

Pony Club®



Quiz Rulebook *2026*

THE USPC PLEDGE

As a Member of the United States Pony Clubs, Inc., I stand for the best in sportsmanship as well as in horsemanship. I shall compete for the enjoyment of the game well played and take winning or losing in stride, remembering that without good manners and good temper, sport loses its cause for being. I shall endeavor to maintain the best tradition of the ancient and noble skill of horsemanship, always treating my horse with consideration due a partner.

USPC MISSION STATEMENT

The United States Pony Clubs, Inc. is an educational organization which builds the foundations of teamwork and sportsmanship through riding, mounted sports, care of horses and ponies, while developing and enhancing leadership, confidence, responsibility, and a sense of community in its youth and adult members.

USPC VISION STATEMENT

To be the leading source and voice of education in horse care, safety, and equestrian pursuits.

Introduction

The mission of Quiz is to promote a deep understanding and familiarity with the material presented at each certification level. Quiz is a fundamental and creative learning tool. Many aspects of Pony Club mounted rallies can be learned at the Quiz rally. This rally, besides challenging 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.

Competitions

Quiz includes five diverse, interactive phases. These are Classroom, Stations, Mega Room, Barn, and Written Test.

In the Classroom phase, members are asked individual questions which they must answer orally in a specific amount of time.

During the Stations phase, teams move through a variety of 'stations' and answer questions at those stations as a team. The stations may be written, hands-on, or even games.

USPC CORE VALUES

Horsemanship with respect to healthcare, nutrition, stable management, handling, and riding a mount safely, correctly, and with confidence.

Organized teamwork including cooperation, communication, responsibility, leadership, mentoring, teaching, and fostering a supportive yet competitive environment.

Respect for the horse and self through horsemanship; for land through land conservation; and for others through service and teamwork.

Service by providing an opportunity for members, parents, and others to support the Pony Club program locally, regionally, and nationally through volunteerism.

Education at an individual pace to achieve personal goals and expand knowledge through teaching others.

The Mega-Room phase is comprised of tables with horse-related items displayed on them, competitors identify items by matching them with an answer sheet. Competitors compete individually in Mega-Room and scores are totaled for their team.

Teams then move on to the Barn phase, which is presented in a barn, or barn-like, setting. Members must be able to demonstrate something and many questions are hands-on. Each member is given an individual question before the team as a whole is given one.

The final phase of Quiz is the Written Test. This is an individual, multiple choice test each team member must complete. They are specific to the member's certification and include a tie-breaker question at the end.

Quiz in Pony Club

Quiz is the only discipline in Pony Club where a member does not need a horse to compete. It is purely based on knowledge of horses and of the Pony Club disciplines. Pony Club provides many opportunities for members who excel at Quiz to participate on the international stage with the International Quiz Exchange.

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Resource List

- USPC website www.ponyclub.org
- USPC Quiz webpage <https://www.ponyclub.org/learn/disciplines/quiz>
- USPC International Quiz Exchange Facebook Page www.facebook.com/USPCInternationalQuiz

Reminder: This is a new Rulebook for 2026. 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 rally season.

This rulebook should be kept in a 3-ring binder to allow for addition of revisions and new instructional sections. 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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SECTION I: USPC Uniform Officiation Rules

Article 1—Rally Definition

Pony Club rallies are team competitions, whether competing unmounted or mounted. All mounted rallies (standard and modified) must include riding and Horse Management competitions. Mounted rallies may run within the framework of a local or recognized show. A rally may take place all in one day or may span several days.

This rulebook is intended to establish standards for United States Pony Clubs (USPC) rallies. Organizers of competitions should work with their regional supervisors (RS) to offer the levels and divisions that they feel are appropriate for their local needs. It is the responsibility of the organizer and RS to offer the appropriate standard or modified rallies and divisions for their members wishing to become eligible for Championships.

Regions may host more than one rally per discipline in the same year. In modified rallies and divisions, organizers and RSs may make rule allowances based on the competitor's needs. Competitors aiming for Championships must strictly follow all attire and equipment specifications. Organizers must outline any rule adjustments in the entry information. Criteria for standard and modified rallies are listed below.

Standard Rallies

Standard rallies are always preferred. These rallies specifically follow all the rules outlined in the discipline rulebooks including utilizing a Chief Horse Management Judge (CHMJ) from the approved CHMJ list on the USPC website, and any other specified licensed officials.

Modified Rallies

Modified rallies do not explicitly follow the discipline rulebooks and generally occur because of limited resources.

Each year, regions should host rallies and are encouraged to work cooperatively with other regions to host joint rallies as appropriate. At all levels, organizers are encouraged to keep rallies simple and inexpensive. Local and regional rallies are team competitions involving club/centers from only one region. Interregional rallies are team competitions between two or more regions.

If an individual's region does not offer a rally in the desired discipline, they may earn eligibility in another region upon obtaining approval from the RS in both regions.

Rally competitions are normally held in a team format, but sometimes members compete as individuals based on the needs of the hosting group. In all rallies, teams should be recognized for their achievements in the competition. In mounted rallies, team/competitor placings will be based on a combination of their riding scores and their Horse Management scores. Separate Horse Management awards are often given for the team/individual with the lowest Horse Management penalties.

Article 2—Governing Rules

With regards to standard rallies, this rulebook is a precise specification of rules that must be followed. For modified rallies/divisions/competitors, this rulebook should be viewed as a guide that can be adjusted by the rally organizer/RS to best meet the needs of the region. Modifications should be listed in the rally entry information. Additional governing documents for all rallies are the following:

- Annual Discipline Newsletters
- USPC Horse Management Handbook (current edition)
- Official Amendments and Clarifications from USPC
- Appropriate parent organization rulebooks (i.e. USEF, APA). If the rally is being run in conjunction with a recognized event, the parent organization rulebook will supersede this rulebook. If the rally is not being run in conjunction with a recognized event, then this rulebook is to be followed.

Since rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the discipline ground jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these rules. If there is an inconsistency, the discipline rulebook takes precedence over the Horse Management Handbook.

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Article 3—Responsibility

All competitors are ultimately responsible for knowing these rules and complying with them. The appointment of an official, whether or not provided for in these rules, does not absolve the competitor from such responsibility.

Article 4—Legal Liability

Neither the USPC, host club/center/region(s), the organizer, competition officials, staff, nor any other person acting on behalf of the organizer, shall be held liable for any loss, damage, accident, injury, or illness to competitors, mounts, or to any other person or property whatsoever.

Article 5—Member Participation and Eligibility

Participation in Rallies

At local, regional, and inter-regional rallies, participants

- May be of any age or certification
- Must be a member in good standing, must have paid all local, regional, and national dues, and insurance fees
- Must be a member on record with the USPC National Office at the time of the rally

SECTION I: USPC Uniform Officiation Rules

Members, parents, and anyone participating in USPC activities must all abide by the applicable Code of Conduct. Members seeking Championships eligibility must meet the eligibility criteria outlined in this document. The member's age as of January 1 shall be the age of record throughout the competition year.

Competitors and mounts are expected to participate in all aspects of the rally including briefings, horse inspections, mounted competition, and Horse Management. For overnight rallies, all mounts are expected to stay on the competition grounds unless the competitor makes other arrangements with the rally organizer prior to the start of the competition.

While competitors are expected to participate fully in the rally, they are encouraged to get out of the barn if their mount is properly cared for with food and water. Based on the competition schedule, competitors may leave the rally grounds during competition hours.

If a mount is removed from the competition grounds without prior consultation with the rally organizer, the competitor may be penalized by the ground jury.

Championships Competitor Age and Certification

District commissioners (DCs) and center administrators (CAs) are responsible for the eligibility of competitors and mounts at all rallies. It is the responsibility of DCs/CAs and club/center primary instructors:

- To see that mounts and riders are entered in rallies at the appropriate level.
- All competitors are aware of health requirements (i.e., Coggins, immunizations, and state health certificates with valid dates).
- Entry forms are complete and submitted to the rally secretary on time.
- All Pony Club members in their jurisdiction have access to a copy of the current USPC discipline rulebook, current USPC Horse Management Handbook (HMH), current USPC discipline annual newsletter(s), and any other relevant information from the USPC Competitions Committee or the organizer of a specific rally where they will be competing.

Each discipline/division has minimum age and certification requirement for participation in Championships. Championships competitors must meet the age requirement based on January 1 of the Championships' competition year. They must have competed at the minimum or higher certification level at a standard or modified rally. Any standard rallies should base their division entry status on the competitor's age for the following year and all rallies should take into account planned advancements in certification level.

Article 6—Member in Good Standing

(Policy 1002) Members are considered in good standing if they are current with all dues and fees owed the registered club/riding center program, region, and USPC, and have met all compliance requirements.

Article 7—Code of Conduct Expectations

The officials of the competition may immediately suspend or expel any individual from the competition upon consulting with the discipline ground jury for anyone not conforming to the Code of Conduct.

DCs, CAs, RSs, rally organizers, officials, and judges must be familiar with, and enforce, the Participating Member and Adult Code of Conduct.

Participating Member Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork, and well-behaved members. The USPC expects appropriate behavior from all members, parents, and others participating in any USPC activity. Inappropriate behavior may include, but is not limited to: possession, use, or distribution of any illegal drugs or alcohol; profanity, vulgar language or gestures; harassment (i.e., using words or actions that intimidate, threaten, or persecute others before, during, or following USPC activities); failure to follow rules; cheating; and abusing a mount.

Adult Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork, and well-behaved members. It expects no less from the parents, guardians, adult family members, or others who volunteer for the organization. The USPC expects appropriate behavior when participating in any Pony Club activity. Inappropriate behavior may include, but not be limited to: profanity, vulgar language or gestures; harassment (e.g., using words or actions that intimidate, threaten, or persecute others before, during, or following any Pony Club activity); failure to follow rules; cheating; or abusive behavior.

"I understand that USPC activities operate under the governance of USPC and are subject to all applicable USPC By-laws, Policies, Rules, and Regulations. I understand that I have access to these By-laws, Policies, Rules, and Regulations and that it is my responsibility to read them. I agree to adhere to these By-laws, Policies, Rules, Regulations and this Code of Conduct. Failure to do so may, at the discretion of USPC, result in being restricted from attendance or participation in Pony Club activities."

SECTION I: USPC Uniform Officiation Rules

Article 8—Substances and Weapons

(Policy 0500) In the interest in the safety and welfare of all, it is the policy of the Board of Governors, during any Pony Club activities, to prohibit the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden.

Article 9—Mounts

(Policy 0840) Mounts used at a regional or interregional rally should be the participant's regular USPC mount, and accustomed to being handled by its rider without adult supervision. A participant may use a different mount only with the advance permission of the DC/CA and RS.

Ownership of a mount is not a prerequisite for membership in USPC. The responsibility for obtaining a suitable mount for mounted activities rests with the individual or parents/guardians of the individual member.

Per USPC Policy 0840 suitable mounts are defined as follows:

1. Stallions are not considered suitable mounts.
2. Mounts must be serviceably sound, in good overall health, and in condition for the activity in question.
3. Mounts must be appropriate for the certification level of the rider and must be at a level of training to participate safely in the activity.
4. Except as noted below, mounts must be at least five (5) years of age in order to participate in USPC competitive, instructional, and recreational programs and activities. In establishing the age of mounts, the first year is considered to be January 1 following the date of foaling.
5. Members holding a riding certification of C-1 and above may participate in all USPC activities on an appropriate mount at least four (4) years of age.

