2.5
10	Ash	2.5
11	Ragwort	2.5
12	Foxglove	2.5
13	Privet	2.5
14	Hemlock	2.5
15	Horsetail	2.5
16	Acorn	2.5
17	Laburnum	2.5
18	Woody Nightshade	2.5
19	Deadly Nightshade	2.5
20	Black Nightshade	2.5



6



7



8



9







14



15



16









## Guess the Item (Blue Cross Badges)

### How to play the game:

One team member sits on each side/end of the table, three bags of items will be on the table on each side/end. Each team member is given 2mins to feel their bags and identify the items inside, each bag is numbered, the team members tell the helper what their guess is, the helper will write it on the answer sheet next to each bag's number. Members are only allowed to feel their bags during their allocated time, they must not touch the bags at any other times. There is to be no conferring about the contents of any bag apart from bag 13.

There is a thirteenth bag for the whole team to feel and decide on as a group what the answer is. This bag should be passed between the members who are not taking their turn throughout the round.

### Equipment:

Table and 6 chairs

13 numbered bags of items with closed ends (check there are no sharp edges on the horseshoe, the mini bit should be a snaffle)

Answer sheet for each team

Clipboard and pens for helpers - **The clipboard is essential for this round**

Something to time two minutes with, stopwatch, phone etc

### Tips for Helpers:

Explain how to play the game to each team. Tell the team members to pick a side or end to stand at, during the 8 mins of play time ensure they know that they each have 2 mins to feel their three bags and guess the answers, they need to tell you what they think is in each bag and you write it on the answer sheet. Each bag is numbered, the answers need to be written on the answer sheet next to the bag's number. Make sure the teams know that they are not to touch the bags unless it is their allocated time slot. Ensure that the teams do not see the answer sheet while you fill in their answers as the correct answer is on there. If they answer with one word on the two word items, ask them if there is anything else they would like to add.

Reset the table for each next team by making sure that none of the items have been removed from bags and that they are in place.

Arrange the table so that bags 1, 2 & 3 are together, 4, 5 & 6 together etc and then have the member stand at bags 1, 2 & 3 go first and so on so that you are helped to write their answers down in numerical order on the answer sheet. If a team only has three members, each member has four bags and 2 mins 30 sec each.

## Guess the Item

### Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Bag number	Correct Answer	Team Answer	Points available	Points awarded
1	Oats		4	
2	Body Brush		4	
3	Sweat Scraper		4	
4	Buffer		4	
5	Cavesson Noseband		4	
6	French Link Loose Ring Snaffle Bit		4	
7	Bar of Saddle Soap		4	
8	Shavings		4	
9	Vet wrap		4	
10	Stable Bandage		4	
11	Front toe clip shoe		4	
12	Thermometer		4	
13	Stock		2	

Total \_\_\_\_\_/50

Score checked \_\_\_\_\_ Score uploaded \_\_\_\_\_





## Question Round (Learning Theory)

### How to play the game:

Together as a team answer the questions by choosing from the multiple choice answers.  
Points per answer and the number of answers required are indicated after each question.

### Equipment:

Table and 5 chairs, 4 pens

Answer sheet for each team

Clipboard and pens for teams and helper

### Tips for Helpers:

Explain how to play the game to each team.

If the team requires help with reading please do help, but make sure not to help with the answers.

The questions cover two pages so please make sure teams are aware of the second page. Either turn over the first one or show the second.

## Learning Theory

### Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_ Team Number: \_\_\_\_\_

Page 1

**1. Horses and ponies learn by trying new things. What makes them want to do the behaviour again?** (Tick **two** correct answers for 3 points each)

- |  |  |
|--|--|
| <input type="checkbox"/> Being rewarded for an effort. | <input type="checkbox"/> Feeling uncomfortable trying something new. |
| <input type="checkbox"/> Pressure staying the same.    | <input type="checkbox"/> Pressure being released.                    |

**2. What is the horses/ponies flight response?** (Tick **three** correct answers for 3 points each)

- |   |   |
|---|---|
| <input type="checkbox"/> Standing still.        | <input type="checkbox"/> Running away from something.                                       |
| <input type="checkbox"/> Spooking at something. | <input type="checkbox"/> The flight response tells the horse/pony to move away from danger. |

**3. What is negative reinforcement?** (Tick correct answer for 4 points)

- ☐ Taking away something the horse doesn't like to make a behaviour more likely.
- ☐ Taking away something that the horse likes to make a behaviour less likely.
- ☐ Adding something the horse doesn't like to make a behaviour less likely.
- ☐ Adding something the horse likes to make the behaviour more likely.

**4. Which of these are examples of negative reinforcement?** (Tick correct answer for 3 points)

- ☐ Not giving a treat after the horse/pony has stood still to mount.
- ☐ Giving a scratch on the withers after the horse/pony has jumped a jump.
- ☐ Removing your leg pressure when the horse/pony steps forwards.
- ☐ Giving a treat after the horse/pony has walked into the horsebox/trailer.

