# National Priority Plant Pests (NPPP) playing cards (2019) *Beastie Bug version*

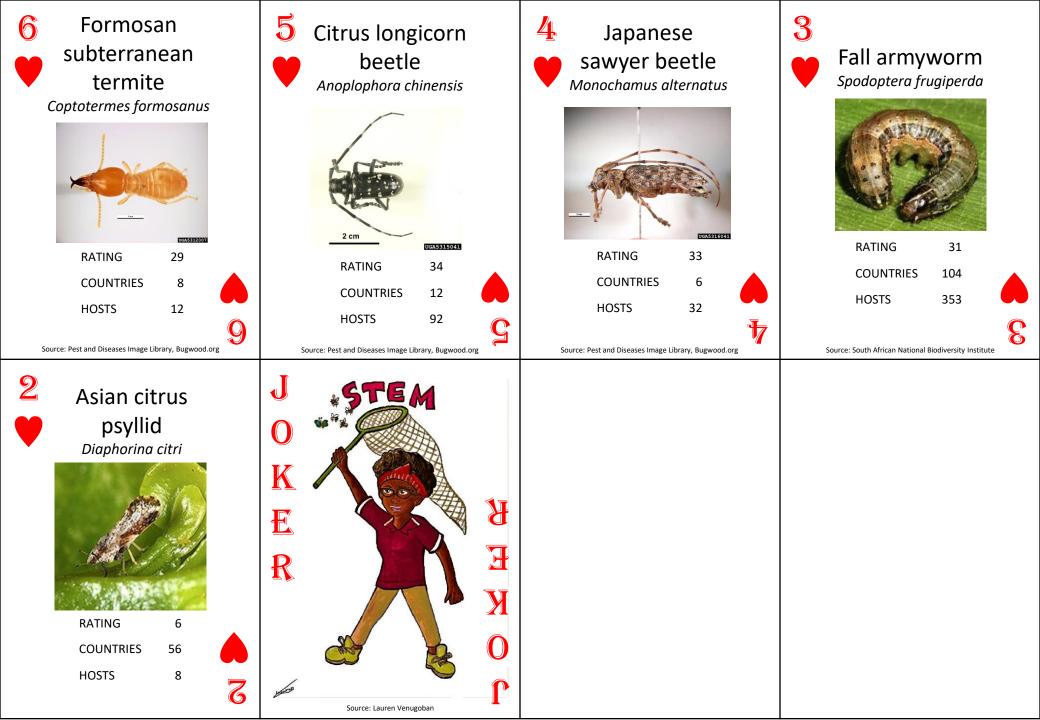
Print on A4 paper or card 200-300 gsm Pages 2-9 playing cards Page 10 card back Page 11-12 card box

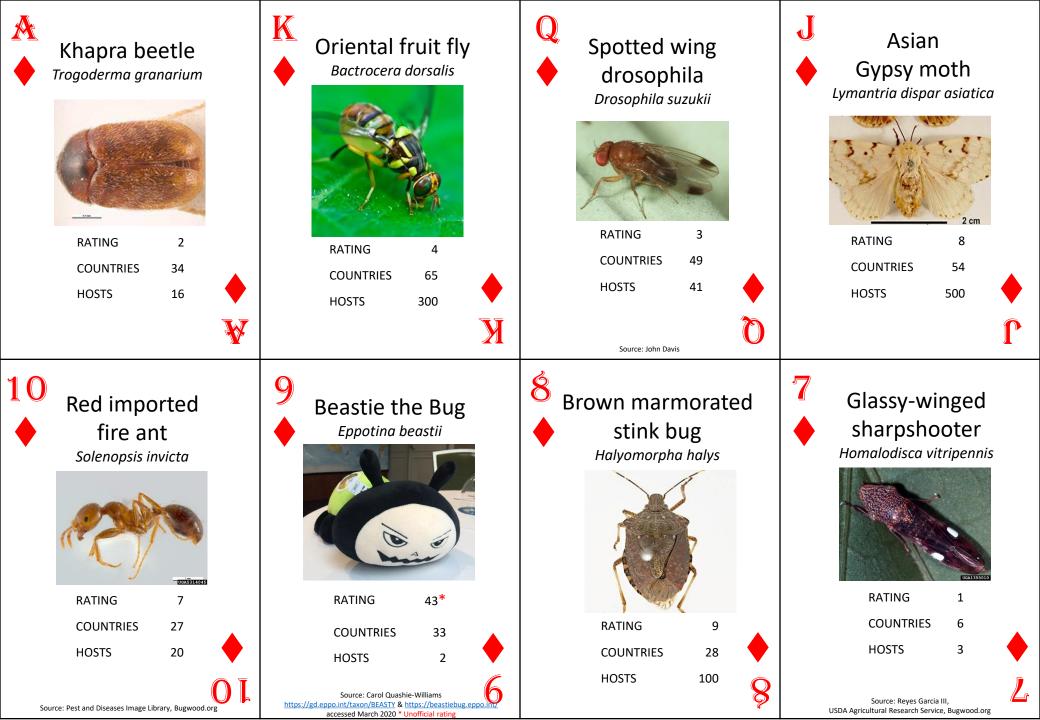
Page 13 NPPP game instructions (version 2)