A mount must be excused from any activity if in the opinion of the instructor, examiner, or appropriate authority, it is unsafe either to its rider or to other riders or mounts.

Article 10—Substitution of Mounts

For all mounted rallies (except Tetrathlon), mount and rider become eligible for Championships as a team. Therefore, a competitor must enter Championships only on the mount on which they earned eligibility.

In extraordinary circumstances, after becoming eligible for Championships, a substitute mount may be requested via the online application a minimum of five days before Championships move-in by the RS. The panel reviews each application to verify the substitute mount meets the same mount eligibility requirements as the original entry. Refer to the Mount Substitution application found on the USPC website.

- Mounted Games and Polocrosse teams may bring a spare mount for the competition. See Section II and III for additional information (Discipline Rulebooks).
- Tetrathlon mounts do not need to have participated in a regional rally prior to Championships participation.

Article 11—Sharing of Mounts

In some disciplines and in some competitions, the sharing of mounts may be allowed. At regional rallies, the rally organizer, in consultation with the RS, may allow for the sharing of mounts by competitors. For Championships, requests for shared mounts must be submitted using the Mount Substitution online application found on the USPC website. Each request will be reviewed on a case-by-case basis, for approval or denial. Determination of shared mounts must take into consideration the discipline, competition schedule, and suitability of mount. The welfare of the mount will be the highest priority in this situation and all competitors must agree that if the horse management judges (HMJs), technical delegate (TD)/steward, or organizers on-site feel that the health of the mount is in jeopardy at any time, they may be removed from the rest of the riding portion of the competition.

Article 12—Veterinary Care and Medications

(Policy 0860 and 0860 P.1) To promote the safety and welfare of Pony Club members, their mounts, and provide fair and unbiased competitions, the Policy of the Board of Governors is that all mounts in USPC sponsored activities be serviceably sound and healthy. The definition of serviceably sound may vary based on the mount's duties and competition level.

Medications may be administered to mounts, provided their use does not create an unfair advantage or allow an unfit mount to participate as determined by the rally officials.

It is the owner/rider's responsibility, in coordination with a veterinarian, to determine what medication(s) are appropriate.

Competitors participating in USPC rallies held in conjunction with other competitions may be subject to medication rules of other organizations in addition to those of USPC.

Additional requirements and information:

- Any mount receiving medication for chronic conditions must have medications listed on their stall card.
- Mounts requiring medications for acute conditions treated by a veterinarian, the competitor/parent, or owner, must coordinate with the responsible party for the activity or Horse Management staff prior to administration.
- Medication is defined as any substance that is not water, salt, electrolytes, or a supplement, and is not considered a normal foodstuff.

SECTION I: USPC Uniform Officiation Rules

Article 13—Cruelty to and Abuse of a Mount

Cruelty to or the abuse of a mount present on the grounds of any competition is forbidden and renders the offender subject to penalty. The organizing committee will bar violators from further participation for the remainder of the competition.

Any action(s) against a mount by a competitor or other person, which are deemed excessive by a judge, steward, TD or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the organizing committee. Such action(s) may include, but are not limited to, excessive use of the whip or spurs.

USPC, judges, stewards, or TDs may appoint a veterinarian to inspect any animal on competition grounds or entered to compete. Refusal to submit an animal for examination by an authorized veterinarian after notification shall constitute a violation.

The following are included under the words cruelty and abuse but are not limited thereto:

1. Abuse. Any act or series of actions that, in the opinion of a judge, TD, steward, member of the discipline ground jury, or other rally official can clearly and without doubt be defined as abuse of mounts shall be penalized by disqualification. Such acts include, but are not limited to:
 - Riding an exhausted mount.
 - Continued pressing of a tired mount.
 - Excessive use of whip and/or spurs, and/or bit.
 - Striking a mount in front of the shoulder.
 - Riding an obviously lame mount.
2. Rapping. All rapping (poling) is forbidden.
3. Whip. The use of the whip must be reasonably administered, at an appropriate time, and in the right place.
 - Reason—The whip must only be used as an aid to encourage the mount forward.
 - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. Instances of inappropriate use of the whip include the whip used after elimination, after the last fence on course, and/or multiple times between obstacles.
 - Place—As an aid to go forward, the whip may be used down the shoulder or behind the rider's leg. It must never be used overhand (e.g., a whip in the right hand being used on the left flank). The use of a whip on a mount's head, neck, etc., is always excessive use.
 - Severity—A whip should never be used more than two times for any one incident. If a mount is marked by the whip (e.g., the skin is broken or has visible marks from the use of the whip), its use is excessive. It must never be used to vent a competitor's temper. Such use is always excessive.

4. End of the Reins (Trail and Western Dressage only) - The use of the end of the reins must be reasonably administered, at an appropriate time, and in the right place.
 - Reason—The end of the reins must only be used as an aid to encourage the mount forward.
 - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. Instances of inappropriate use of the end of the reins include use after elimination, after the last obstacle on course, and/or multiple times between obstacles.
 - Place—As an aid to go forward, the ends of the reins may be used down the shoulder or behind the rider's leg. They must never be used overhand (e.g., the ends of the reins in the right hand being used on the left flank). The use of the ends of the reins on a mount's head, neck, etc., is always excessive use.
 - Severity—The ends of the reins should never be used more than two times for any one incident. If a mount is marked by the ends of the reins (e.g., the skin is broken or has visible marks from the use of the ends of the reins), its use is excessive. It must never be used to vent a competitor's temper. Such use is always excessive.
5. Spurs—Spurs must not be used to reprimand a mount. Such use is always excessive, as is any use that results in a mount's skin being broken.
6. Bit—The bit must never be used to reprimand a mount. Any such use is always excessive.
7. Reporting—Officials must report such actions as soon as possible to the discipline ground jury, supported where possible by statements from witnesses.
 - Discipline ground jury—if such actions are reported, the discipline ground jury shall decide if there is a case to be answered. If an individual member of the discipline ground jury observes such actions, they are obliged to disqualify the competitor forthwith on their own authority. There is no appeal against a discipline ground jury's decision in a case of abuse.

Article 14—Dangerous Riding

1. Any competitor who rides in such a way as to constitute a hazard to the safety or well-being of the competitor, mount, other competitors, their mounts, spectators, or others will be penalized accordingly. Dangerous riding may include but is not limited to the following:
 - Riding out of control (mount clearly not responding to the competitor's restraining or driving aids).
 - Riding obstacles too fast or too slow.
 - Repeatedly standing off fences too far (pushing the mount to the base of the obstacle, firing the mount to the fence).

SECTION I: USPC Uniform Officiation Rules

- Repeatedly being ahead or behind the mount's movement when jumping.
 - Series of dangerous jumps.
 - Severe lack of responsiveness from the mount or the competitor.
 - Continuing after three clear obstacle refusals, a fall, or any form of elimination.
 - Endangering the public in any way (e.g., jumping out of the roped track).
2. Any act or series of actions that in the opinion of the judge, TD, steward, or member of the discipline ground jury can be defined as dangerous riding shall be penalized at the discretion of the discipline ground jury.
 3. If such actions are reported, the discipline ground jury shall decide if there is a case to be answered. There is no appeal against a discipline ground jury decision.

Article 15—Safety

(Policy 0800) USPC is committed to safety while recognizing that equestrian activities are inherently dangerous. The USPC Safety Handbook is an excellent resource for making safety a priority at all rallies and Pony Club functions. This dedication to safety extends to requiring certain equipment be utilized during Pony Club activities. These include:

1. Protective Headgear (Policy 0810): USPC requires members participating in mounted and some unmounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies:
 - ASTM F1163-15 or ASTM F1163-23 with SEI Mark (North America) (required for USEF Competitions)
 - SNELL Memorial Foundation E2021
 - PAS 015-2011 with BSI Kitemark (United Kingdom)
 - AS/NZS 3838 with SAI Global Mark (Australia and New Zealand)
 - VG1 01.040 2014-12 BSI Kitemark and/or IC Mark (European)
 - EN 1384 BSI Kitemark and/or IC Mark (European)
2. Safety Vest/Body Protector (Policy 0830): USPC requires wearing a properly fitted equestrian body protection vest (per manufacturer's guidelines) containing the standards and certifications that meet criteria established by specific safety bodies when jumping cross-country/solid obstacles during any activity sponsored by the USPC, its Regions, Registered Clubs, or Riding Center programs. A member may wear a body protector at their discretion for any mounted activity.
 - ASTM F1937-04
 - EN 13158:2018 BETA Level 1, Level 2, or Level 3

3. Medical Armbands and Bracelets (Policy 0820 and 0820P):
 - USPC requires that members participating in any USPC affiliated mounted or unmounted activity, must wear either a medical armband or medical bracelet while participating in the activity. The member may choose which one to wear.
 - Medical armbands must include a current completed copy of the individual's USPC or USEA Medical Card. It must be worn on the upper arm. If the member has small arms, they may safety pin the armband to their upper sleeve, (armbands are available for purchase from Shop Pony Club).
 - Medical bracelets must visibly list these six items on them: name, date of birth, contact information, known allergies, current medications, and existing medical conditions. More information is acceptable, but these six items are required to be on the bracelet.
 - All officials on-site at the USPC mounted or unmounted activity are encouraged to work with the competitors to remind them of this requirement.
 - Any member at a USPC-affiliated mounted or unmounted activity* found not wearing either a medical armband or medical bracelet must be removed from the activity until the member conforms to the policy requirement.

**Tetrathlon competitors will not be required to wear them while actually shooting or swimming but must have them visible and next to them for these activities and must wear them at all other times.*

4. Unmounted Footwear: When working in the barn or near mounts, unmounted footwear must meet all the following criteria:
 - Thick-soled shoes/boots (short or tall)
 - Cover the ankle
 - In good condition
 - Made of leather or synthetic materials
 - Entirely closed
 - Securely fastened
 - Well-fitted to foot
 - Sturdy construction (e.g., Ugg-type boots do not meet this requirement)

Examples: paddock/jodphur boots, rubber riding boots, rain boots/wellies, western boots.

5. Smoking: In the interest of barn safety, it is strictly forbidden for anyone to smoke in or around barn and stable areas.

Article 16—Heat-Related Information

(Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the Centers for Disease Control and Prevention (CDC) heat illness training module.

SECTION I: USPC Uniform Officiation Rules

At all USPC activities, rally officials must consider the:

- Temperature and humidity using the “Heat Index Chart” (Appendix II).
- Time of day and season of activity.
- Level of exertion necessary for participation in the activity.

The Heat Index (HI) or “Apparent Temperature” is the temperature the body feels when heat and humidity are combined. This reduces the amount of evaporation of sweat from the body and outdoor exercise becomes dangerous even for those in good shape. Please refer to Appendix II.

Steps to prevent heat-related illness include:

- Providing unlimited cool water for consumption in ALL areas, especially riding areas.
- Make water breaks mandatory.
- Do not depend on thirst as an indicator of the need for water.
- Avoid the hottest part of the day if this is an option.
- Consider shortening the length or level of exertion of the activity.