**5. Horses are social animals and feel secure in a herd environment. What behaviours may you see if they are taken away from their herd and experience separation anxiety?** (Tick **three** correct answers for 3 points each)

- |   |   |
|---|---|
| <input type="checkbox"/> Whinnying.                   | <input type="checkbox"/> Tension and distraction when ridden. |
| <input type="checkbox"/> Box walking, or field pacing | <input type="checkbox"/> Eating calmly when in their stable   |

**6. What is Positive reinforcement?** (Tick correct answer for 3 points)

- ☐ Taking away something the horse doesn't like to make a behaviour more likely.
- ☐ Taking away something that the horse likes to make a behaviour less likely.
- ☐ Adding something the horse doesn't like to make a behaviour less likely.
- ☐ Adding something the horse likes to make the behaviour more likely.

**7. Any reward or release of pressure must be linked to the correct response. How soon after the response is given must the reward be applied?** (Tick correct answer for 4 points)

- ☐ Immediately after the correct response is given.
- ☐ Within 5 seconds of the correct response.
- ☐ Within 10 seconds of the correct response.
- ☐ It doesn't matter if the next response hasn't been offered by the horse/pony.

**8. What is desensitisation?** (Tick correct answer for 3 points)

- ☐ Getting a horse/pony to react quickly to the riders' aids.
- ☐ Getting a horse/pony to stand in their stable on their own.
- ☐ Getting a horse/pony used to something they don't like or are unfamiliar with.
- ☐ Getting a horse/pony to be caught quickly.

**9. When asking for a new response how should you expect the horse to respond before you reward the effort?** (Tick correct answer for 3 points)

- ☐ Giving you the first basic step, then reward
- ☐ Giving you the full transition, then reward
- ☐ Giving you the full transition and holding the new pace, then reward
- ☐ Giving you not what you wanted but something different, then reward

**10. What is this a description of? "Putting something against the pony that they don't particularly like, such as your legs or pulling on the head collar, then stopping it so that the pony feels comfortable again"** (Tick **two** correct answers for 3 points each)

- |  |  |
|--|--|
| <input type="checkbox"/> Pressure release.       | <input type="checkbox"/> Giving a voice aid.     |
| <input type="checkbox"/> Negative reinforcement. | <input type="checkbox"/> Positive reinforcement. |

Total \_\_\_\_\_/50

Score checked \_\_\_\_\_.

Score uploaded \_\_\_\_\_

## Answer Legend for Scorers

### Mini Answers

1. By trying new things.	
2. Something to eat.	Something that they like.
Something that makes them feel safe.	
3. Standing still to mount.	
4. Scratching the withers.	Stopping using your legs.
5. Slowing down from a gentle aid.	Reacting to the leg aids quickly.
6. Being in a field with other ponies.	Having access to grass or hay all the time.
7. Whinny a lot.	Walk or trot along the field fences.
8. When on his own in the yard.	When in a new place, especially if on their own.
9. Freedom from hunger/thirst.	Freedom to show natural behaviour.
10. Groom each other.	Graze together.
Whinny to others when left behind.	

### Junior/Senior Answers

1. Being rewarded for an effort.	Pressure being released.
2. The flight response tells the horse/pony to run away from danger.	
Running away from something.	Spooking at something.
3. Taking away something the horse doesn't like to make a behaviour more likely.	
4. Removing your leg pressure when the horse/pony steps forwards.	
5. Whinnying.	Box walking, or field pacing
Tension and distraction when ridden	
6. Adding something the horse likes to make the behaviour more likely.	
7. Immediately after the correct response is given	
8. Getting a horse/pony used to something they don't like or are unfamiliar with.	
9. Giving you the first basic step, then reward	
10. Pressure release	Negative reinforcement

# Learning Theory

## Answer Legend for Junior/Senior Competitors

Page 1

**1. Horses and ponies learn by trying new things, what makes them want to do the behaviour again?** (Tick **two** correct answers for 3 points each)

- |   |  |
|---|--|
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| <input type="checkbox"/> Pressure staying the same.               | <input checked="" type="checkbox"/> Pressure being released.         |

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- |  |  |
|--|--|
| <input type="checkbox"/> Standing still.                   | <input checked="" type="checkbox"/> Running away from something.                                       |
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- ☐ Adding something the horse doesn't like to make a behaviour less likely.
- ☐ Adding something the horse likes to make the behaviour more likely.

**4. Which of these are examples of negative reinforcement?** (Tick correct answer for 3 points)

- ☐ Not giving a treat after the horse/pony has stood still to mount.
- ☐ Giving a scratch on the withers after the horse/pony has jumped a jump.
- ☒ Removing your leg pressure when the horse/pony steps forwards.
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**5. Horses are social animals and feel secure in a herd environment. What behaviours may you see if they are taken away from their herd and experience separation anxiety?** (Tick **three** correct answers for 3 points each)

- |  |  |
|--|--|
| <input checked="" type="checkbox"/> Whinnying.                   | <input checked="" type="checkbox"/> Tension and distraction when ridden. |
| <input checked="" type="checkbox"/> Box walking, or field pacing | <input type="checkbox"/> Eating calmly when in their stable              |

**6. What is Positive reinforcement?** (Tick correct answer for 3 points)

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- ☐ Within 5 seconds of the correct response.
- ☐ Within 10 seconds of the correct response.
- ☐ It doesn't matter if the next response hasn't been offered by the horse/pony.

**8. What is desensitisation?** (Tick correct answer for 3 points)

- ☐ Getting a horse/pony to react quickly to the riders' aids.
- ☐ Getting a horse/pony to stand in their stable on their own.
- ☒ Getting a horse/pony used to something they don't like or are unfamiliar with.
- ☐ Getting a horse/pony to be caught quickly.

