

AREA QUIZ TOPICS 2027

The rounds for the 2027 Area quiz will be taken from this list of topics. Questions will be based on the Care and Riding sections of the E, D and D+ Pony Club Tests and Mini Horsemanship Achievement Badges.

Mini Section

The Pony Club: Content will be based on the Structure, Function, Activities, Governance, History, Tests and Badges of the Pony Club

Safety: Content will be based on the safety sections of the tests and following Mini safety badges

- Equipment Safety
- Fire Safety
- Field Safety
- Rider Safety
- Yard Safety

Sports: Content will be based on the information found in the following Mini Sports badges

- Intro to Tetrathlon
- Intro to Pony Racing
- Intro to Endurance
- Intro to Polocrosse

Horsemanship general knowledge: Content will be taken from across the tests and badges, kept to the level of the Mini competition

Caring for your Pony : Content will be taken from chapter 4 of the Manual of Horsemanship Book 1 Fundamentals.

Learning Theory; Content will be taken from the Training sections of the tests and Mini Learning theory badge.

- Learning Theory

Tack and Equipment: Content will be taken from the tests and following Mini badges

- Bandages and Rugs
- Horse Clothing
- Points of Tack

Colours and Markings: Content will be taken from the tests and following Mini badges

- Colours and Markings

Junior / Senior section

Questions to be based on the Care and Riding sections of the C, C+ and B Pony Club Tests, and Achievement Badges.

The Pony Club: Content will be based on the Structure, Function, Activities, Governance, History, Tests and Badges of the Pony Club

Safety: Content will be based on the safety sections of the tests and following Achievement safety badges

- Equipment Safety
- E – Safety
- Fire Marshal
- Field Safety
- Security Awareness
- Yard Safety

Horsemanship general knowledge: Content will be taken from across the tests and Achievement badges, kept to the level of the J/S competition

Feeding: Content will be taken from the Feeding sections of tests and following Achievement badges.

- Feeding the Individual
- Feeding
- Farming

Tack and Equipment: Content will be taken from the tests and following Achievement badges

- Bandages and Rugs
- Horse Clothing
- Points of Tack

Learning Theory: Content will be taken from the Training sections of the tests and Achievement Learning theory badge.

- Learning Theory

Health Condition and Fitness: Content taken from chapter 8 of the Manual of Horsemanship Book 1 Fundamentals

Preventative Healthcare: Content to include Feeding, vaccinations, worming, dentistry, Farriery, weight management, disease prevention and control, environment management. Content will be taken from the tests and following Achievement badges

- Equine First Aid
- Equine Dentistry
- Correctly Fitting Tack
- Care of the Foot
- Feeding
- Mucking Out
- Poisonous Plants
- Perfect Paddock

- Shoeing
- Trimming
- Worm Control
- Care and Working of a Pony at Grass

Area Quiz Rounds

For 2027 the topics will be placed into a round/game format for the Areas and Final.

The rounds used for the Areas will be

43. Mini Section

QUESTION ROUNDS: x2

A paper of questions with multiple choice answers.

ACTIVITY GAMES

- Pictionary: One team member to draw out a word or phrase without using words, which must be guessed by the rest of the team. Each team member to take turns being the artist.
- Who or what am I: Mystery person, clues will be written in the first person and teams must guess who or what the clue is referring to.

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WORD GAMES

- Buddy up: A pairing game
- Truth in Training: True or false statements. Teams must decide if each statement is true or false.

IDENTIFICATION ROUNDS x2

- Members will have to identify names of the different items from images.

44. JUNIOR/SENIOR SECTION

QUESTION ROUNDS: x2

A paper of questions with multiple choice answers.

ACTIVITY GAMES

- Pictionary: One team member to draw out a word or phrase without using words, which must be guessed by the rest of the team. Each team member to take turns being the artist.
- Safety Showdown: Game based on safety knowledge, split into three parts: spot the danger – true/false – safe/unsafe

WORD GAMES

- Pass the Clue: One team member will be the guesser and the other team members will each see the answer and select a clue for the guesser, who will then have to use the clues to guess the answer. Each team member will take turns in being the guesser.
- Truth in Training: True or false statements. Teams must decide if each statement is true or false.

IDENTIFICATION ROUNDS

- ID: Members will have to identify names of the different items from images.
- Connections: Members will find the connections and group images/statements/etc together based on their connections

PART VIII – NATIONAL QUIZ FINAL ROUNDS 2027

The topics will be the same as for the Areas, all content will be rewritten, and each topic will be assigned to a different game or round that was played in the Area competition.

45. MINI SECTION

Questions will be based on the Care and Riding sections of the E, D and D+ Pony Club Tests and Mini Horsemanship Achievement Badges.

QUESTION ROUNDS: x2

A paper of questions with multiple choice answers.

ACTIVITY GAMES

- Pictionary: One team member to draw out a word or phrase without using words, which must be guessed by the rest of the team. Each team member to take turns being the artist.
- Catchphrase reveal: An image will be covered by tiles, each tile will be removed one at a time, teams must guess the image content, teams have one guess after each tile removal. Available points will reduce on each tile removal.

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WORD GAMES

- Buddy up: A pairing game
- Tarsia: Pairing hexagonal puzzle.

IDENTIFICATION ROUNDS x2

- Members will have to identify items from images.
- True/False: Members will identify if the statement about an image is true or false.

At the National Quiz Final the Mini Competition will be 8 rounds as per the list above.

46. JUNIOR/SENIOR SECTION

Questions to be based on the Care and Riding sections of the C, C+ and B Pony Club Tests, and Achievement Badges.

QUESTION ROUNDS: x2

A paper of questions with multiple choice answers.

ACTIVITY GAMES

- Pictionary: One team member to draw out a word or phrase without using words, which must be guessed by the rest of the team. Each team member to take turns being the artist.
- Buddy up: A pairing game

WORD GAMES

- Wordsearch

- Tarsia: Pairing hexagonal puzzle.

IDENTIFICATION ROUNDS

- Members will have to identify items from images.
- True/False: Members will identify if the statement about an image is true or false.

At the National Quiz Final, the Junior/Senior Competition will be 8 rounds as per the list above.