During rallies, the discipline ground jury (overall ground jury at Championships) is responsible for monitoring the Heat Index and taking appropriate action as necessary. Those actions could include, but are not limited to:

- Waiving of coats/jackets
- Banning of coats/jackets
- Altering of schedule

Any official can and should bring a potentially dangerous heat situation to the attention of the president of the ground jury. If coats/jackets are waived or banned the following processes should be followed.

Waived Coats/Jackets

When the temperature and humidity are recorded in the danger zone, removal of coats during warm up is mandatory.

If the rider wants to put their coat/jacket on for their competition round, they may leave their neckwear and helmet cover on during warm up.

If the rider does not want to put their coat/jacket on for their competition round, then they must remove all neckwear and their helmet cover during warm up.

Additional Information

- When coats are waived, the competitors must be turned out per Competition Attire (including coats/jackets) unless they choose to compete wearing Basic Riding Attire.
- Riders must wear a collared shirt with long or short sleeves if they are not wearing a jacket.

- T-shirts are not permitted.

Competitors must also remove neckwear and helmet covers on vented helmets if they do not wish to wear their jackets for their competitive ride.

Banned Coats/Jackets

When temperature and humidity are recorded in the danger zone and based on the decision of the discipline ground jury (overall ground jury at Championships), coats/jackets may be banned for the safety of competitors. If coats/jackets are banned, then competitors must remove coats/jackets, neckwear, and helmet covers for turnout inspections, warm up, and competition rounds.

Heat-Related Illness Return To Play

A member believed by a leader, coach, parent, or official of a USPC unmounted or mounted activity or competition to be suffering from heat illness shall be removed from play at that time and given appropriate treatment before being allowed to return to play.

Article 17—Concussion and Return to Play

(Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the concussion training module.

A member believed by a leader, coach, parent, or official to have sustained a concussion during a USPC unmounted or mounted activity must be referred to medical personnel. Medical personnel, in conjunction with rally officials and organizers, will determine if a written release is required for the member to return to the competition.

Article 18—Unauthorized and Permitted Assistance

1. **Unauthorized Assistance:** Unauthorized assistance is help and/or assistance during the competition from anyone other than other competitors, HMJs, and rally officials. Unauthorized assistance can occur in-person or through the use of electronic communication, unless allowed by the specific discipline rulebook (e.g., coaches in certain situations).
2. If, in the opinion of a member of the ground jury, unauthorized assistance has been received by a competitor, that competitor may be eliminated from that phase of the rally, or in extreme cases, disqualified from the competition. The discipline ground jury makes the final decision. There is no appeal.
3. **Permitted Assistance:**
 - Adults may aid in the unloading of mounts and carrying of heavy gear into the stable area upon arrival, after which non-competitors must immediately leave the area.

SECTION I: USPC Uniform Officiation Rules

- After a fall or dismount of a competitor, they may be assisted to catch their mount, adjust their saddlery, remount, or be handed any part of their saddlery or equipment, including a whip, while they are dismounted or after they have remounted. Helmets must be replaced, and chin harnesses refastened before riders may remount.
- Exception for loose mounts in Mounted Games only: In Mounted Games, a loose mount may be caught by any competitor or official already in the arena when the loose mount is behind Lines A and C. However, only the mount's rider may enter the playing area to catch it.
- A competitor may receive clarification of jumping penalties from an obstacle judge (e.g., after jumping a flag at a corner, the judge may clarify whether it was a run-out or not).
- If bodily harm to mount and/or rider is imminent, assistance from anyone (official or otherwise), without concern for penalties, is expected. Time permitting, the situation should be brought to the attention of an official. If immediate intervention is necessary, then an official will be notified as soon as possible concerning the situation.
- If a mount is ill or injured, the owner/agent of the mount will be called in to discuss care.

Article 19—Excused

1. May also be called a "Technical Elimination"
2. To grant permission to, or request that a competitor leave the phase/round/game due to circumstances outside of the competitor's control (e.g., illness of rider, illness or lameness of mount)
3. Decided by
 - Inspection panel at mount inspection
 - Judge
 - Discipline ground jury
4. May not ride; therefore, will not receive any riding score during the excuse, but
 - May request a lameness recheck
 - Rider may request to compete in following phases/rounds/games if illness passes.
 - Both the mount and rider shall stay on rally grounds (unless the mount is transported for medical reasons) and continue to participate with the team and continue to be scored in Horse Management.
 - If ill, mount will be moved to another area, if possible.

Article 20—Elimination

- Elimination means to exclude a competitor or mount, for cause, from judging consideration in a class/phase due to a mistake (e.g., use of illegal equipment, violation of the rules of phase/rounds/games.)
- After elimination, the discipline ground jury, in consultation with the organizer, may allow participation in subsequent phases/rounds/games.
- Determined by judge or discipline ground jury.
- Refer to scoring of penalties for additional discipline-specific reasons for elimination.

Article 21—Disqualification

Disqualification is a punishment for misconduct arising from a deliberate attempt to contravene the rules and regulations of USPC applied at the discretion of the discipline ground jury. Any disqualified competitor and their mount may not take further part in the competition, including in Horse Management.

Reasons for disqualification include, but are not limited to:

- abusive or unsportsmanlike conduct
- obscene or inappropriate language
- the inappropriate or illegal use of drugs (other than those prescribed by a physician), alcohol, or tobacco (Article 8)
- rude and disruptive behavior
- cheating
- cruelty (Article 13)
- rough or dangerous riding
- knowingly riding a lame, sick, or exhausted mount
- misuse of equine medications (Article 12)

If a rally official identifies a competitor behaving in a way that could lead to disqualification, that official may issue a written warning to the competitor using Appendix VII, a Yellow Card. If the rally official believes the Yellow Card should have penalties attached to it, or that the competitor should be disqualified, they must refer the situation to the discipline ground jury.

The discipline ground jury shall investigate the situation and interview the competitor(s) and all applicable witnesses before making a final decision on penalty points.

If a Yellow Card with penalty points is assigned to a competitor, it may not exceed a 50% impact on the associated phase/round score if related to a single phase/round, or a 50% impact on the overall score. There is no appeal against a discipline ground jury decision on issuing a penalty point or disqualifying a competitor.

Refer to Section V for additional discipline specific reasons for disqualification and scoring (Discipline Rulebooks).

SECTION II: General Regulations

Chapter 1—Team Composition

Article 22—Team Formation

Regional Rallies

The district commissioner (DC) or center administrator (CA) of local clubs/centers are responsible for club/center team formation at regional rallies. A team made up of members from one local club/center remains the ideal and is always the goal. However, scramble teams made up of members from multiple clubs/centers are also acceptable. The DCs/CAs of the clubs/centers involved may assist the rally organizer in forming scramble teams. Regional supervisors (RSs) may have final determination.

Championships

The RS (or individual designated by the RS) is responsible for marking (on the USPC website) all members who have earned eligibility for Championships regardless of their intent to participate.

As members register, the RS is responsible for putting together the teams based on the offered Championships divisions. A team made up of members at the same competition level, and from one region remains the ideal and is always the goal.

Once registration closes, RSs lose the ability to merge teams. Based on the final competition numbers, the discipline secretary shall make the final adjustments to teams and scrambling of individuals without a full team. Requests for preferred teammates may be submitted but are not guaranteed. The discipline secretary reserves the right to adjust teams as needed for the competition.

Article 23—Team Configuration

1. Teams shall normally consist of 3 or 4 members with one member being designated as team captain. The team will belong to one division based on age and Horse Management certification.
2. At the organizer's discretion, there may be an alternative configuration of teams based on entries.
3. No D may compete on a C team; and no C may compete on a D team.

Article 24—Team Captains

Each team entered in the competition shall have one member designated as team captain who shall act as spokesperson for the team. Only the team captain may lodge a protest on behalf of any team member (see Article 64).

The team captain is responsible for all communications between the team and rally officials. The team captain is the official spokesperson for the team. In the event of an inquiry, protest, or appeal, the captain represents the team. The competitor involved should accompany the captain. It is the responsibility

of team captains to ensure that their team members follow all rules and regulations of the competition and to transmit to them any changes or additional instructions provided by rally officials. Any withdrawal of a team member must be reported to the TD/steward.

Teams losing a team captain to illness must designate another team member to take over the responsibilities of captain. If the original captain returns, they will resume the responsibilities of captain.

Article 25—Chaperones/Emergency Contacts

All competitors below the age of majority must have an official chaperone, 21 years of age or older, listed with rally organizers. All competitors above the age of majority must have an emergency contact, who is available during the competition, listed with the rally organizers. Please review the following criteria for chaperones and emergency contacts.

Chaperones

- Any team with a competitor under the age of majority must have an official chaperone, 21 years of age or older, designated for the competition.
- The chaperone will act as the contact person for that team and must always be on the rally grounds during competition hours.
- Several individuals may share one team's chaperone duties, but only one name will be listed as the official chaperone. All persons sharing this duty should be made aware of this name and answer to it.
- The chaperone should serve as a volunteer for the competition but may not assume coaching duties.
- Anyone serving as team chaperone must understand and agree to the duties outlined in Appendix III.

Emergency Contact

- Any competitor above the age of majority must submit a completed Emergency Contact Form (Appendix III) with their entry.
- Those listed as an emergency contact must be available by phone during the competition.

Article 26—Spectators

1. Definition: "One who views an event but does not participate."

In many cases, due to logistics, timing, and fairness to all competitors, spectators may not be allowed in the competition area during the competition.

2. Competitors may not be spectators in any phase of any division.

When allowed in the competitions area:

- Spectators need to enter before any phase begins and then remain quiet and refrain from talking or signaling during the competition.

SECTION II: General Regulations

- Spectators may not communicate with competitors once a phase has begun or during the 30-minute inquiry period.
- Spectators may not help or give suggestions to competitors.
- Spectators will be promptly dismissed at the beginning of each inquiry and protest period.
- Spectators must not talk to or interfere with a judge or with the process of an inquiry or protest.
- Spectators may not bring writing or recording materials.
- Cell phones must be off or on silent. Spectators answering a cell phone will be dismissed and not permitted to return.

The judge, room steward, table monitor, organizer, and/or TD/steward will take measures to assure that the above standards are maintained.

Chapter 2—Competition Levels and Divisions

Article 27—Competition Levels

At regional rallies a competitor may compete in the level that matches their age and certification. Below are the most commonly offered levels at Quiz rally:

- Novice D
- Novice C
- Junior D
- Junior C & Up
- Senior D
- Senior C & Up

Article 28—Competition Divisions

Competition divisions differ from competition levels in that competitors may be separated into divisions based on age, skill, and/or other parameters. A competitor's age is determined by their age as of January 1 on the year of competition. See Article 5 for more details on age minimums.

Novice D	Up to and including 11 years of age
Novice C	Up to and including 11 years of age
Junior D	12-17
Junior C & Up	12-17
Senior D	18+
Senior C & Up	18+

Pony Club members who are not certified compete as D-1s and abide by D regulations.

Note: Rally divisions can be combined based on entry numbers and approval of the organizer and RS. Novice competitors can always compete up one division to fill out a junior team and junior competitors can always compete up one division as a senior to fill out a team. Juniors can never compete down into a novice division and senior competitors can never compete down

in a junior division. Before combining junior and senior-aged competitors on the same team, rally organizers must get the written approval of the junior competitor and their parent/legal guardian (Appendix IV). This does not apply when combining divisions.