**9. When asking for a new response how should you expect the horse to respond before you reward the effort?** (Tick correct answer for 3 points)

- ☒ Giving you the first basic step, then reward
- ☐ Giving you the full transition, then reward
- ☐ Giving you the full transition and holding the new pace, then reward
- ☐ Giving you not what you wanted but something different, then reward

**10. What is this a description of? "Putting something against the pony that they don't particularly like, such as your legs or pulling on the head collar, then stopping it so that the pony feels comfortable again"** (Tick **two** correct answers for 3 points each)

- |   |  |
|---|--|
| <input checked="" type="checkbox"/> Pressure release.       | <input type="checkbox"/> Giving a voice aid.     |
| <input checked="" type="checkbox"/> Negative reinforcement. | <input type="checkbox"/> Positive reinforcement. |



## Odd One Out (Blue Cross Badges)

### How to play the game:

This round is a series of four words/phrases, three belong to a category and one does not.

Competitors pick the item that does not belong in the category.

Competitors circle the word which doesn't belong.

### Equipment:

Table and 5 chairs, 4 pens

Answer sheet for each team/ or individual if used for the individual round

Clipboard and pens for helpers

### Tips for Helpers:

Explain how to play the round to each team.

Do not give the teams any assistance.

If used for the individual round, remind the teams not to talk among themselves.



## Odd One Out

### Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Circle the odd one out				Points available	Points awarded
Stable rug	Turnout rug	Sweat rug	Exercise rug	5	
Worn thin	With stud holes	Overgrown foot	Risen clenches	5	
Mix	Nuts	Sugar beet	Chaff	5	
Dandy brush	Hoof pick	Plastic curry comb	Body brush	5	
Stirrups	Curbs	Pelhams	Snaffles	5	
Bend knees	Keep back straight	Look where going	Carry two buckets	5	
Post and rail	Stock fencing	Hedge	Ditch	5	
Cheek pieces	Neck strap	Throat lash	Browband	5	
Pincers	Buffer	Van	Anvil	5	
Sole	Frog	Heels	Pastern	5	

Total \_\_\_\_\_/50

Score checked \_\_\_\_\_ Score uploaded \_\_\_\_\_



## Odd One Out J/S Answer Legend

Correct answers in bold

Circle the odd one out				Points available
Stable rug	Turnout rug	Sweat rug	<b>Exercise rug</b>	5
Worn thin	<b>With stud holes</b>	Overgrown foot	Risen clenches	5
Mix	Nuts	<b>Sugar beet</b>	Chaff	5
Dandy brush	<b>Hoof pick</b>	Plastic curry comb	Body brush	5
<b>Stirrups</b>	Curbs	Pelhams	Snaffles	5
Bend knees	Keep back straight	<b>Look where going</b>	Carry two buckets	5
Post and rail	Stock fencing	Hedge	<b>Ditch</b>	5
Cheek pieces	<b>Neck strap</b>	Throat lash	Browband	5
Pincers	Buffer	<b>Van</b>	Anvil	5
Sole	Frog	Heels	<b>Pastern</b>	5

1

Riding Hat

2

Horse shoe

3

Tail bandage

4

Fat pony

5

Haynet

6

Spook/shy

7

Cold hose a leg

8

Scratching on the withers

9

Bridle

10

Body brush

11

Hoofpick

12

Scared pony

13

Walking close to the back  
end of a pony

14

Stable rug

15

Travelling boots

16

Pony nuts

17

Feed hay to three ponies  
in a field

18

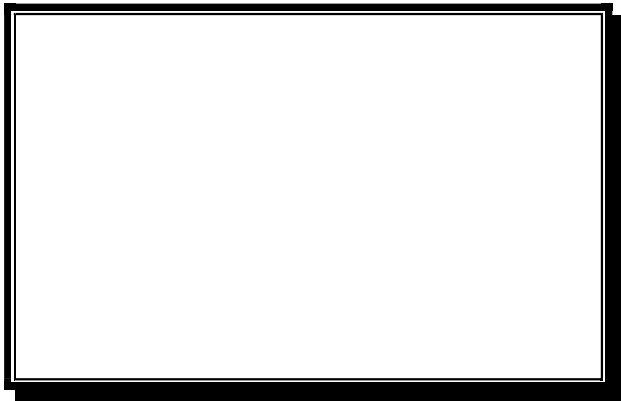
Buffer

19

Frog

20

Pigeon Toes





## Pictionary

### How to play the game:

The team chooses one person to begin drawing; this position rotates with each word. The drawer tries to draw pictures that suggest the word printed on the card. The pictures cannot contain any numbers or letters, nor can the member drawing use spoken clues about the subjects they are drawing. The teammates try to guess the word the drawing is intended to represent.

The first team member to draw will be shown a word by the helper from the cards. The team member sketches the word written on the card (Card 1) on the sketchpad provided.

Once the correct word has been given, the helper shows the next card (Card 2) to the next team member and so on. The team can pass if they cannot guess the word. If so, the next team member will be shown the next card (Card 3) etc. If a team passes on a word/phrase they cannot go back to that one.

