

# Lesson Plan: More Horse Management Games That Teach

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Objective: To teach how people learn through playing games.

Materials Needed: Name Tags and Sharpies  
Colored stickers (4 colors)  
Supplies for: Pony Club Pledge Game  
Pony Club Catch Phrase  
Equine Digestive System Game  
Pony Club Question Ball

**Lesson plans for these games and more are found on  
<http://hm.ponyclub.org> under 'Articles', 'Games That Teach'**

Procedure:

- 1) The entire club can play. Or, with a large crowd, give each person one of four colored stickers.
- 2) Begin by asking everyone to recite the Pony Club Pledge: 'Say after me...'

As a member of the United States Pony Club, 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 the consideration due a partner.

- 3) Play games listed above.

## Discussion:

Why play games?

- *It's Pony CLUB, not Pony School.* Make it fun.
- *Pony Club members are competitive.* Keep that constructive by choosing games that help them work together and build teams. Pair a parent with a younger member (preferably not their own) to help that child compete.
- *Repetition.* If you don't get it today, try tomorrow.
- *Know it, Learn it, Live it.* It might just be words right now. But it will click. Eventually.

What makes a good game that also teaches?

- Good unmounted lesson plans are set up so that even the greenest of parents can participate. They will be learning as well.
- A good game should be challenging but able to be mastered. As a player masters a game, they can then become a game leader.
- Good games have no early elimination. Play continues with all players involved until almost the end.
- A good game can be played over and over again, and each time you learn a little more.

How will you know a game is a good game?

- Your members will beg you to play it again and again.
- A good game stays with us all our lives.

Rewards: Can be a piece of candy, a tack cleaning sponge, a pat on the back.

Games will work for about 95% of the members out there. There are a few who need a much more structured and in-depth learning experience - give it to them.

# LESSON PLAN: PONY CLUB CATCH PHRASE

**Objective:** To use descriptions to help members learn equine terms.

**Materials Needed:**

- 3x5 index cards of three different colors, one for each level of difficulty
- Stop watch

**Reference:** USPC Manuals Of Horsemanship

**Players:** From 2 to unlimited number people of all knowledge levels.

**Object of the game:** Based on the popular electronic game *Catch Phrase!*, *Pony Club Catch Phrase* is a frenzied game of fast talking and fast passing. Get the word or phrase, and rattle off as many clues as you can until your team guesses it. Then pass the deck before the timer goes off, trying to get as many correct words as possible in two minutes. Verbal and physical clues are allowed.

**To play the game:** Players should sit in a circle. The first player is given a stack of word cards that they must keep face down. When told they can begin, the first player takes the top card and using words and gestures tries to get their teammates to correctly guess the word. When the word has been guessed the deck is passed to the next person in line, and so on until two minutes is up. Each team plays a round, and the winning team has the most correctly guessed words. Multiple rounds can be played.

**Rules:**

- Used cards should be stacked on the floor and not returned to the deck.
- You cannot use any words on the card in the description. For instance 'horseshoe' cannot use "It's on the bottom of the horse's hoof" since **horse** is mentioned.
- If you don't think you know a word or could make the team guess it you can put that card on the bottom of the stack and take the next one.

**NOVICE**

COOLING OUT  
SADDLE PAD  
WEAVING  
TEMPERATURE  
PASTURE  
PAWING  
GRAY  
MARE  
HAY  
BUCKET  
STRAW  
TACK ROOM  
STALL  
BLANKET  
BAY  
HALTER  
WATER  
BLAZE  
COLIC  
USPC  
HOOF PICK  
SNAFFLE  
BIT  
CHESTNUT  
GIRTH  
BRIDLE  
SNIP  
HAND  
CRIBBING

TALL BOOTS  
FOAL  
GELDING  
CURRY COMB  
PARASITE  
STALL CARD  
SCRAPER  
STAR  
LEAD ROPE  
CHAIN SHANK

**TRAINING LEVEL**

GAUZE  
OBSTRUCTION  
EIA  
INTERFERING  
RAIN ROT  
PADDLING  
CURB CHAIN  
CAVESSON  
QUICKING  
BILLET STRAPS  
TURNBACK  
SUPPLE  
BANDAGE SCISSORS  
STOCK PIN  
SAWDUST  
SAFETY STIRRUP  
TRANQUILIZER  
SADDLE SOAP