Article 29—Championships Divisions—Minimum Age and Certifications

To be eligible for Championships, competitors must meet the age parameters and minimum certifications for the offered Championships divisions. Age is as of January 1 of the competition year, and there are no age or certification exceptions to the below requirements. See Article 5 for more details on age and certification minimums.

Championships Divisions

Division	Level	Age	Certification
Novice	D	10-11	D-2 HM
Junior	D	12-17	
Senior	D	18+	
Novice	C	10-11	C-1 HM
Junior	C & Up	12-17	
Senior	C & Up	18+	

Note: Championship divisions and levels can be combined based on entry numbers and approval from Vice President of Activities (VPA) and the overall organizer. There are no age or certification exceptions.

Article 30—Championships Eligibility Process

Each individual Pony Club member who desires to compete at Championships must compete in a regional rally and be judged at the minimum Horse Management certification and same competition level in which they intend to compete at Championships. This constitutes the "individual eligibility" of the competitor.

Members wanting to become eligible for Championships must meet the division criteria below.

Eligibility Criteria

Complete a Quiz rally.

OR

If no Quiz rally is available, complete an equine-knowledge based competition and participate in an unmounted club or center lesson.

Article 31—Eligibility Requirements for H-B/H-A Certified Competitors

Certified H-B and H-A members wishing to compete at Championships do not have to participate at a regional Quiz rally but must have permission of their RS.

SECTION II: General Regulations

Article 32—Exceptions to Competition Eligibility Requirements for Championships

Exceptions to the competition eligibility process are occasionally granted. There are no exceptions to minimum age and certification requirements. The process for requesting an exception is outlined on the USPC website. All requests for exceptions must be submitted by the RS to the review panel using the online application found on the USPC website.

Chapter 3—Presentation of Competitor

Article 33—Competitor Identification

Identification numbers (pinnies, nametags, etc.) must be worn in a prominent manner on competitors, as designated by rally officials.

Article 34—Competitor Attire

Each participant is responsible for organizing their own attire and equipment, which must meet all safety requirements outlined in Article 15. Competitors should be neat and clean with permitted jewelry only; see Horse Management Handbook for specifications. Participants must wear a medical armband or bracelet as specified in Article 15.3. A Pony Club pin must be worn at all times unless otherwise stated by rally officials. Felt can be placed behind pins using the below designations:

Certification	Felt Color
A.....	Royal Blue
H-A.....	Orange
B.....	Red
H-B	Brown
C-3	White
C-1 and C-2.....	Green
D-1 through D-3	Yellow

Competition Attire for Quiz

Required	Permitted
<i>Shirt</i> —Collared long or short-sleeved shirt tucked into pant.	<i>Belt</i> —Any type/color.
<i>Pants/Shorts/Skirts</i> —Must be safe, free of rips and tears.	
<i>Footwear</i> —Athletic shoes are permitted for all phases EXCEPT the Barn Phase. During the Barn Phase competitors must wear proper unmounted footwear per Article 15.4.	

Section III: Competition

Article 35—Competition Format

Quiz is a USPC discipline where teams compete against each other across the five knowledge-based phases: Barn, Classroom, Mega-Room, Stations, and Written Test. The competition does not consist of any mounted competition. A Quiz rally may be run as a one-day or multi-day event.

Quiz rallies may run as either a one-round rally or a two-round rally. For a rally to be considered a standard rally, the competition must include the Classroom and Written Test phases and any two of the remaining three phases as described below.

A round for each phase is defined as below:

1. Barn: 1 round (defined as 3 individual questions per competitor and 1 team question)
2. Classroom: 1 round (defined as 5 individual questions per competitor) distributed from the National Office
3. Mega-Room: 1 round (defined as 5 tables)
4. Stations: 1 round (defined as 5 stations)
5. Written Test: distributed from the National Office

Article 36—Competition Schedule

The following is a basic schedule for a Quiz rally. Please note that depending on the number of teams and divisions, multiple phases may be competing at the same time.

1. Briefing—Competitors are responsible for knowing all information from all official briefings whether present or absent. At least one representative from each team must be present at every official briefing.
2. Sections—Teams are grouped into sections. Each section is given a competition time for each phase. It is the responsibility of the team to know their section and competition times. For example, while one section is competing in Classroom, another section may be competing in Mega-Room.
3. Schedule—There is no specific order in which the phases are completed. The length of time for each phase will be determined by the number of teams competing.
4. Inquiry Periods—A thirty-minute inquiry period is built into the competition time of each phase and takes place at the end of the phase but before the competitors leave the competition area.
5. Scores Posting—At a one-day Quiz, scores will be posted once at the end of competition prior to awards. At a multiple day rally, daily scores will be posted in the morning prior to the beginning of the first scheduled phase. A thirty-minute inquiry period will be provided each time scores are posted.

Article 37—Quizzing Material

Quiz reference materials are designated each year by USPC and posted on the USPC website.

1. Classroom and Written Test

Official Quiz Classroom questions and Written Tests are prepared and distributed by the National Office to RSs.

- A. These Classroom 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.
- B. The individual questions are categorized by Horse Management certification level. They are based on knowledge required at each HM certification level and on knowledge needed for participation in all Pony Club activities and rallies.
- C. The questions and answers are generally derived from the material in references listed for each HM certification level.
- D. USPC recognizes that the scope of experience of Pony Club members 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.

2. Barn, Mega-Room, and Stations

Locally or regionally designed questions for Barn, Mega-Room, and Stations may be used.

- A. All questions must be at the appropriate HM level for each division's certification.
- B. All prepared questions and answers need to be carefully and thoroughly researched and declared correct via a printed reference from the official Quiz Reference List.
- C. All regionally-designed questions must be reviewed and approved by the TD/steward prior to the competition.

Chapter 1—Barn

Article 38—Description of Barn

Oral questions are in a barn setting. The Barn phase is not limited to a barn or stall. Other settings and facilities are acceptable (i.e. parking lot, at a trailer, or in a room at a hotel, etc.). The format of Barn questions should be more hands-on in nature than the other phases with an opportunity to demonstrate when possible. 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 three (3) individual questions and the team has answered one team question. Proper footwear is required as stated in Article 15 wherever the Barn phase is held.

Section III: Competition

Article 39—Nature of Questions in Barn

Questions are designed to test the competitor's practical hands-on application of knowledge on a variety of topics derived from the Standards of Proficiency, discipline rulebooks, and the USPC website.

Article 40—Procedure of Barn

1. Definition of Barn round: Teams will rotate through four Barn stalls in a round. Three of these stalls will present different sets of individual questions. The fourth Barn stall will be a team question. The Barn phase may either have one round (three stalls and one team question) or two rounds (six stalls and two team questions).
 - A. Each member of a 4-person team will answer 4 questions per stall. The lowest individual score will be dropped.
 - B. Each member of a 3-person team will answer 3 questions per stall.
2. Competitors state their name and certification for the first question in the phase and thereafter at the discretion of the judge. The competitor states at what level they wish to be questioned—at their HM certification level, one level above, or two levels above.
3. The judge reads the question twice:
4. Time limit to begin answering after the question has been read twice.
 - A. All competitors have 20 seconds to begin answering.
 - B. The timer signals a 5-second warning.
5. 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.
6. 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 their discretion in limiting time if a competitor appears to be rambling or stalling.
7. The judge announces whether the answer is correct or incorrect and the number of points earned.
8. Each Barn station/stall should have a maximum 15-minute time limit.
9. Conferring (Not allowed at Championships):
 - A. Only Novice 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.

10. At the discretion of the organizer, Barn stall may be officially recorded. This should be announced prior to the start of the competition.

Article 41—Scoring of Barn

Point value of individual questions:

- A. The judge will award the value of a correct answer. The first stall is at the member's certification level. Members may ask for questions above their certification level in subsequent stalls.
 1. Same certification question = 10 points
 2. Questions above certification level = 5 bonus points per level (i.e. 1 level above, question = 15 total points, 2 levels above, question = 20 total points)
- C. Half credit is given for any correct answer that results from a Novice D conference on individual questions.

Point value of team questions:

- A. The team question should be multiple parts, with the point value of each part stated within the question instructions.
- B. The maximum point value for the team question is 60 points.

End of Barn Phase Score:

- A. At the end of the Barn phase, all individual stalls are totaled for the individual's score, along with any bonus points attributed to the individual in the phase.
- B. The top three individual scores plus the Team Stall questions are totaled for the team score.
- C. Teams must view, and their team captain must sign their Barn phase score sheet before leaving Barn.
- D. Any team leaving the Barn phase without the team captain signing out relinquishes the right to make any inquiry of the Barn phase.
- E. Any changes that result from inquiries or protests must be made carefully and totals recalculated by the chief scorekeeper.

Article 42—Inquiries in Barn

1. Process for initiating an inquiry:
 - A. At the end of each stall, the competitor may choose to abide by the decision of the judge or, if a team does not agree with the judge's decision, the team captain must inform the judge of their intention to inquire about that stall.

Section III: Competition

- B. If a team begins the next stall without informing the judge their intent, the team relinquishes any opportunity for inquiring later.
- C. All inquiries are held until the end of the Barn phase. (unless there is sufficient time available at the end of the stall/round and does not go over the 15 minute maximum time allowed per stall.)
2. Process for making a verbal inquiry to the barn coordinator:
 - A. If a team made an inquiry at the end of a stall, the decision to present the inquiry to the barn coordinator must be announced by the team captain at the beginning of the 30-minute inquiry period.
 - B. 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.
 - C. All inquiries are presented verbally to the barn coordinator.
 - D. The team then remains sequestered in a designated place until the barn coordinator's decision is presented.
 - E. A team can only make an inquiry about their answer or score and never about the answer or score of another team.
 - F. The barn coordinator may choose to present the inquiry to the TD/steward at their discretion.
3. Process for making a written inquiry to the TD/steward:
 - A. If the team does not agree with the decision of the barn coordinator, they may present a written inquiry to the TD/steward. Refer to Article 64 for the next step in the process.
2. Competitors stand and state their name and Horse Management certification 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 certification level or up to two certification levels above their certification level.
3. The judge reads the question twice.
4. Time limit to begin answering after the question has been read twice:
 - A. All competitors have 20 seconds to begin answering.
 - B. 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 their 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 (Not allowed at Championships)
 - A. Only Novice D team members at the regional rally 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 the answer is reduced by half when a conference occurs.
9. At the discretion of the organizer, rounds may be officially recorded. This should be announced prior to the start of the competition.

Chapter 2—Classroom

Article 43—Description of Classroom

Oral questions are asked in a classroom setting. The Classroom phase is made up of individual questions. A round is defined as 5 individual questions. The Classroom phase may either have one round (5 questions) or two rounds (10 questions).

Article 44—Nature of Questions in Classroom

Questions are designed to test competitors knowledge on a variety of topics derived from the Standards of Proficiency, discipline rulebooks, USPC Manuals of Horsemanship, and the USPC website.

Article 45—Procedure of Classroom

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 individual score of each team will be dropped.
 - B. A 3-person team will receive only 3 questions. All three score will be totaled.