### Equipment:

Easel and roll of paper or white board, pens and wiper or table 5 chairs, pad of paper and pens

Numbered index cards with the words/phrases written on (Supplied below for printing if required. If printed must be split and put on separate sheets or cards)

Answer sheet for each team

Clipboard and pens for helpers

### Tips for Helpers:

Explain how to play the round to each team.

Use numbered index cards and make sure they are shown to each team in the same order.

Mark the scorecard as the words are guessed/passed as stated on the scorecard.

# Pictionary

## Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Number	Word/Phrase to draw	Team Answer Yes/No	Points available	Points awarded
1	Riding Hat		2.5	
2	Horse shoe		2.5	
3	Tail bandage		2.5	
4	Fat pony		2.5	
5	Haynet		2.5	
6	Spook/shy		2.5	
7	Cold hose a leg		2.5	
8	Scratching on the withers		2.5	
9	Bridle		2.5	
10	Body brush		2.5	
11	Hoof pick		2.5	
12	Scared pony		2.5	
13	Walking close to the back end of a pony		2.5	
14	Stable rug		2.5	
15	Travelling boots		2.5	
16	Pony nuts		2.5	
17	Feed hay to three ponies in a field		2.5	
18	Buffer		2.5	
19	Frog		2.5	
20	Pigeon toes		2.5	

Total \_\_\_\_\_/50      Score checked \_\_\_\_\_      Score uploaded \_\_\_\_\_

## Pictionary clues to print and cut out for index cards

- 1 Riding Hat
- 2 Horse shoe
- 3 Tail bandage
- 4 Fat pony
- 5 Haynet
- 6 Spook/shy
- 7 Cold hose a leg
- 8 Scratching on the withers
- 9 Bridle
- 10 Body brush

11 Hoof pick

12 Scared pony

13 Walking close to the back end of a pony

14 Stable rug

15 Travelling boots

16 Pony nuts

17 Feed hay to three ponies in a field

18 Buffer

19 Frog

20 Pigeon toes





## Points of Tack

### How to play the game:

Competitors are to identify parts of tack from pictures.

Competitors are to label the sheets at each indicated place.

### Equipment:

Table and 6 chairs

Answer sheet and pens for each team (or individual if using as individual round)

Clipboard and pen for helpers

### Tips for Helpers:

Explain how to play the round to each team.

You can highlight where the answers are to go but not help in any way with the actual answers.

Note that the Junior/Senior competitors have two pages, make sure to tell them that they have two pages of questions.

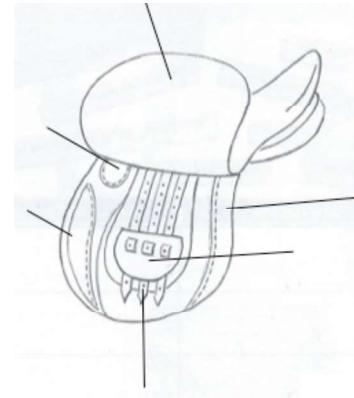
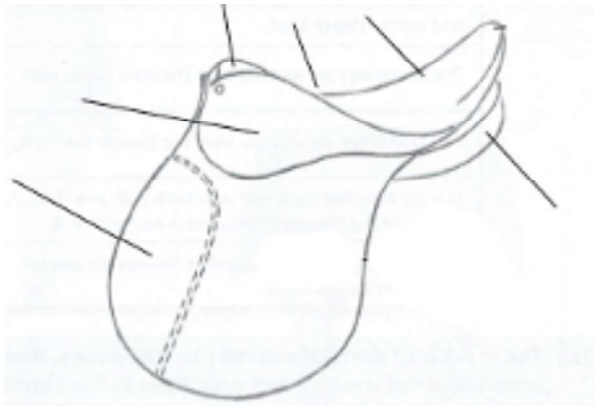
## Points of Tack

### Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Page 1



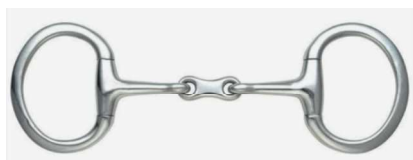
What is this? \_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_

