

Tack Identify

How to play the game:

On the table there will be all the parts of a snaffle bridle and additional items of tack disassembled but labelled with a number, and a sheet of paper with the names of each item. Competitors need to write the number of each piece next to the name, for example on the sheet it will say Headpiece and the teams need to find the item they think is the Headpiece and write its number next to Headpiece on the paper.

They continue until they have identified all the parts or run out of time.

Equipment:

One snaffle bridle disassembled each piece labelled with a number.

Additional items on list below

Score sheet with space for team name and number and the names of each tack parts (attached)

Pens for team

Clipboard and pens for volunteers

Answer legend for scoring

Tips for organisers:

Remind the teams to make sure they write their team name and number on their answer sheet.

Make sure the teams know that they can talk to each other. They are not allowed to change the number once written on the answer sheet.

They are to continue until they have identified all the parts or run out of time.

Add up the scores using the legend to identify correct answers.

One volunteer to check the answers against the legend and write up the scores while the second volunteer explains the game to the next team. Award two points for each correct answer - total available points = 20. Second volunteer to check and initial scores before being collected by score collector.

Items and corresponding numbers

Headpiece - 1

Cheekpiece - 2

Browband - 3

Noseband - 4

Reins - 5

Bit - 6

Martingale - 7

Girth - 8

Stirrups - 9

Stirrup leathers - 10

Tack Identify

Answer sheet for Competitors

Branch/Centre: _____ Team Number: _____

Item Name	Item Number
Girth	
Headpiece	
Noseband	
Stirrups	
Browband	
Martingale	
Reins	
Stirrup Leathers	
Bit	
Cheekpiece	

Total score _____/20

Answer Legend

Item Name	Item Number
Girth	8
Headpiece	1
Noseband	4
Stirrups	9
Browband	3
Martingale	7
Reins	5
Stirrup Leathers	10
Bit	6
Cheekpiece	2