Article 46—Scoring of Classroom

Point value of questions

- A. The judge will award the value of a correct answer. The first question is at the member's certification level. Members may ask for questions above their certification level in subsequent questions.
 1. Same certification question = 10 points maximum value
 2. Questions above certification level = 5 bonus points per level (i.e. 1 level above = 5 points, 2 levels above = 10 points)

Section III: Competition

- B. Half credit is given for any answer that results from a Novice D conference on individual questions.
- C. H-B/H-A Competitors
 - 1. Same certification question = 10 points maximum value
 - 2. Members may answer up to two additional questions for bonus points = 5 bonus points per question (i.e. 1 level above, question = 15 total points, 2 levels above, question = 20 total points)

End of round and phase scores

- A. Individuals' scores will be summed at the end of the phase for the final individual score along with any bonus points attributed to the individual in the phase.
- B. The 3 highest final individual scores are totaled at the end of the phase for the team's score.
- C. Teams must view and check their Classroom score sheet before leaving room.
- D. Any team leaving the Classroom phase without the team captain signing out relinquishes the right to make any inquiry in the Classroom phase.
- E. Any changes that result from inquiries or protests must be made carefully and totals recalculated by the chief scorekeeper.

Article 47—Inquiries in Classroom

- 1. Process for initiating an inquiry:
 - A. At the end of each round, the competitor may choose to abide by the decision of the judge or, if a team does not agree with the judge's decision, the team captain must inform the judge of their intention to inquire about that round. The judge will mark the competitor's answer sheet with an "I" next to the score.
 - B. If the next round begins without any inquiry by a team, the team relinquishes any opportunity for inquiring later.
 - C. All inquiries are held until the end of the Classroom phase.
- 2. Process for making a verbal inquiry to the classroom judge:
 - A. If a competitor made an inquiry at the end of a round, the decision to present the inquiry to the classroom judge must be announced by the team captain at the beginning of the 30-minute inquiry period. Only answer sheets marked with an "I" are eligible for an inquiry.
 - B. If a team has no inquiries at the end of the Classroom phase, the team captain must sign out on the official score sheet and thereby relinquish the opportunity for further inquiry regarding that phase.
 - C. All inquiries are presented verbally to the classroom judge.

- D. The team then remains sequestered in a designated place until the classroom judge's decision is presented.
 - E. A team can only inquire about their answer or score and never about the answer or score of another team.
 - F. The classroom judge may choose to present the inquiry to the TD/steward at their discretion.
- 3. Process for making a written inquiry to the TD/steward:
 - A. If the team does not agree with the decision of the classroom judge, they may present a written inquiry to the TD/steward. Refer to Article 64 for the next step in the process.

Chapter 3—Mega-Room

Article 48—Description of Mega-Room

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 may either have one round (5 tables) or two rounds (10 tables).

Article 49—Nature of Questions in Mega-Room

All questions are in a matching format. At the Novice 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 50—Procedure of Mega-Room

- 1. Competitors will rotate through a series of tables that have various horse-related items displayed, usually based on a theme or topic.
- 2. Only one competitor per team at each table. No more than 10 competitors per table.
- 3. Each competitor will receive an individual answer sheet prior to the beginning of the phase.
- 4. The Mega-Room coordinator will signal the beginning and the end of each round.
- 5. At the start signal, competitors will identify the items on the table and record their answers on the answer sheet.
- 6. Each table will have one (1) table monitor/scorer per table. The scorer will score each answer sheet at the end of the round and return the answer sheets to each competitor.
- 7. There will be one (1) Mega-Room timer who will time each round and indicate to the Mega-Room coordinator when the specified time has elapsed.
- 8. Each Mega-Room round has a 3-minute time limit.

Section III: Competition

9. Every individual competitor will rotate through each table.
10. At the discretion of the organizer, rounds may be officially recorded. This must be announced prior to the start of the competition.

Article 51—Scoring of Mega-Room

1. Each correctly identified item earns one (1) point.
2. There is a maximum of 10 points per table.
3. Individuals' scores will be summed at the end of the phase for the final individual score along with any bonus points attributed to the individual in the phase.
4. The 3 highest final individual scores will be added at the end of the phase for the team's score.
5. 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 individual competitor before beginning the next round. If there are two (2) table monitors/scorers, each monitor will score each answer sheet, thus verifying the correct answers. At the end of each round, the competitor may choose to abide by the decision of the table monitor/scorer. If a competitor does not agree with the table monitor/scorer's decision, the competitor must inform the table monitor/scorer of their intention to inquire about that round. The table monitor/scorer will mark the competitor's answer sheet with an "I" next to the score.
6. After the final scoring has been reviewed, the Mega-Room coordinator will call for any inquiries. 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, they forfeit their right to make any inquiry (other than an incorrect reporting of their 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.

Article 52—Inquiries in Mega-Room

1. Process for initiating an inquiry:
 - A. At the end of each table the competitor must inform the table monitor/scorer of their intention to inquire about that table. The table monitor/scorer will mark the competitor's answer sheet with an "I" next to the score.
 - B. If the next table begins without any inquiry by the competitor, the competitor relinquishes any opportunity for inquiring later.
 - C. All inquiries are held until the end of the Mega-Room

phase.

- D. Any perceived inaccuracies on the preliminary score sheet should be brought to the attention of the table monitor/scorer at the end of each table or at the end of the Mega-Room phase.
 - E. Any team member wishing to inquire will consult with their team captain before finally deciding to inquire.
2. Process for making a verbal inquiry to the Mega-Room coordinator:
 - A. If a competitor made an inquiry at the end of a table, the decision to present the inquiry to the Mega-Room coordinator must be announced by the team captain at the beginning of the 30-minute inquiry period. Only answer sheets marked with an "I" are eligible for an inquiry.

Note: If two competitors have the same answer on their answer sheets and only one requested an inquiry at the end of the round, only the one with an "I" is eligible for an inquiry. The one not marked has forfeited the right to inquire even if on the same team.
 - B. If a team has no inquiries at the end of the Mega-Room phase, each competitor must sign out on their official score sheet and thereby relinquish the opportunity for further inquiry regarding that phase.
 - C. All inquiries are presented verbally to the Mega-Room coordinator.
 - D. The team then remains sequestered in a designated place until the Mega-Room coordinator's decision is presented.
 - E. A team can only inquire about their answer or score and never about the answer or score of another team.
 - F. The Mega-Room coordinator may choose to present the inquiry to the TD/steward at their discretion.
 3. Process for making a written inquiry to the TD/steward:
 - A. If the team does not agree with the decision of the Mega-Room coordinator, they may present a written inquiry to the TD/steward. Refer to Article 64 for the next step in the process.

Chapter 4—Stations

Article 53—Description of Stations

All questions in the Stations phase are answered as a team. Stations are designed to test a team's ability to work together. Questions vary in nature and may be written, games, hands-on, etc. The Stations phase may either have one round (5 stations) or two rounds (10 stations).

Section III: Competition

Article 54—Nature of Questions in Stations

Stations questions are intended to provoke problem solving, sequencing, and matching skills of the team. All questions are team questions and are designed to require full team involvement.

Article 55—Procedure of Stations

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 monitor/scorer.
5. The table monitor/scorer 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 monitor/scorer when they are finished.
8. All rounds will have the same time limit, maximum 5 minutes.
9. The table monitor/scorer 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. This must be announced prior to the start of the competition.

Article 56—Scoring of Stations

Point value per Station

1. The value per station will be indicated on the question card or instructions.
2. The total maximum value of each Station is 30 points.

End of round or phase scores

1. At the end of the round or phase, the total scores for each station are totaled and any bonus points attributed to the phase.
2. Teams must view, check, and their team captain must sign, their Stations score sheet before leaving the Stations area.
3. Any team leaving the Stations phase without the team captain signing out relinquishes the right to make any inquiry of the Stations phase.
4. Any changes that result from inquiries or protests must be made carefully and totals recalculated by the chief scorekeeper.

Article 57—Inquiries in Stations

1. Process for initiating an inquiry:

- A. At the end of each round the team captain must inform the table monitor/scorer of their intention to inquire about that round. The table monitor/scorer will mark the competitor's answer sheet with an "I" next to the score.
 - B. If a team begins the next round without informing the table monitor/scorer their intent, the team relinquishes any opportunity for inquiring later.
 - C. All inquiries are held until the end of the Stations phase.
2. Process for making a verbal inquiry to the Stations coordinator:
 - A. 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 at the beginning of the 30-minute inquiry period. Only answer sheets marked with an "I" are eligible for an inquiry.
Note: If two teams have the same answer on their answer sheets and only one requested an inquiry at the end of the round, only the one with an "I" is eligible for an inquiry. The one not marked has forfeited the right to inquire.
 - B. 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 that phase.
 - C. All inquiries are presented verbally to the Stations coordinator.
 - D. The team then remains sequestered in a designated place until the Stations coordinator's decision is presented.
 - E. A team can only make an inquiry about their answer or score and never about the answer or score of another team.
 - F. The Stations coordinator may choose to present the inquiry to the TD/steward at their discretion.

3. Process for making a written inquiry to the TD/steward:

- A. If the team does not agree with the decision of the Stations coordinator, they may present a written inquiry to the TD/steward. Refer to Article 64 for the next step in the process.

Chapter 5—Written Test

Article 58—Description of Written Test

Written Tests are twenty-five questions per competition level and are created by USPC and distributed by the National Office to RSs.

Article 59—Nature of Questions in Written Test

All Written Test questions are matching, true/false, or multiple choice.

Section III: Competition

Article 60—Procedure of Written Test

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 their test read to them. 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 a 45-minute time limit for the Written Test.

Article 61—Scoring of Written Test

1. Each correctly identified item earns four (4) points for two (2) round rallies, and two (2) points for one (1) round rallies.
2. Volunteers designated by the organizer will score the correct answers using a key.
3. 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.
4. Answer sheets may be viewed during the 30-minute inquiry period, which will be set by the organizer.
5. Any changes that result from inquiries or protests must be made carefully and totals recalculated by the chief scorekeeper.

Article 62—Inquiries in Written Test

1. Process for initiating an inquiry:
 - A. At a designated time, individuals will have the opportunity to view all of their answers as well as the correct answers of the Written Test.
 - B. If a competitor has an inquiry about an answer scored incorrectly, the scorer will mark the competitor's answer sheet with an "I" next to the score.
 - C. Once all competitors in the section have reviewed their scores individually, the 30-minute inquiry period begins. Teams members may confer with their team captain at this time.
 - D. If a team/individual has no inquiries at the end of the Written Test inquiry period, each competitor must sign their test and thereby relinquish the opportunity for further inquiry regarding that phase.
 - E. Any team/individual leaving without signing out relinquishes the opportunity for further inquiry regarding that phase.
 - F. Any perceived inaccuracies on the preliminary score sheet should be brought to the attention of the Written Test coordinator.

Section IV: Scoring

Article 63—Points and Penalties

Points

Scoring for Quiz is on a positive point basis, utilizing the points system defined below. If any penalties are assessed during a phase, they are deducted from the phase score for the individual or team as applicable by phase.

Barn:

Question at same certification level	10 points
Questions above certification level	5 bonus points per level (i.e. 1 level above, question = 15 total points, 2 levels above, question = 20 total points)
Novice D conference question	1/2 regular value
Team questions	60 points

Classroom:

Question at same certification level	10 points
Questions above certification level	5 bonus points per level (i.e. 1 level above, question = 15 total points, 2 levels above, question = 20 total points)
Novice D conference question	1/2 regular value
Additional questions (H-B/H-A only)	5 bonus points per question for a maximum of 10 bonus points

Mega-Room:

- Only positive points count. Each correctly identified item earns one (1) point.
- Points are not subtracted for incorrect answers.
- Members can earn a maximum of 10 points per table

Stations:

- The value per question at the station will be indicated on the question card or within instructions.
- Point value varies according to each question.
- Teams can earn a maximum of 30 points per station.