2 points awarded for each correct answer

Total \_\_\_\_\_/50

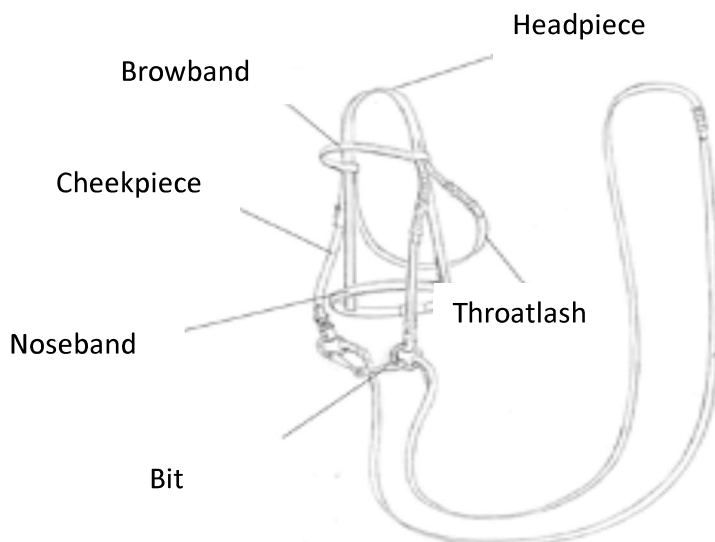
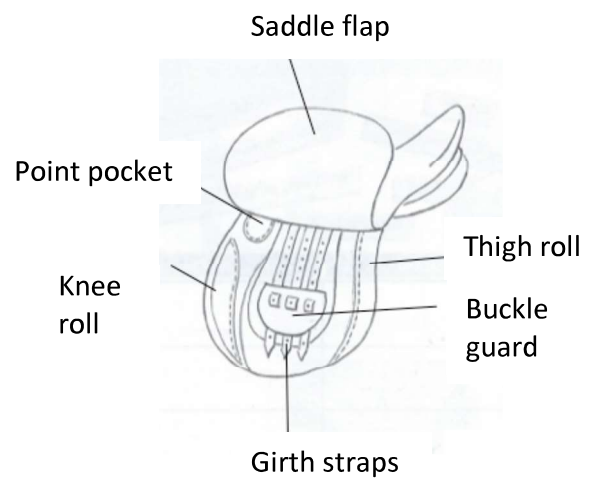
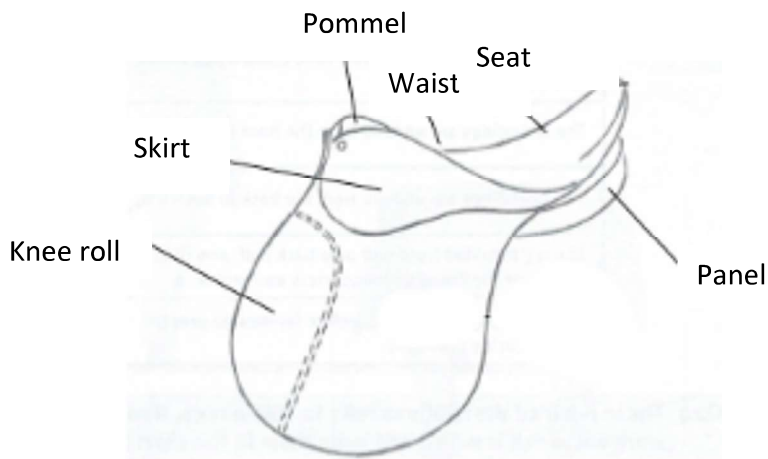
Score checked \_\_\_\_\_

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## Points of Tack

### Junior/Senior Answer Legend

Page 1



What is this? Running Martingale

Page 2



Loose Ring Snaffle



Eggbut Snaffle



French Link Eggbut Snaffle



Full Cheek Snaffle



Pelham



Kimblewick

2 points awarded for each correct answer



## Question Round (The Pony Club)

### How to play the game:

Together as a team answer the questions by choosing from the multiple choice answers.

Points per answer and the number of answers required are indicated after each question.

### Equipment:

Table and 5 chairs, 4 pens

Answer sheet for each team

Clipboard and pens for helper

### Tips for Helpers:

Explain how to play the round to each team.

If the team requires help with reading please do help, but make sure not to help with the answers.

As the questions cover two pages, please make sure teams are aware of the second page, either turn over the first one or make sure they see the second.



# The Pony Club

## Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Page 1

**1. Where is the Pony Club head office based?** (Tick correct answer for 5 points)

- ☐ Addington Manor Equestrian Centre, Buckinghamshire
- ☐ Coombelands Equestrian Centre, West Sussex
- ☐ Lowlands Equestrian Centre, Warwickshire
- ☐ Yorkshire Riding Centre, North Yorkshire

**2. Which anniversary is being celebrated by the Linked Pony Club Centre Scheme in 2024?**  
(Tick correct answer for 5 points)

- ☐ 10      ☐ 15      ☐ 20      ☐ 25      ☐ 30      ☐ 40      ☐ 50

**3. For a Stallion to be ridden at Pony Club Activities, what must they wear?** (Tick correct answer for 4 points)

- ☐ Red ribbon in tail      ☐ Identifying disc on bridle
- ☐ Number disc on bridle      ☐ Yellow ribbon in tail

**4. Who is the Pony Club CEO?** (Tick correct answer for 5 points)

- ☐ Clare Valori      ☐ Marcus Capel      ☐ Time Vesty      ☐ Nigel Howlett

**5. In Which year did the Pony Club celebrate its 75th Anniversary at Badminton?** (Tick correct answer for 5 points)

- ☐ 1984      ☐ 1994      ☐ 2004      ☐ 2014      ☐ 2024

**6. According to the Pony Club Strategy 2021-2025 document found on the website select which of these are the Pony Club values? (Tick the **four** correct answers for 2 points each)**

☐ Learning ☐ Respect ☐ Leadership ☐ Empathy ☐ Teamwork ☐ Togetherness

**7. In which sport do you score 1400 points for a clear round? (Tick correct answer for 4 points)**

☐ Eventing ☐ Tetrathlon ☐ Showjumping ☐ Polo ☐ Endurance

**8. Who sponsors the Horse and Pony Care competition? (Tick correct answer for 4 points)**

☐ Blue Cross ☐ Barrier Animal Health ☐ JCB ☐ Dodson & Horrell

**9. Put the Test card colours of Blue, Yellow, Red and Green in order from easiest to hardest. (5 points awarded for correct order)**

Answer:

**10. Which of these is NOT an Achievement Badge? (Tick correct answer for 5 points)**

☐ Clipping ☐ Countryside Access ☐ Camping ☐ Confirmation

Total\_\_\_\_\_/50

Score checked \_\_\_\_\_

Score uploaded\_\_\_\_\_





## Answer Legend for scorers

### Mini Answers

1. Palamino
2. Tim Vestey
3. The E test
4. X-Country and Pony Racing
5. 1929
6. False
7. 19
8. Dressage, showjumping, cross country
9. 2010
10. 25

### Junior/Senior Answers

1. Lowlands Equestrian Centre, Warwickshire
2. 25
3. Identifying disc on bridle
4. Marcus Capel
5. 2004
6. Learning, Respect, Empathy, Togetherness
7. Tetrathlon
8. Blue Cross
9. Yellow, Green, Red, Blue
10. Confirmation



## The Pony Club

### Answer Legend for Junior/Senior Competitors

Page 1

**1. Where is the Pony Club head office based?** (Tick correct answer for 5 points)

- ☐ Addington Manor Equestrian Centre, Buckinghamshire
- ☐ Coombelands Equestrian Centre, West Sussex
- ☒ Lowlands Equestrian Centre, Warwickshire
- ☐ Yorkshire Riding Centre, North Yorkshire

**2. Which anniversary is being celebrated by the Linked Pony Club Centre Scheme in 2024?**  
(Tick correct answer for 5 points)

- ☐ 10    ☐ 15    ☐ 20    ☒ 25    ☐ 30    ☐ 40    ☐ 50

**3. For a Stallion to be ridden at Pony Club Activities, what must they wear?** (Tick correct answer for 4 points)

- |  |  |
|--|--|
| <input type="checkbox"/> Red ribbon in tail    | <input checked="" type="checkbox"/> Identifying disc on bridle |
| <input type="checkbox"/> Number disc on bridle | <input type="checkbox"/> Yellow ribbon in tail                 |

**4. Who is the Pony Club CEO?** (Tick correct answer for 5 points)

- ☐ Clare Valori    ☒ Marcus Capel    ☐ Time Vesty    ☐ Nigel Howlett

**5. In Which year did the Pony Club celebrate its 75th Anniversary at Badminton?** (Tick correct answer for 5 points)

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**8. Who sponsors the Horse and Pony Care competition? (Tick correct answer for 4 points)**

☒ Blue Cross ☐ Barrier Animal Health ☐ JCB ☐ Dodson & Horrell

**9. Put the Test card colours of Blue, Yellow, Red and Green in order from easiest to hardest. (5 points awarded for correct order)**

Answer: Yellow, Green, Red, Blue

**10. Which of these is NOT an Achievement Badge? (Tick correct answer for 5 points)**

☐ Clipping ☐ Countryside Access ☐ Camping ☒ Confirmation

1

**Stable Rug**

Taboo:

Stable, Rug, Quilted

2

**Brushing Boots**

Taboo:

Boots, Brushing, Protect

3

**Turnout Rug**

Taboo:

Turnout, Rug, Field

4

**Travel Boots**

Taboo:

Travel, Boots, Protection

5

**Cooler**

Taboo:

Cooler, Travel, Sweat

6

**Exercise Rug**

Taboo:

Exercise, Ride, Rug

7

**Vet Wrap**

Taboo:

Vet, Wrap, Self-adhesive

8

**Fly Rug**

Taboo:

Fly, Rug, Summer

9

## **Tail Bandage**

Taboo:

Tail, Bandage, Travel

10

## **Stable Bandage**

Taboo:

Stable, Bandage, Warm

11

## **Tendon Boots**

Taboo:

Tendon, Boots, Protect

12

## **Travel Bandage**

Taboo:

Travel, Bandage, Protect

13

## **Exercise Wrap**

Taboo:

Exercise, Wrap, Polo, Bandage

14

## **Overreach Boots**

Taboo:

Overreach, Boot, Hoof, Bell

15

## **Veterinary Bandage**

Taboo:

Veterinary, Bandage, Dressing

16

## **Fleece Rug**

Taboo:

Fleece, Cooler, Wicking

17

**Hoof Boot**

Taboo:

Equiboot, Hoof, Boot, Shoe

18

**Fetlock Boots**

Taboo:

Fetlock, Boots, Protection

19

**Bandage Pad**

Taboo:

Bandage, Pad, Fibergee

20

**Newmarket Rug**

Taboo:

Newmarket, Racing, Striped, Wool



# Taboo

## (Rugs, Boots and Bandages)

### How to play the game:

Competitors try to get their Teammates 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.

Competitors take turns being the “Talker” and rotate from one player to the next with each turn.

Table helper hands the card to the Talker so they can refer to the “Taboo” words. Players can pass on a word if it’s clear their teammates are not getting it. Once a word is passed you cannot go back to it.

The “Talker” will talk about the given word but is not allowed to say the taboo words or any form of them. If the word is jump, you cannot say “jumper” or “jumping” etc.

If any of the taboo words are used or any form of the words are used, no points will be awarded for that word.

No gestures can be used – only talking.

### Equipment:

6 chairs

Cards with word to guess and Taboo words (supplied for printing)

Answer sheet for each team

Clipboard and pens for helpers

### Tips for Helpers:

Explain how to play the round to each team.