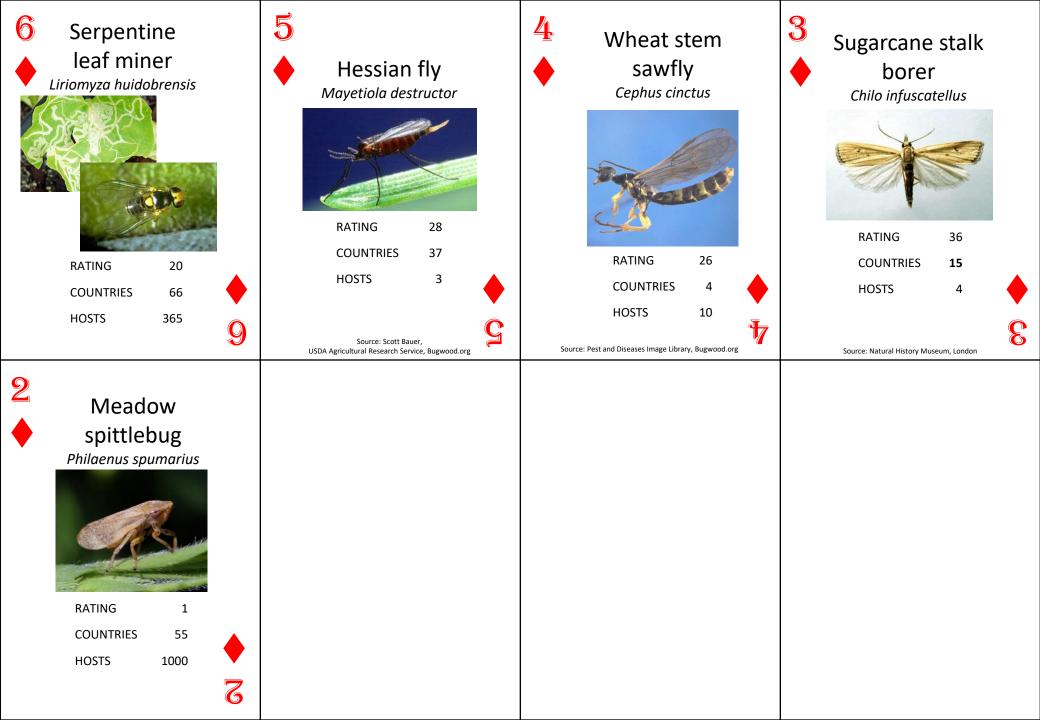
Main references

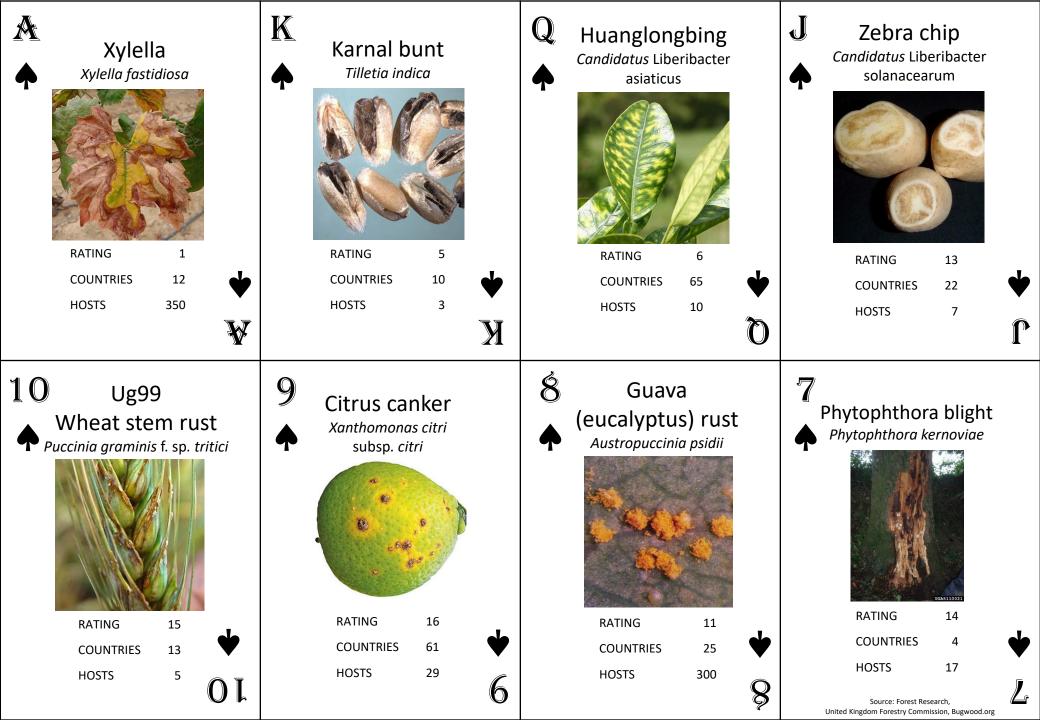
- CABI Invasive Species Compendium <u>https://www.cabi.org/ISC</u>
- National Priority Plant Pests (2019) <u>https://www.agriculture.gov.au/pests-diseases-weeds/plant/national-priority-plant-pests-2019</u>
- Plant pests and diseases <u>https://www.agriculture.gov.au/pests-diseases-weeds/plant</u>
- Bugwood <u>https://www.bugwood.org/</u> & <u>https://www.insectimages.org/index.cfm</u>
- \*Beastie the Bug <u>https://beastiebug.eppo.int/</u> and <u>https://gd.eppo.int/taxon/BEASTY</u> accessed March 2020