Written Test:

- Only positive points count.
- Each correctly identified item earns four (4) points for two (2) round rallies, and two (2) points for one (1) round rallies.
- Points are not subtracted for incorrect answers.

Bonus Points

Members can only earn bonus points if all three attire conditions have been met. No partial bonus points are observed.

Competitors can earn 5 bonus points for correct attire.

- USPC Pin
- Official Name Badge
- Pinny/Number

Penalty Points:

Late arrival to phase	10 penalty points
Unauthorized assistance (1st attempt)	0-30 penalty points
Unauthorized assistance (2nd attempt)	Disqualification (Article 21)
Competitor as spectator	Disqualification (Article 21)
Unsportsmanlike conduct	Penalty points assessed at the discretion of the discipline ground jury
Frivolous or groundless protest	5 penalty points per occurrence
Competitor with a cell phone during a phase	Disqualification (Article 21)
Inappropriate attire	3 penalty points per occurrence

Article 64—Inquiries, Protests, and Appeals

Only competitors have the right to dispute scores and only competitors can participate in the process. Any non-competitor involvement in the process is considered unauthorized assistance.

- Competitors may only inquire about their team/individual scores.
- Inquiries are encouraged if there are any scores with which the team does not agree or understand, or if they feel a mistake has occurred. Any disputes regarding scores are to be made following the procedures as stated in the governing documents.
- All inquiries, protests, and appeals must be made in a polite and courteous manner. Abuse of these procedures or rude behavior may be penalized up to and including elimination and/or disqualification.
- The process will include verbal inquiry, written inquiry, written protest, and written appeal.

Quiz Verbal Inquiry

Verbal inquiries may be initiated if the team captain/individual competitor does not agree or understand or if they feel a mistake has been made. Verbal inquiries are made to the judge/monitor in charge of the phase.

Section IV: Scoring

Inquiries must be:

Initiated at the end of each round/table. The judge/monitor will note the question and mark the score sheet with an “I”, and the phase continues. At the end of the phase, the coordinator (or in Classroom, the judge) will ask who has an inquiry. Verbal inquiries are made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

During the 30-minute verbal inquiry process:

- All spectators must leave.
- The team then remains sequestered in a designated place until the phase coordinator’s decision is presented.

Quiz Written Inquiry

Written inquiries may be initiated if the team captain/individual competitor disagrees with the phase coordinator’s decision on a verbal inquiry. Written inquiries are made to the TD/steward via the rally office.

Written protests must be:

- Initiated by:
 - A. The team captain, if competitor is on a team. The competitor involved may go with the team captain.
 - B. The competitor involved (if competing as an individual).
- Made within 10 minutes of the TD/steward’s announcement of the decision to the team.

Written Protest to the Discipline Ground Jury

If a team does not agree with the TD/steward’s decision on a written inquiry, they may advance a written protest (utilizing the existing written inquiry/protest form) to the discipline ground jury.

The decision must be made while the team is sequestered and within 10 minutes after the TD/steward’s announcement of the decision to the team.

Written Protests must be:

- Initiated by:
 - A. The team captain, if competitor is on a team. The competitor involved may go with the team captain.
 - B. The competitor involved (if competing as an individual).
- Made within 10 minutes of the TD/steward’s announcement of the decision to the team.

Frivolous Protest

During a rally, each team is allowed one “free” protest to the TD/steward. After the first, the TD/steward may present to the discipline ground jury any protest presented in which the

decision of the judge was upheld and which the TD/steward deems frivolous and not in the spirit of good sportsmanship. Any protest deemed frivolous may be assessed 5 penalty points by the discipline ground jury.

If any score change results, the chief scorekeeper must be notified by the official making the decision and change recorded scores.

The discipline ground jury will meet, review the written inquiry /protest form, make a decision, document the decision on the original written inquiry/protest form, and report its decision.

THE DECISION OF THE DISCIPLINE GROUND JURY IS FINAL AT LOCAL AND REGIONAL RALLIES.

Written Appeal to the Overall Ground Jury

If a team does not agree with the discipline ground jury’s decision on a written protest, they may advance an appeal (utilizing the existing written inquiry form) to the Championships overall ground jury/appeal committee.

The team’s decision to appeal must be made while the team is sequestered and within 10 minutes after the announcement of the discipline ground jury’s decision to the team.

Appeals must be initiated by:

- A. The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- B. The competitor involved (if competing as an individual).

THE DECISION OF THE CHAMPIONSHIPS OVERALL GROUND JURY IS FINAL.

Article 65—Scoring of Excused

Excused competitors will receive a zero score for any round/phase from which they are excused. Competitors may rejoin the competition as soon as they are able.

Article 66—Scoring of Elimination

Appropriate and sportsmanlike conduct is expected per the USPC Member Code of Conduct. Unsportsmanlike behavior, rudeness, unruly behavior, and/or unauthorized assistance may be assessed penalty points or possibly be disqualified at the discretion of the discipline ground jury.

Unauthorized Assistance

1. Examples of unauthorized assistance are as follows:
 - A. Prior access or review of Classroom questions or written tests for any reason.
 - B. Talking during a competition phase except when given instructions and permission to do so.
 - C. The presence of study materials, note taking material, and/or recording equipment during a phase.

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D. The acceptance of suggestions or assistance from anyone other than an official or teammate during a phase and/or the inquiry or protest process.

E. Competitors with a cell phone during any phase could be disqualified from competition.

The discipline ground jury may assess penalties for inappropriate behavior and/or unauthorized assistance as follows.

FIRST INFRACTION:

- Zero to 30 penalty points subtracted from the individual or team's total score (determined by the TD/steward).
- Forfeit of the right to appeal judgment of answers.

Article 67—Scoring Disqualification

The discipline ground jury may disqualify a competitor and/or a team from competition, for the reasons stated in Article 21. Or the discipline ground jury may decide to issue a Yellow (Warning) Card in lieu of disqualifying a competitor. Decisions of the discipline ground jury are only appealable at Championships.

1. If a Yellow Card is assessed to a competitor, it may or may not include penalty points. The discipline ground jury can assess penalties ranging from 0 up to the maximum penalties as defined below. Any assessed penalties should be included in the "Other" column on the scoresheet and are deducted from the positive point score.

Barn—The maximum number of penalties assessable for infractions related to the Barn phase is calculated by multiplying 5 points by the number of stalls in the round, then multiplied by the number of rounds.

Max Penalties = 5 (# of stalls in round) x (# of rounds)

Classroom—The maximum number of penalties assessable for infractions related to the Classroom phase is calculated by multiplying 15 points by the number of rounds. Then divided by 2.

Max Penalties = $\frac{15 \text{ (# of rounds)}}{2}$

Mega-Room—The maximum number of penalties assessable for infractions related to the Mega-Room phase is calculated by multiplying 10 points by the number of tables.

Max Penalties = 10 (# of tables)

Stations—The maximum number of penalties assessable for infractions related to the Stations phase is calculated by multiplying 10 points by the number of tables.

Max Penalties = 10 (# of tables)

Written Test—The maximum number of penalties assessable for infractions related to the Written Test phase equals the number of questions included on the test.

Full Competition - For infractions related to the entire competition, the maximum number of penalties is calculated by adding together the maximum penalties assessable by phase.

2. Competitors (or teams) who are disqualified from competition shall have all their scores from the competition stricken.

Disqualified competitors may not take further part in the rally and may be asked to leave the grounds. A disqualified competitor/team may not receive an award.

Article 68—Team Scoring

Based on the number of competitors, teams may or may not have a drop score. Four person teams will drop scores based on the parameters listed below per phase. Three member teams will keep all three scores from each phase.

A. Barn:

The highest 3 individual scores are totaled at the end of the Barn phase (only the individual stalls, not the team questions). The team questions are then added after the individual scores have been added.

- i.e. (top 3 individual scores) + Team questions = Team score

B. Classroom:

The 3 highest individual scores are totaled at the end of the Classroom phase. Thus, the lowest score for each 4-person team is dropped at the end of the phase.

C. Mega-Room:

The 3 highest individual scores are totaled at the end of the Mega-Room phase. Thus, the lowest score for a 4-person team is dropped at the end of the phase.

D. Stations:

The team scores from each station are totaled for the entire Stations phase.

E. Written Test:

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.

In extraordinary circumstances when a short team (three competitor team) becomes a shortened team (two competitor team), prior to the start of competition, the following team scoring will take effect.

A. Barn:

The scores of both remaining members of the team are averaged to become a third ghost score for the team.

B. Classroom:

The scores of both remaining members of the team are averaged to become a third ghost score for the team.

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C. Mega-Room:

The scores of both remaining members of the team are averaged to become a third ghost score for the team.

D. Stations:

The team scores from each station are totaled for the entire Stations phase.

E. Written Test:

The scores of both remaining members of the team are averaged to become a third ghost score for the team.

Article 69—Individual Scoring

While rallies are normally scored only as teams, there are some instances when the tabulation of individual scores is necessary. To determine an individual's score:

1. Add together the individual's Barn (individual questions only), Classroom, Mega Room, and Written Test scores. (Do not include Stations or any team Barn questions)
2. The winning individual is that individual who has the highest total score after all scores have been added. In the event of a tie, the tie will be broken first in the following ways:
 - A. Best Written Test score
 - B. Best Mega-Room score
 - C. Best Classroom score
 - D. Best individual Barn Score (does not include team Barn questions)

Article 70—Posting of Scores

Depending on the length of the rally, scores may be posted multiple times during the rally or just once. Any time scores are posted there is a 30-minute inquiry period where competitors can inquire regarding the scores (see Article 64). After the final inquiry period, the only changes that can occur are if a transcription error has occurred. Following the final inquiry period, final scores for all competitors must be posted for review by competitors, parents, coaches, etc.

Any time scores are posted during the competition, there will be an announcement of official score posting and time.

Article 71—Placing of Teams

1. The winning team is that with the best (highest) final score after all phases are added together.
2. Ties
 - 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 a tie.
 - B. 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.

Section V: Officiation

Overview

The use of appropriately licensed (USEF, etc.) officials is always preferable. Regarding standard rallies, appropriately licensed officials may be required. However, realizing that not every area has Pony Club-oriented licensed officials easily available, rally organizers are asked to utilize suitably experienced personnel to fill official positions. Organizers needing help are encouraged to reach out to the Competitions Committee (refer to www.ponyclub.org/about/contact/committees-activities to find contact information). These resource people, available by e-mail, can help with courses, officials, or other questions.

Article 72—Rally Organizer

The rally organizer serves as the manager of the competition. They must be on the grounds during competition and available to rally officials in the event a problem arises concerning the facility or equipment. Rally organizers do not participate in the officiation, unless required due to extenuating circumstances. They must engage individuals necessary to fill all official capacities at the competition. Full details and job descriptions for rally organizers are available in the Rally Organizer's Guide.