Use index cards. Return the cards to their correct order after each round.

Show the cards to each team in the same order.

When marking the answer sheet if a competitor says any of the Taboo words circle the word they used.

# Taboo

## Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Number	Correct?	Words to guess	Taboo Words	Points available	Points awarded
1		Stable Rug	Stable, Rug, Quilted	2.5	
2		Brushing Boots	Boots, Brushing, Protect	2.5	
3		Turnout Rug	Turnout, Rug, Field	2.5	
4		Travel Boots	Travel, Boots, Protection,	2.5	
5		Cooler	Cooler, Travel, Sweat	2.5	
6		Exercise Rug	Exercise, Ride, Rug	2.5	
7		Vet Wrap	Vet, Wrap, Self-adhesive	2.5	
8		Fly Rug	Fly, Rug, Summer	2.5	
9		Tail Bandage	Tail, Bandage, Travel	2.5	
10		Stable Bandage	Stable, Bandage, Warm	2.5	
11		Tendon Boots	Tendon, Boots, Protect	2.5	
12		Travel Bandage	Travel, Bandage, Protect	2.5	
13		Exercise Wrap	Exercise, Wrap, Polo, Bandage	2.5	
14		Overreach Boots	Overreach, Boot, Hoof, Bell	2.5	
15		Veterinary Bandage	Veterinary, Bandage, Dressing	2.5	
16		Fleece Rug	Fleece, Cooler, Wicking	2.5	
17		Hoof Boot	Equiboot, Hoof, Boot, Shoe	2.5	
18		Fetlock Boots	Fetlock, Boots, Protection	2.5	
19		Bandage Pad	Bandage, Pad, Fibergee	2.5	
20		Newmarket Rug	Newmarket, Racing, Striped, Wool	2.5	

Total \_\_\_\_\_/50

Score checked \_\_\_\_\_ Score uploaded \_\_\_\_\_





## What's my Name (Shoeing)

### How to play the game:

Teams identify the items shown in the photos. This year's theme is shoeing.

Competitors are presented with photos or physical items of shoeing equipment which are numbered. The team must work together to decipher the name of the item.

Each team will have a numbered answer sheet with spaces beside each number for answers to be written.

### Equipment:

Table and 5 chairs, 4 pens

Numbered photos or physical items to Identify

Answer sheet for each team or individual if using for individual round

Clipboard and pens for helper

### Tips for Helpers:

Explain how to play the round to each team.

Do not give any assistance to the team.

If being round as individual round remind the team members not to confer.

# What's my Name

## Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Item Number	Answer	Points available	Points awarded
1		4	
2		5	
3		5	
4		4	
5		4	
6		4	
7		4	
8		4	
9		4	
10		4	
11		4	
12		4	

Total \_\_\_\_\_/50

Score checked \_\_\_\_\_

Score uploaded \_\_\_\_\_

## Answer legend

### Equipment/Photo list

	Junior/Senior Items
1	Buffer
2	Hoof Nippers/Clippers
3	Clenching Tongs
4	Rasp
5	Driving Hammer
6	Hoof Testers
7	Paring Knife
8	Shoe Pullers/Pincers
9	Hoof Stand/Tripod
10	Tool Box
11	Anvil
12	Concave Front Shoe

1



2



3



4



5



6



7



8



9



10



11



12





## Question Round (Worm Control)

### How to play the game:

Together as a team answer the questions by choosing from the multiple-choice answers.

Points per answer and the number of answers required are indicated after each question.

### Equipment:

Table and 5 chairs, 4 pens

Answer sheet for each team

Clipboard and pens for helper

### Tips for Helpers:

Explain how to play the round to each team.

If the team requires help with reading please do help, but make sure not to help with the answers.

The questions cover two pages, please make sure teams are aware of the second page, either turn over the first one or see the second.



## Worm control

### Answer sheet for Junior/Senior Competitors

Branch/Centre: \_\_\_\_\_

Team Number: \_\_\_\_\_

Page 1

**1. Select three worms that are not picked up on a faecal worm egg count.** (Tick **three** correct answers for 2 points each)

☐ Threadworms

☐ Pinworms

☐ Roundworms

☐ Tapeworm

☐ Bots

☐ Lungworms

**2. What test is used to test for tapeworm?** (Write the answer, 4 points available)

Answer:

**3. Which of these are good ways to reduce the risk of developing a worm burden?** (Tick **three** correct answers for 2 points each)

☐ Poo pick fields

☐ Harrow fields

☐ Spread horse manure onto fields

☐ Graze fields with other livestock

☐ Rest fields for at least 6 months

**4. How often should a faecal worm egg count be done?** (Tick correct answer for 4 points)

☐ Every 4-6 weeks all year round

☐ Every 8-12 weeks from Sept to March

☐ Every 4-6 weeks July to December

☐ Every 8-12 weeks from March to Sept

**5. Which of these are worms that affect horses and ponies?** (Tick **three** correct answers for 2 points each)

☐ Large redworms

☐ Flatworms

☐ Tapeworms

☐ Arrow worms

☐ Roundworms

☐ Earth worms

Page 2

**6. The recommended method for preventing a significant worm burden is to use a protocol that includes carrying out a faecal worm egg count, a saliva/cheek swab, good pasture management, and the administration of a horse wormer only when required** (Tick correct answer for 4 points)