FROG  
MOLARS  
THERMOMETER  
BOOT PULLS  
DUCT TAPE  
BOOT JACK  
SALT  
STIFLE  
LONGE WHIP  
GASKIN  
WHITE LINE  
INCISORS  
SHIPPING BANDAGES  
RESPIRATION  
PARROT MOUTH  
SIDE REINS  
SPARE TIRE  
PITCHFORK  
PULSE  
BOT FLY  
BELL BOOTS  
ORNAMENTAL YEW  
LAMINITIS  
TOW VEHICLE  
DANDY BRUSH  
FIGURE EIGHT  
COGGINS  
STABLE BANDAGES  
HORSETAIL

**PRELIMINARY**

BONE SPAVIN  
SPLINTS  
BOG SPAVIN  
ADHESIVE COHESIVE  
BANDAGES  
IMPACTION  
INCISED WOUNDS  
PROUD FLESH  
EXCESSIVE  
GRANULATION  
EQUINE  
ENCEPHALOMYELITIS  
DEADLY NIGHTSHADE  
GALVAYNE'S GROOVE  
SPIDER BANDAGE  
LACERATION  
EPSOM SALTS  
ALL PURPOSE SADDLE  
CHOKECHERRY  
OIL  
PELLETS  
ULNA  
PERIOPLE  
ATLAS  
MASSETER  
CARDIAC MUSCLE  
KIMBERWICK  
BEET PULP  
IVERMECTIN

THOROUGHPIN  
EMPHYSEMA  
DISTEMPER  
PLAITING  
FORGING  
TETANUS  
LIP STRAP  
THROMBOEMBOLISM  
THERMOREGULATION  
ORDINARY SOAP  
RASP  
ACARIDS  
ABRASION  
CLINCHER  
POULTICE  
LEGUME  
FILLIS IRON  
PHARYNX  
EDEMA  
NSAID  
CALCIUM  
GAG  
PROTEINS  
RINGWORM  
PUNCTURE  
DR BRISTOL  
BRUISE  
PHOSPHORUS  
WAVE MOUTH

# LESSON PLAN: PONY CLUB QUESTION BALL

**Objective:** To help members learn Horse Management rules.

**Materials Needed:** A ball, divided into sections, up to 36, with a number written in each section. Inflatable beach balls work well.

**Reference:** Current USPC Horse Management Handbook and Rules for Rallies

**Players:** From 2 to unlimited people of all knowledge levels.

**To play the game:**

The ball is tossed from player to player. When a player catches it, they state the number on the ball closest to their **left hand thumb**. The leader then reads the question that corresponds with that number. The first team to a certain amount of correct answers (5, 10) wins.

If a number has already been called the player tosses the ball to themselves and catches it, reading the number.

**Novice**

1. How many points can you lose at Turnout for not having your Pony Club pin? **2 points**
2. How old does your horse or pony have to be for Pony club? **5 years old**
3. Regardless of rating, name one thing must be done during rally competition? **Stall/tie area clean, neat and safe; Mount has water at all times; All equipment is safe and competitor knows how to use it.**
4. True or False: All Competitors must attend briefing. **False - but at least one member of the team must.**
5. Are cellphones or other electronic devices allowed during competition? **No**
6. At a rally, what tells us information about your mount and you? **Stall Card**
7. How high should haynets or haybags be hung? **At the mounts point of shoulder**
8. Which knot should release quickly when you pull on it? **Quick Release knots**
9. True or False: at a rally halters need to be breakaway **True**
10. True or False: You are allowed to hold a mount while sitting down. **False**
11. True or False: If you've braided your horse, the braids can be left in for Turnback. **False.**
12. What chart tells what your horse will be eating at an overnight rally? **Feed chart**
13. What does a horse wear to jog-outs? **Bridle**
14. Name two times at a rally when a competitor must wear an approved helmet? **Mounted, lounging, jog-out, and turnout**
15. Starting at which rating must Turnout be correctly formal or informal? **C1**