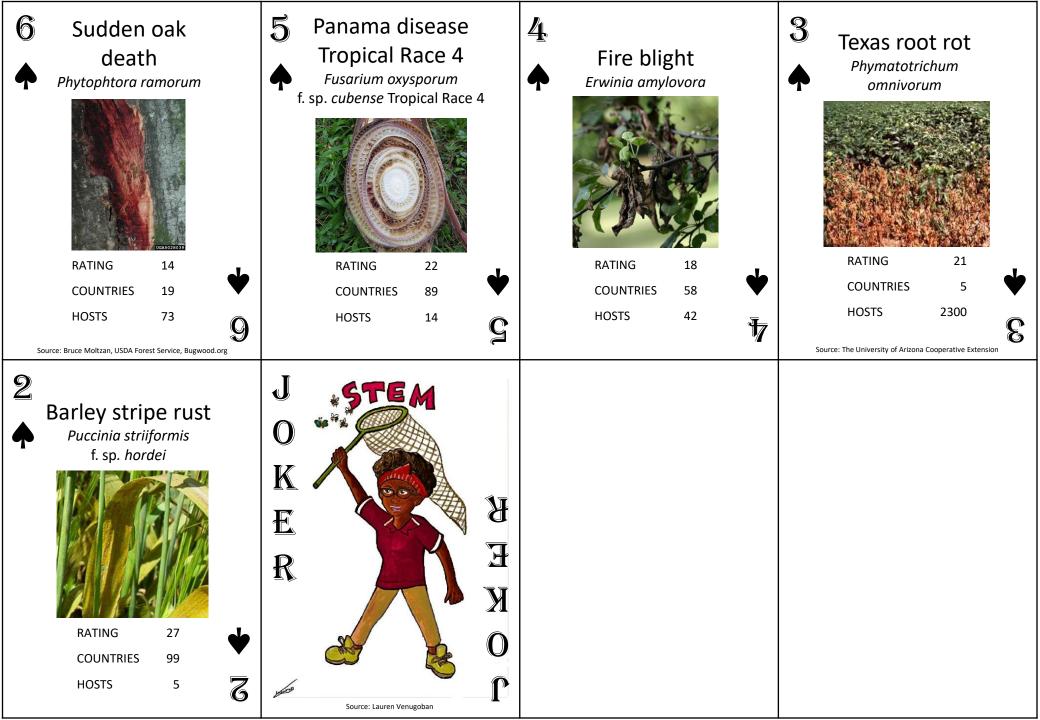


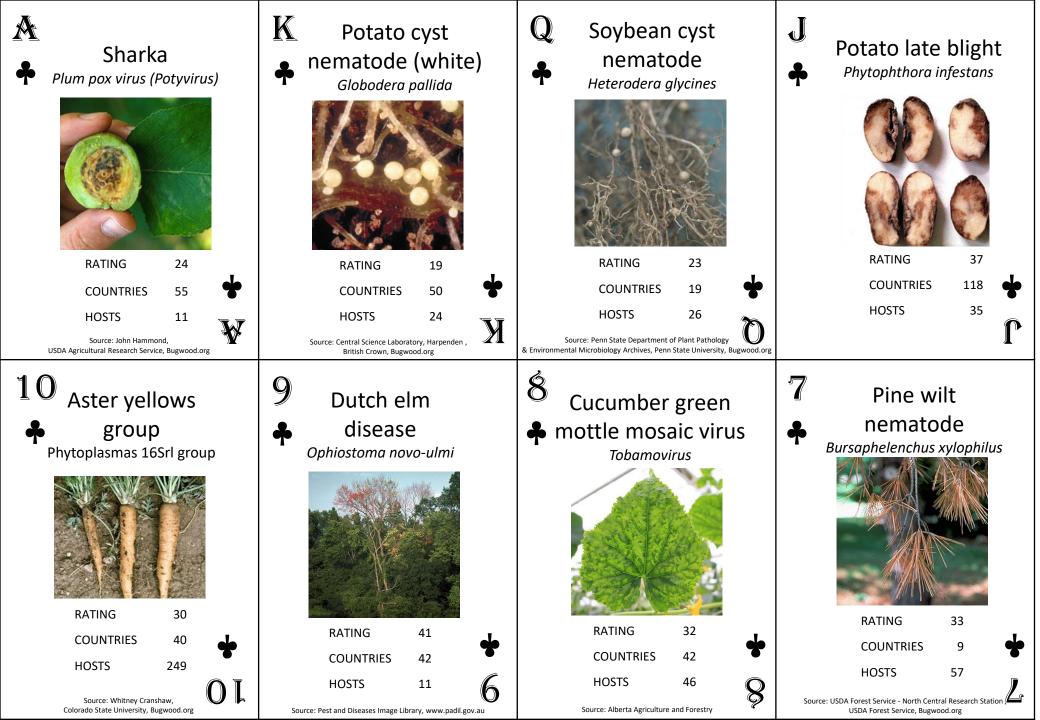


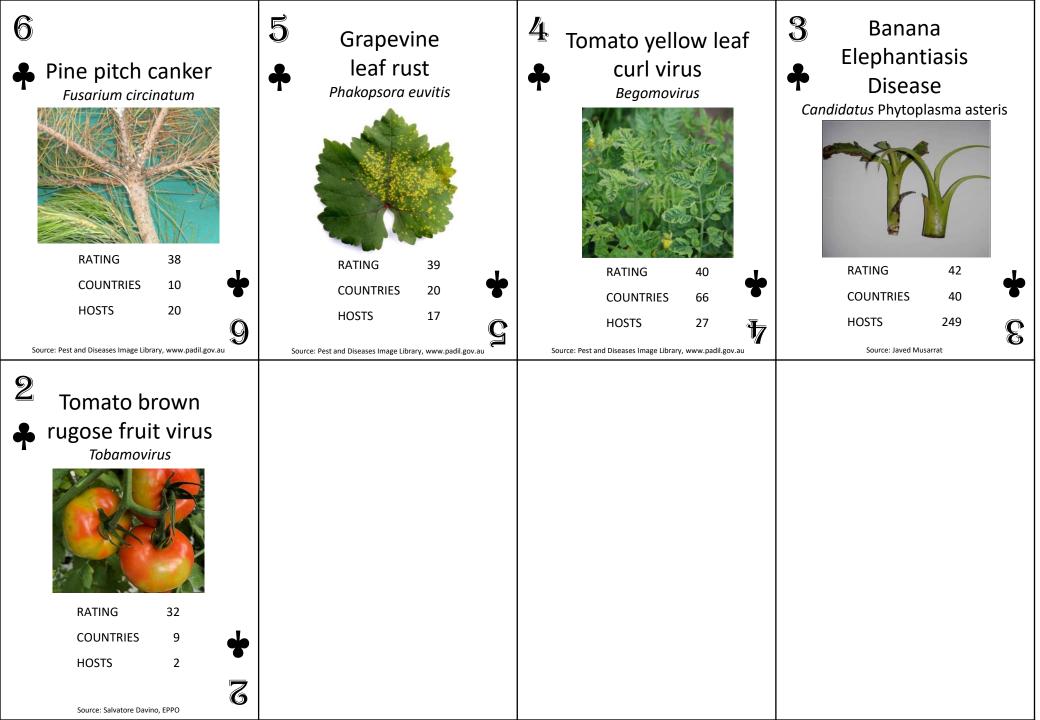


















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Australia's National Priority Plant Pests

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### **Priority Plant Pests**

weeds/plant/national-priority-plant-pests-2019 www.agriculture.gov.au/pests-diseases-

#### **Australia's National Priority Plant Pests**

Australia is lucky to be free from many of the world's most damaging plant pests. The National Priority Plant Pests are

capable of damaging our natural environment, destroying our food production and agriculture industries, and some could

change our way of life. These playing cards promote and raise awareness of Australia's National Priority Plant Pests and the

International Year of Plant Health 'Protecting plants, protecting life'. The cards include information on the National Priority Plant

Pests (NPPP) ratings, the most important being No. 1 Xylella, plus information on the number of countries each pest is found in and

the number of plant hosts the pest infests or feeds on, as researched by students from Farrer and Mawson Primary Schools as part of a STEM (Science, Technology, Engineering and