☐ True

☐ False

**7. Below what number is considered a low faecal worm egg count burden and does not require treatment with wormers?** (Tick correct answer for 6 points)

☐ Less than 400 eggs per gram

☐ Less than 300 eggs per gram

☐ Less than 200 eggs per gram

☐ Less than 100 eggs per gram

**8. Tapeworm has a life cycle of 6 months. When in the year should you test for it?** (Tick correct answer for 4 points)

☐ January and July

☐ February and August

☐ March and September

☐ April and June

**9. Horses should only be administered with a worming product if they have a significant worm burden.**

**Why is this?** (Tick **two** correct answers for 3 points each)

☐ Too much wormer use is bad for horse's teeth

☐ Too much indiscriminate wormer use has led to worm resistance

☐ Too much wormer use is bad for the environment

☐ Too much wormer use costs owners more than they can afford

**10. To be able to dose your horse correctly you must know their weight. What is the most accurate method of measuring their bodyweight?** (Tick correct answer for 4 points)

☐ Weight estimation formulae

☐ Weigh bridge

☐ Weigh tape

☐ Visual estimation

Total\_\_\_\_\_/50

Score checked \_\_\_\_\_

Score uploaded\_\_\_\_\_

## Answer Legend

### Junior/Senior Answers

1. Tapeworm      Bots      Pinworms      Threadworms      Lungworms (maximum 6 points)
2. Blood test or saliva test (Either are acceptable for full points)
3. Poo pick fields      Graze fields with other livestock      Rest fields for at least 6 months
4. Every 8-12 weeks from March to Sept
5. Large redworms      Roundworms      Tapeworms
6. TRUE
7. Less than 200 eggs per gram
8. March and September
9. Too much indiscriminate wormer use has led to worm resistance  
Too much wormer use is bad for the environment
10. Weigh bridge

## Worm control

### Answer Legend for Junior/Senior Competitors

#### Page 1

**1. Select four worms that are not picked up on a faecal worm egg count.** (Tick **four** correct answers for 2 points each)

- |  |   |
|--|---|
| <input type="checkbox"/> Roundworms          | <input checked="" type="checkbox"/> Tapeworm    |
| <input checked="" type="checkbox"/> Bots     | <input checked="" type="checkbox"/> Threadworms |
| <input checked="" type="checkbox"/> Pinworms | <input checked="" type="checkbox"/> Lungworms   |

(Award 2 points (to a maximum of 6 points) for each answer apart from Roundworms)

**2. What test is used to test for tapeworm?** (Write the answer, 4 points available)

Answer: Blood test or saliva test (Either is acceptable for full points)

**3. Which of these are good ways to reduce the risk of developing a worm burden?** (Tick **three** correct answers for 2 points each)

- |   |   |
|---|---|
| <input checked="" type="checkbox"/> Poo pick fields                   | <input type="checkbox"/> Harrow fields                                |
| <input type="checkbox"/> Spread horse manure onto fields              | <input checked="" type="checkbox"/> Graze fields with other livestock |
| <input checked="" type="checkbox"/> Rest fields for at least 6 months |   |

**4. How often should a faecal worm egg count be done?** (Tick correct answer for 4 points)

- |   |   |
|---|---|
| <input type="checkbox"/> Every 4-6 weeks all year round   | <input type="checkbox"/> Every 8-12 weeks from Sept to March            |
| <input type="checkbox"/> Every 4-6 weeks July to December | <input checked="" type="checkbox"/> Every 8-12 weeks from March to Sept |

**5. Which of these are worms that affect horses and ponies?** (Tick **three** correct answers for 2 points each)

- |  |  |   |
|--|--|---|
| <input checked="" type="checkbox"/> Large redworms | <input type="checkbox"/> Flatworms             | <input checked="" type="checkbox"/> Tapeworms |
| <input type="checkbox"/> Arrow worms               | <input checked="" type="checkbox"/> Roundworms | <input type="checkbox"/> Earth worms          |

#### Page 2

**6. The recommended method for preventing a significant worm burden is to use a protocol that includes carrying out a faecal worm egg count, a saliva/cheek swab, good pasture management, and the administration of a horse wormer only when required?** (Tick correct answer for 4 points)

- ☒ True ☐ False

**7. Below what number is considered a low faecal worm egg count burden and does not require treatment with wormers?** (Tick correct answer for 5 points)

- ☐ Less than 400 eggs per gram ☐ Less than 300 eggs per gram  
☒ Less than 200 eggs per gram ☐ Less than 100 eggs per gram

**8. Tapeworm has a life cycle of 6 months. When in the year should you test for it?** (Tick correct answer for 4 points)

- ☐ January and July ☐ February and August  
☒ March and September ☐ April and June

**9. Horses should only be administered with a worming product if they have a significant worm burden. Why is this?** (Tick **two** correct answers for 2.5 points each)

- ☐ Too much wormer use is bad for horses teeth  
☒ Too much indiscriminate wormer use has led to worm resistance  
☒ Too much wormer use is bad for the environment  
☐ Too much wormer use costs owners more than they can afford

**10. To be able to dose your horse correctly you must know their weight, what is the most accurate method of measuring their bodyweight?** (Tick correct answer for 4 points)

- ☐ Weight estimation formulae ☒ Weigh bridge  
☐ Weigh tape ☐ Visual estimation