Article 73—Technical Delegate (TD)/Steward

The Technical Delegate (TD)/steward oversees the technical and administrative arrangements for a competition. They are responsible for knowing and enforcing the rules of the competition. The TD/steward is the person to whom an inquiry is presented by the team captain in the event of a question regarding mathematical errors or scoring irregularities. If the initial inquiry to the TD/steward fails to resolve the question at hand, the discipline ground jury then makes a final decision. The TD/steward may not be a member of the discipline ground jury.

1. The organizer shall appoint a knowledgeable person to serve as TD/steward.
 - A. The TD/steward shall act with complete impartiality and report to the organizer and USPC, protecting the interests of competitors, judges, officials, and the competition organizers.
 - B. The TD/steward shall have no connection with the management or judging of a competition.
 - C. No Pony Club rally competition shall be organized and held without the presence of a TD/steward.
2. The duties, powers, and responsibilities of the TD/steward are defined as follows:
 - A. The TD/steward must be knowledgeable, competent and familiar with current Pony Club rules, standards, and references.
 - B. The TD/steward ensures that technical and administrative details are in accordance with the current USPC Quiz rulebook.

- C. The TD/steward reviews all Quiz material and answer keys for Barn, Stations, Mega-Room, and Written Tests prior to the competition to verify suitability and reference.
- D. The TD/steward decides all written protests presented by competitors, then notifies the team of that decision in person.
- E. The TD/steward should deal with all protests in a timely fashion.

Article 74—Discipline Ground Jury

The discipline ground jury is the group that adjudicates the rally. The discipline ground jury makes proper inquiries into both sides of cases in all protests concerning decisions made by the TD/steward and other officials during a rally.

The organizer shall appoint a discipline ground jury. Specific to each discipline the discipline ground jury shall be composed of three individuals who are knowledgeable and familiar with Pony Club rules, standards, and references. It may include judges, scorekeepers, etc.

The following persons are ineligible to serve on the discipline ground jury:

1. Any competitor, parent, or chaperone.
2. Any close relative of a person named in item 1. above
3. The organizer or any member of the organizing committee
4. The TD/steward
5. Any member of the overall ground jury/appeal committee

Duties of the Discipline Ground Jury

- A. The discipline ground jury is ultimately responsible for the judging of the rally and for settling all problems that may arise during its jurisdiction. Together with the TD/steward and organizing committee, the discipline ground jury shall ensure that all arrangements for the rally, including that all competition areas are appropriate. If, after consultation with the TD/steward, the discipline ground jury is not satisfied with the arrangements or areas, it has the authority to modify them.
- B. The discipline ground jury will be responsible for determining objections against decisions by technical personnel, including judges and time-keepers, and may substitute their judgement for that of any judge or official, whether or not in favor of the competitor.
- C. The discipline ground jury oversees all phases of a rally and determines whether competitors may continue in the next phase, after elimination or excused.
- D. The members of the discipline ground jury are obliged to be on the grounds from the official rally opening until awards have been made.

Section V: Officiation

- E. Any member of the discipline ground jury has the duty and authority at any time during the rally to disqualify any competitor who is unfit to continue because of physical exhaustion or impairment, abusive, or dangerous behavior. There is no appeal against such a decision.

Article 75—President of the Discipline Ground Jury

One person on the ground jury must be designated as the president of the ground jury.

Article 76—Championships Overall Ground Jury

At Championships (when multiple disciplines are competing at the same time and on the same facility), there will be a Championships overall ground jury composed of three to five persons to include: the VPA, the Championships Horse Management organizer, and one or more knowledgeable horse persons designated by the organizer, one of whom will be designated president.

The purpose and duties of the Championships overall ground jury include:

- Determine dress requirements for turnout inspections and competition; and responsibility for waiving of dress requirements when the heat/humidity index so indicates.
- Decide issues that affect all disciplines at the Championships, so as to promote uniformity among the competitions.
- Handle instances regarding the uniform application of disciplinary action for poor sportsmanship, cruelty, or misbehavior by a competitor.
- Make a proper inquiry into both sides of the cases in all appeals concerning decisions made by the discipline ground jury, or referred to the Championships overall ground jury by the discipline ground jury.

The decision of the Championships overall ground jury is final.

The following may not serve on the Championships overall ground jury:

- Anyone serving as a TD/steward
- Anyone serving on a discipline ground jury
- Anyone serving as a CHMJ for the competition
- Anyone serving as a judge for the competition

Article 77—Phase Coordinators and Additional Judges

1. Barn

- A. 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.

- B. The Barn judge will read the instructions and point level of its stall before the beginning of each round.
- C. The Barn judge is the chief official of their stall and asks all questions and judges the correctness of all answers against an answer key.
- D. A Barn judge shall not officiate at any stall in which any member of their family is competing (except if approved by the TD/steward).
- E. Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to assist and observe the qualified judges.

2. Classroom

- A. 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. Judges could be recruited from Chief Horse Management Judges, National Examiners, H-As or As, Pony Club instructors, etc.
- B. The Classroom judge is the chief official of their classroom and asks all questions and judges the correctness of all answers.
- C. A judge shall not officiate in any room in which any member of their family is competing (except if approved by the TD/steward).
- D. Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to assist and observe the qualified judges.

3. Mega-Room

- A. The organizer or Mega-Room coordinator, with the approval of the organizer, appoints all table monitor/scorers.

4. Stations

- A. The organizer or Stations coordinator, with the approval of the organizer, appoints all station monitors/scorers.

5. Written Test

- A. The organizer or Written Test coordinator, with the approval of the organizer, appoints all scorers.

Article 78—Monitors/Stewards/Timers/Scorekeepers

Any of the following positions may be combined as volunteers are comfortable.

1. Stations/Mega-Room table monitor

- A. The organizer or Stations/Mega-Room coordinator, with the approval of the organizer, appoints all table monitors/scorers. Table monitors/scorers do not necessarily need to be knowledgeable in the area in which they are officiating.

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- B. The table monitor/scorer will read the instructions and point level of their station/table 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.
 - C. A table monitor shall not officiate in any room in which any member of their family is competing (except if approved by the TD/steward).
 - D. Organizers are encouraged to give Pony Club members over 18 years of age the opportunity to monitor tables in the Mega-Room.
2. Room Steward
- A. The organizer appoints a room steward prior to the start of each phase.
 - B. Room stewards assist in maintaining the decorum necessary for a fair Quiz competition in their assigned phase. Room stewards assist the coordinators in checking in teams for their particular phase.
3. Barn Steward
- A. The organizer appoints barn steward(s) prior to the start of competition.
 - B. Barn steward(s) assist the coordinator in checking in the teams for this phase of competition. Barn steward(s) are responsible for checking the competitors for proper barn footwear that is in compliance with Article 15.
4. Timer/Recorder
- A. A timer/recorder is appointed by the organizer prior to the start of each phase.
 - B. The timer/recorder operates the stopwatch and/or tape recorder during a phase.

5. Classroom Scorekeeper

- A. A table scorer is appointed by the organizer prior to the start of each phase.
- B. The table scorer records names, question numbers, value, certification level, and correct score on the score sheet for that phase.

Article 79—Chief Scorekeeper

- 1. The chief scorekeeper is responsible for prompt and accurate scorekeeping. The judges and timekeepers provide factual data for the chief scorekeeper to use in the calculation of scores and place standings.
- 2. Accurate, up-to-the-minute scorekeeping is very important to keep the competitors, officials, and spectators informed. Therefore, the judges and the chief scorekeeper shall work in close cooperation with the announcer.
- 3. The chief scorekeeper shall appoint such assistants as they may require for the work. All scoring shall be conducted with complete impartiality.

Article 80—Required Medical Personnel

For Quiz rallies, it is recommended that a human first aid kit is available with EMS phone numbers and directions to the event in a prominent location.

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Appendix I: Quiz Inquiry/Protest/Appeal Form

Remember

- Only competitors have the right to dispute scores and can participate in this process.
- Before this form can be used, a verbal inquiry must have been made to the appropriate judge/monitor of the phase.
- After submission to the TD/steward/steward, no additional information can be added by the team.

Date: _____ Division: _____ Team #: _____

Team Captain Name and Phone Number: _____

Team Member # for Protest: _____ Team Member Certification: _____

State infraction and provide points assessed:

Statement of Protest:

References (Name reference and page number):

Signature of Team Captain/Competitor: _____

For Official Use Only

To be completed by judge/phase coordinator

Phase: _____ Question/Table/Stall#: _____ Point Value: _____ Points Awarded: _____

Question that was asked/task assigned to team/individual member:

Answer given to judge:

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Appendix I: Quiz Inquiry/Protest/Appeal Form

Written Inquiry/Protest/Appeal Review

For Official Use Only

Written Inquiry Disposition: Date/time:_____

Approved:_____ Denied:_____ Points awarded if any:_____

TD/steward:_____

Team Captain:_____

Requesting Advance to Protest Yes:_____ No:_____

Protest Disposition: Date/time:_____

Approved:_____ Denied:_____ Points awarded if any:_____ Penalty, if any:_____

Discipline Ground Jury Delegate:_____

Team Captain:_____

Requesting Advance to Appeal (Championships ONLY) Yes:_____ No:_____

Appeal Disposition: Date/time:_____

Approved:_____ Denied:_____ Points awarded if any:_____ Penalty, if any:_____

Discipline Ground Jury/Appeal Committee (Championships ONLY):_____

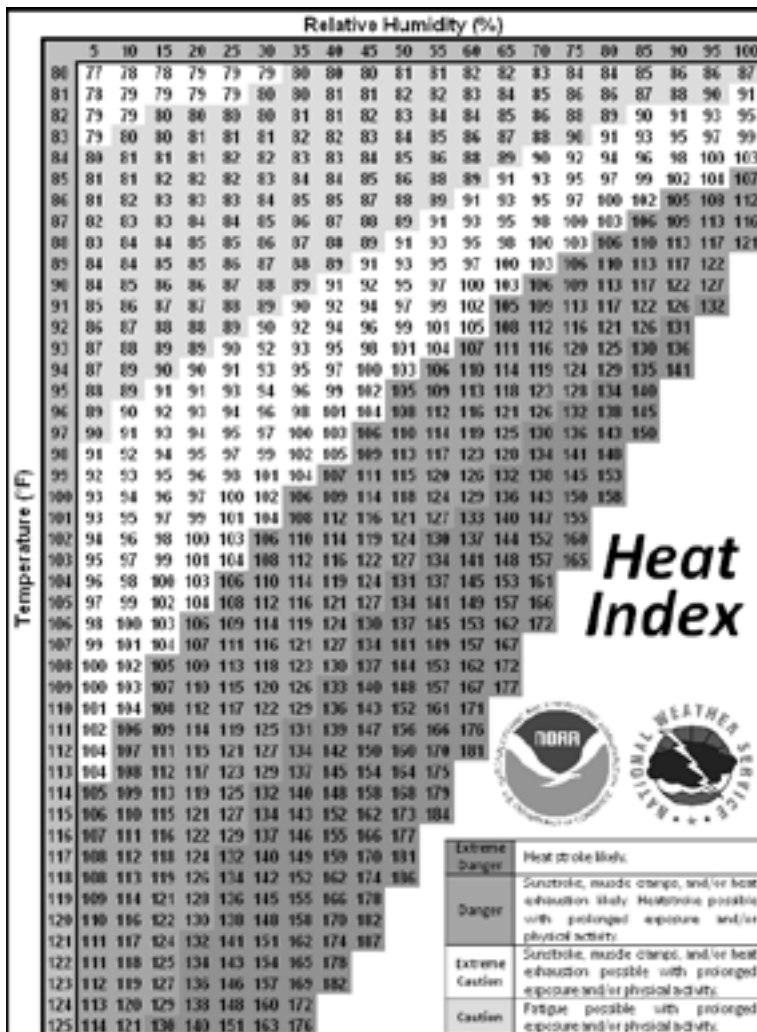
Team Captain:_____

Received by Scorer: (to indicate receipt and adjustment of a change)