16. How many gallons of water should a horse's water bucket hold? **5 gallons**
17. Name two things you need for jog-outs? **Helmet, appropriate attire with appropriate footwear, bridle, dressage whip, gloves**
18. At what rating level do hooves have to be picked out? **All rating levels**
19. **FREEBIE!!!!**
20. Name one piece of jewelry you are allowed to wear at a rally. **Medical alert bracelet, wristwatch, wedding ring, stud earrings**
21. At a rally, who is the only person that can assign Horse Management penalty points?  
**Chief Horse Management Judge**
22. If your horse is going to have to be given a medication at rally, what do you need to bring and give to the Chief before the rally starts? **Vet Letter**
23. If you don't agree with a penalty the Chief has given you, what can you do? **Make an inquiry**
24. What is it called when your horse and your equipment are checked for care after you've ridden?  
**Turnback**
25. When don't you need a belt? **When your pants don't have belt loops OR Games**
26. Every riding helmet used in Pony Club must have what initials inside? **ASTM and/or SEI**
27. What is it called when your parents or another adult not HM staff try and help you at a rally after it has started? **Unauthorized Assistance**
28. What is the most important thing to remember about Turnouts? **Be on time**
29. Name one thing a helmet must have **ASTM/SEI sticker, chin harness**
30. Name one piece of the Required Equipment - Cleaning Equipment Kit **Manure fork or shovel; rake or broom; manure basket or wheelbarrow**
31. What special scissors are needed in the Equine First Aid Kit? **Bandage scissors**
32. On what score sheet is your work in the barns judged? **Daily sheets**
33. On what score sheet are you, your mount and your equipment judged? **Turnout sheets**
34. What is it called when someone else checks your mount, girth, and helmet fit right before you mount?  
**Safety check**
35. What is the team called that is put together from members of different clubs or regions?  
**Scramble team**
36. True or false: Sleeveless shirts are appropriate attire at rallies. **False**

#### **Training/Preliminary Level**

1. What determines when jackets are waived for competition? **The Heat Index table**

2. Name two pieces of individual equipment. **Saddle/bridle racks, boot/toe trees, equipment for mount**
3. Name two things in the Human First Aid Kit? **Latex gloves, band-aids, sunscreen, bug spray, triple antibiotic ointment**
4. At which rating and above does metal have to be polished? **C1**
5. Which organizations rules do we follow for allowed equine supplements and drugs? **USEF**
6. How many points of attachment does a round bucket need? **2 points of attachment**
7. What is the penalty if you are late to Turnout? **5 points plus one point for every minute you're late**
8. Name two members of a jog panel. **Veterinarian, Technical Delegate, CHMJ, Knowledgeable horse person**
9. What topic is covered in Appendix G of the 2007 HM Handbook and Rules for Rallies? **Regumate**
10. What two factors are considered in the Heat Index? **Relative humidity and temperature**
11. **FREEBIE!!!**
12. What is the next step in the HM Penalty process after Inquiry? **Protest**
13. Who are Appeals made to? **President of the Appeal Committee**
14. In what discipline are one-eyed horses not allowed? **Polocrosse**
15. What does SEI stand for? **Safety Equipment Institute**
16. Spurs are allowed only if the shanks are equal to or less than how long? **3.5 cm or 1 3/8"**
17. True or False: Turtlenecks are appropriate attire for Correctly Informal Turnout. **True**
18. Name the three colors gloves may be if worn with correctly formal attire: **White, black and brown**
19. What is the felt color background for the A rating? **Blue**
20. True or False: you are permitted to sit on a bucket to put studs in your horses shoes. **False - you are not allowed to sit while putting studs in**
21. What does the 'C' stand for in ABC fire extinguishers? **Puts out electrical fires**
22. What is the rule when you are using draperies in tack rooms? **They must be inside the tack room.**
23. What is the maximum penalty points for Unauthorized Assistance? **100 points**
24. True or False: HM scoring uses coefficients. **False - it uses straight scoring**
25. What defines the appropriate behavior expected of all participants and spectators at any USPC activity or competition? **USPC Code of Conduct**

26. What is the difference between ordinary soap and glycerin bar soap? **Ordinary soap has surfactants, glycerin bar soap does not.**
27. Name one property the scrub in the Equine First Aid Kit must have. **Antimicrobial or antiseptic**
28. What is the use of the Epsom salts in the Equine First Aid kit? **To soak sore hooves**
29. Name two extra equipment that is needed for Overnight Rallies in the Required Equipment list **Grain storage, feed measure or prepackaged, feed charts, salt block or loose, top off bucket, feed tub, extra water bucket**
30. At what rating does 'No Dandruff' start? **C2**
31. What is the maximum points a rider can accumulate at Turnout (just the rider, not the tack and horse)? **10 points**
32. Name two of the four colors of breeches appropriate for formal attire? **White, canary, tan, buff**
33. What are the first three words of the USPC Pledge? **"As a member"**
34. If you have glass in the stable area, what must you do to it? **Wrap it in duct tape.**
35. True/False: Bungie cords are NOT allowed for securing a fan. **False, they are allowed.**
36. Name two things required footwear must have. **In good condition, Made of leather or synthetic materials, Cover the ankle, Entirely closed, Thick-soled, Securely fastened**