

# WATERFOWL IDENTIFICATION TEST PRACTICE ANSWER SHEET



## PRACTICE TEST INSTRUCTIONS

**COLUMN "A" (3 points)** Both parts of the question in Column "A" must be answered correctly to obtain 3 marks for that question (i.e. the species **and** game status). You do not get any marks if you only answer one part in Column "A" correctly (i.e. if you only select the species **or** the game status).

**MARKING SYSTEM** Each question answered correctly in Column "A" is worth 3 marks. To pass the practice test you will need to get at least 85% of the total marks obtainable (i.e. 36 out of a possible 42).

**PROTECTED SPECIES** You will automatically fail if you do not correctly identify all of the non-game sequences, regardless of your final score. This requirement does apply in NSW or Tasmania.

**TRY THE EXAMPLE QUESTION:**

(EXAMPLE ONLY)

Column "A"	
a <input type="checkbox"/> Wood Duck	g <input type="checkbox"/> GAME
b <input type="checkbox"/> Mountain Duck	n <input type="checkbox"/> NON-GAME
c <input type="checkbox"/> Shoveler	
d <input type="checkbox"/> Hardhead	

**NOW GO TO QUESTION 1 ON THE PRACTICE TEST ANSWER SHEET BELOW.**

MARK YOUR ANSWERS CLEARLY WITH A CROSS  OR BLACK-OUT . CHECK THAT BOTH PARTS TO COLUMN "A" ARE COMPLETED.

Column "A"	Column "A"
<b>1</b> a <input type="checkbox"/> Black Duck      g <input type="checkbox"/> GAME b <input type="checkbox"/> Chestnut Teal      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Freckled Duck d <input type="checkbox"/> Pink-eared Duck	<b>8</b> a <input type="checkbox"/> Grebe      g <input type="checkbox"/> GAME b <input type="checkbox"/> Pink-eared Duck      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Cormorant d <input type="checkbox"/> Shoveler
<b>2</b> a <input type="checkbox"/> Grebe      g <input type="checkbox"/> GAME b <input type="checkbox"/> Grey Teal      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Mountain Duck d <input type="checkbox"/> Chestnut Teal	<b>9</b> a <input type="checkbox"/> Coot      g <input type="checkbox"/> GAME b <input type="checkbox"/> Black Duck      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Pink-eared Duck d <input type="checkbox"/> Wood Duck
<b>3</b> a <input type="checkbox"/> Grey Teal      g <input type="checkbox"/> GAME b <input type="checkbox"/> Mountain Duck      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Hardhead d <input type="checkbox"/> Shoveler	<b>10</b> a <input type="checkbox"/> Coot      g <input type="checkbox"/> GAME b <input type="checkbox"/> Chestnut Teal      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Blue-billed Duck d <input type="checkbox"/> Hardhead
<b>4</b> a <input type="checkbox"/> Black Duck      g <input type="checkbox"/> GAME b <input type="checkbox"/> Chestnut Teal      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Freckled Duck d <input type="checkbox"/> Blue-billed Duck	<b>11</b> a <input type="checkbox"/> Mountain Duck      g <input type="checkbox"/> GAME b <input type="checkbox"/> Black Duck      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Hardhead d <input type="checkbox"/> Wood Duck
<b>5</b> a <input type="checkbox"/> Coot      g <input type="checkbox"/> GAME b <input type="checkbox"/> Wood Duck      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Freckled Duck d <input type="checkbox"/> Shoveler	<b>12</b> a <input type="checkbox"/> Chestnut Teal      g <input type="checkbox"/> GAME b <input type="checkbox"/> Grey Teal      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Wood Duck d <input type="checkbox"/> Grebe
<b>6</b> a <input type="checkbox"/> Grey Teal      g <input type="checkbox"/> GAME b <input type="checkbox"/> Pink-eared Duck      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Mountain Duck d <input type="checkbox"/> Hardhead	<b>13</b> a <input type="checkbox"/> Coot      g <input type="checkbox"/> GAME b <input type="checkbox"/> Freckled Duck      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Hardhead d <input type="checkbox"/> Blue-billed Duck
<b>7</b> a <input type="checkbox"/> Black Duck      g <input type="checkbox"/> GAME b <input type="checkbox"/> Mountain Duck      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Cormorant d <input type="checkbox"/> Hardhead	<b>14</b> a <input type="checkbox"/> Freckled Duck      g <input type="checkbox"/> GAME b <input type="checkbox"/> Pink-eared Duck      n <input type="checkbox"/> NON-GAME c <input type="checkbox"/> Coot d <input type="checkbox"/> Black Duck

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## Marking your test

If you just want to check if you identified the waterbirds correctly, simply compare your answers to the first four columns below (blue section). If you want to score your results, complete the final three columns (green section).

Give yourself three (3) marks for a correct answer in Column A and zero (0) marks for an incorrect answer. Remember a correct answer in column A means getting the species and game status correct. If you get either of these wrong, the mark is zero

Add up your score in the total column. **A score of 36 and above means you have passed** the practice test as long as you have also correctly answered all of the no-game questions. To hunt in NSW and Tasmania, there is no requirement to identify all non-game species correctly in order to pass the test.

## Answers:

Question	Correct Species	Species Status	Correctly marked boxes in column A	Column A Correct answer =3 Wrong answer = 0	Total from Column A
1	Chestnut Teal	Game	bg		
2	Grey Teal	Game	bg		
3	Hardhead	Game	cg		
4	Freckled Duck	Non-Game	cn		
5	Shoveler	Game	dg		
6	Mountain Duck	Game	cg		
7	Cormorant	Non-Game	cn		
8	Pink-eared Duck	Game	bg		
9	Wood Duck	Game	dg		
10	Coot	Non-Game	an		
11	Black Duck	Game	bg		
12	Grebe	Non-Game	dn		
13	Blue-billed Duck	Non-Game	dn		
14	Freckled Duck	Non-Game	an		
<b>Total</b>					

**Note:** The actual Waterfowl Identification Test contains 22 different questions. There is the same requirement to obtain at least 85% of the total available marks in order to pass that test (i.e. 57 out of 66). You also have to correctly identify all of the non-game sequences in order to pass. To hunt in NSW and Tasmania, there is no requirement to identify all non-game species correctly.

The answer to the example question is: Shoveler (boxes c and g in Column A)