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Appendix II: Heat Illness and Heat Index Chart

HEAT ILLNESS	Symptoms	What to do
Heat Stroke	<ul style="list-style-type: none"> Confusion Fainting Seizures Excessive sweating or red, hot, dry skin Very high body temperature 	<ul style="list-style-type: none"> Contact Medical Personnel, 24/7, or Call 911 While waiting for help: <ul style="list-style-type: none"> Place person in shady, cool area Loosen clothing, or remove outer clothing Fan air, place ice packs in armpits, apply cool compresses Provide fluids (water)
Heat Exhaustion	<ul style="list-style-type: none"> Cool, moist skin Heavy sweating Headache Nausea or vomiting Dizziness Light Headaches Weakness Fatigue Irritability Rapid Heart Beat 	<ul style="list-style-type: none"> Place person in shady, cool area Provide fluids (water) Cool person with cool compresses, ice packs, fans
Heat Cramps	<ul style="list-style-type: none"> Muscle spasms 	<ul style="list-style-type: none"> Rest in cool, shaded area Drink water Wait a few hours before returning to play



This chart is based upon shady, light wind conditions.
Exposure to direct sunlight can increase the Heat Index by up to 15°F.

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Appendix III: Chaperone and Emergency Contact Information

Team Chaperones vs. Emergency Contacts

When competitors under the age of majority (minors) participate in a rally, there will be a designated “Official Team Chaperone.” In the situation of scramble teams, the official team chaperone will be appointed by the rally officials and will be so noted in the rally program. The team chaperone serves as the team contact during the rally and a responsible guiding presence to prepare the team for success. Competitors who are above the age of majority (adults) participating in a rally will not have a designated chaperone but must submit the name and contact information for their emergency contact.

Team Chaperones

Time Commitment

The official team chaperone is responsible for team members during the hours of competition and on competition grounds only (from arrival on grounds until departing rally ground at beginning and end of each day of competition).

Transportation, Driving, and Lodging

- Decisions to allow a competitor that is a minor to drive or not, who they can or cannot ride with, who they can or cannot have in a vehicle that they are driving, where they stay at night and with whom they stay, and who is to be responsible for a competitor are all decisions that must be made by the parent/legal guardian. These decisions are not a decision of USPC, their region, club/center, or the rally organizer. Specific arrangements must be made by and between the parent/legal guardian and the adult assuming any of these responsibilities in the absence of the parent/guardian.

Preparing Your Team for Success

- Initiate contact with all team members prior to leaving for the competition and gather cell phone numbers as appropriate. In cases of scramble team members, request contact information from the rally secretary. Share this information with team captain.
- Encourage the team to have meetings prior to leaving for rally. Be sure all members of a scramble team are included in the decision-making process, either by email or phone contact, if a distance away.
- Discuss team equipment, review all rules that apply and any decisions regarding snacks, drinks, plans for meals, etc. Determine how the team members plan to provide snacks and drinks (i.e., each team member contribute a sum of money to a pot or each member is assigned specific items to bring). If each is contributing money, it must be collected before the rally. Be sure to know who is bringing cooler(s), as to avoid a trip to the local store.

- Plan arrival time at the competition site and any details such as arrangements for ordering bedding, if needed, and who is assigned to do this (again collect money in advance if needed).
- On the first day of the rally, gather the team together before they separate for the night and make plans for the next day. Include a review of their competition schedule and how they can best work together to help each other prepare.
- Determine a regular meeting place and de-brief the team at the end of each day of competition. Take this opportunity to offer words of praise, acknowledge their accomplishments, and encourage the sense of teamwork and team building. Guide the team towards constructive criticism and steer them away from finger pointing. Have the team make plans for the next day concerning time they will arrive on the competition grounds, who will feed mounts the next morning, who will re-supply the tack room cooler with ice, drinks, and snacks (get requests for drinks/snacks) and make the plans for lunch. Be sure any plans for cooler and/or lunch delivery follow any requirements as stated in the competition entry and they understand the plan. Have the team leave with a plan for the next day in place before they go off for an evening of relaxation.

Emergency Contacts

Anyone listed as an emergency contact for a competitor should be reachable by phone for the duration of the competition. Emergency contacts do not need to be on the competition grounds, but ideally are also within driving distance of the competition in the case of an emergency.

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Appendix III Chaperone Form

To be completed by the chaperone and turned in with the rally entry for USPC members below the age of majority.

The primary function of the "Official Team Chaperone" is to ensure that there is a contact person for every USPC member below the age of majority, on the grounds for the duration of the competition.

While multiple Chaperone Forms may be turned in for a single team, only one person will be designated the Official Team Chaperone. If the Official Team Chaperone must leave the grounds during the competition, they must delegate the team chaperone duties to another responsible adult, making it clear that they are to respond to rally officials and any team members in your absence.

Chaperone duties shall include:

1. Be present and available to rally officials and all team members for the duration of the competition.
2. Being in contact with parents/guardians for all team members during competition hours.
3. Being in contact with all team members and their parents/guardians outside of competition hours.
4. Have copy of and be familiar with the current discipline rulebook and the current Horse Management Handbook. Rulebooks available for download from www.ponyclub.org.
5. Be aware that USPC members are required to wear a current, up-to-date USPC medical card/bracelet on their arm at all USPC activities.
6. Be familiar with the effects of heat and humidity and the potential risk for heat related illness. Take an active role in helping to keep all team members well hydrated and take every opportunity to encourage water breaks.
7. Uphold USPC Substances and Weapons Policy which prohibits the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden. Refer to About/About the Organization/By-Laws, Policies, and Resolutions on www.ponyclub.org for the full policy statement.
8. Remember that administration of medications is the sole responsibility of the parent/guardian.

I have read and understand the duties of a chaperone as listed above.

Chaperone for the following team or individual(s)

Name of Chaperone: _____

Signature: _____

Cell Phone Number: _____

Date: _____

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Appendix III: Emergency Contact Form

for USPC Members Above the Age of Majority

The age of majority is the threshold of adulthood in law. As USPC members above the age of majority are adults in the eyes of the law and therefore responsible for themselves; USPC does not require a "chaperone" for these members at competitions. USPC does require that members above the age of majority submit Emergency Contact information for each competition. Age of majority varies per state.

**Denotes required.*

USPC Member*: _____ Current Age*: _____ State of Residence*: _____

Competition Name*: _____ Competition Date*: _____

Emergency Contact Name*: _____

Emergency Contact Relationship to Competitor*: _____

Emergency Contact Home Phone Number*: _____

Emergency Contact Cell Phone Number*: _____

An additional Emergency Contact can be included, but is not required.

Secondary Emergency Contact Name: _____

Secondary Emergency Contact Relationship to Competitor: _____

Secondary Emergency Contact Home Phone Number: _____

Secondary Emergency Contact Cell Phone Number: _____

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Appendix IV: Junior/Senior Team Formation

PERMISSION FOR JUNIOR COMPETITORS TO PARTICIPATE IN A RALLY ON A TEAM WITH SENIOR COMPETITORS

When merging a member under the age of 18 on a team with member(s) 18 years of age or older, written permission should be obtained by the person configuring the team. This form can be used for written permission, but other methods (email, etc.) are also acceptable. Written permission should be maintained with the rally entry paperwork.

This agreement acknowledges that _____ and their parent(s)/legal guardian(s) agree to the participant's placement onto a rally team with:

(Name of Participant)

(Name of Senior Participant)

(Name of Senior Participant)

(Name of Senior Participant)

(Name of Senior Participant)

at _____ rally.
(name of rally)

PARTICIPANT NAME (Print): _____

DATE OF BIRTH: _____

PARTICIPANT SIGNATURE: _____

DATE: _____

PARENT/GUARDIAN NAME (Print): _____

PARENT/GUARDIAN SIGNATURE: _____

DATE: _____

*PARENT/GUARDIAN NAME (Print): _____

*PARENT/GUARDIAN SIGNATURE: _____

DATE: _____

Note: Combining junior and senior teams into one division is not the same as combining junior and senior members onto one team. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down to a junior division. Before combining junior and senior aged competitors on the same team, rally organizers must obtain the permission of the junior competitor and their parent(s)/legal guardian(s).

*Second parent/guardian signature if applicable.

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Appendix V: USPC Rally Organizer's Report

This form is also available electronically on the Reporting and Rule Changes page of the USPC website or click [here](#).

Region * _____ Rally Start Date * _____ Rally End Date * _____

Rally Discipline(s) * _____ Standard or Modified* _____

Rally locations (please include all if multiple) _____

Rally Organizer's Name * _____ Phone * _____

Rally Organizer's Email Address * _____

CHMJ Name* _____ Phone * _____

CHMJ Email Address * _____

TD/Steward's Name * _____ Phone * _____

TD/Steward's Email Address * _____

Total number of competitors * _____ Total number of divisions * _____

If rally was Modified, explain variances from the rulebook.

Did you have any issues with the rulebook? *

Were there any safety concerns? *

What additional information, if any, would have made the rally planning process easier?*

Do you have any additional comments or thoughts you would like to share?

Please attach the final prize lists and rally scoresheets for all divisions.

Please email to events@ponyclub.org or mail to

Activities Department • United States Pony Clubs • 4041 Iron Works Parkway • Lexington, KY 40511
859.254.7669 • Fax 859.223.4652 • www.ponyclub.org

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Appendix VI: Quiz Yellow (Warning) Card

UNITED STATES PONY CLUBS

A yellow warning card may be issued by a rally official at a USPC competition to any competitor, spectator or participant for improper conduct, or for noncompliance with the rules. If the offence is considered egregious, the discipline ground jury may decide to assess penalty points to accompany the Yellow Card as outlined in Article 21 and 63.

Important information to know about the issuance of a Warning (Yellow) Card:

1. A Yellow Card is a warning with possible attached penalty points given for any infraction that is a disqualifiable offense.
2. A Yellow Card may be, but is not required to be given before the disqualification of a competitor or team.
3. A Yellow Card that incurs penalty points that will be recorded in the "Other" column of the scoresheet.
4. There is no appeal against receiving a Yellow Card.
5. A copy of any Yellow Card issued must be sent to the Activities Department, events@ponyclub.org.

Issued to: (Name) _____ Competitor # _____

Region/Club/Center: _____

Address: _____

City/State/Zip: _____

At the following competition: _____

Date/Time of incident: _____

Description of incident: _____

(please use back of page if necessary)

Issuing Official: (print) _____ Position: _____

Signature: _____ Date: _____

Phone: _____ Email: _____

Please email to events@ponyclub.org or mail to
Activities Department • United States Pony Clubs • 4041 Iron Works Parkway • Lexington, KY 40511
859.254.7669 • Fax 859.223.4652 • www.ponyclub.org

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Appendix VII: Method of Protest