Mathematics) Professionals in Schools project.

**INSTRUCTIONS - NPPP GAME 2-6 Players.** 

Shuffle and deal out all the cards including the Jokers face down to the players. Players turn over their top card and the dealer reads out the pest name on the card then selects a category of

Rating. Countries or Hosts and reads out the number for the category. All the other players read out their pest name and

number for the chosen category. Depending on the category selected, the winner of the hand is the player with the lowest Rating, or highest number of Countries or highest number of Hosts or the player with the Joker card (Joker 'trumps' or beats all other categories). If there is a tie, another card is selected by the tying players and they read out the number for the same category. The winner of the hand then collects al the cards on the

table, except the Joker card and places them face down under their card pile-LONG game (or face up on the table-SHORT game). The winner then turns over the next top card and selects a category. The winner of the next hand collects all the cards on the table including the Joker card. The winner of the game is the player with the most cards.

www.agriculture.gov.au/pests-diseases-weeds/plant

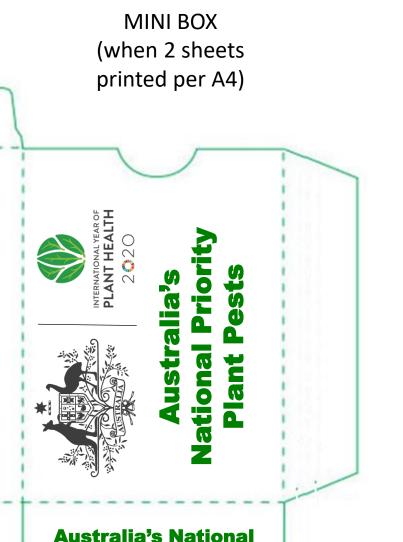
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Shallower box

Australia's National Priority Plant Pests

## INSTRUCTIONS NPPP (National Priority Plant Pests ) GAME-version 2.

For 2-6 Players

- Shuffle and deal out all the cards including the Jokers face down to the players.
- Players pick up cards but don't look at their cards.
- Players turn over their top card and the dealer reads out the pest name on the card then selects a category of Rating, Countries or Hosts and reads out the number for the category and puts the card on the table.
- All the other players read out their pest name and number for the chosen category and put their cards on the table.
- Depending on the category selected, the winner of the hand is the player with the lowest Rating, or highest number of Countries or highest number of Hosts or the player with the Joker card (Joker 'trumps' or beats all other categories).
  - If there is a tie, another card is selected by the tying players and they read out the number for the same category.
- The winner of the hand then collects all the cards on the table, except the Joker card (who has to stay in the 'field' to check the next lot of pests!) and places them face down under their card pile-LONG game (or face up on the table-SHORT game). The winner then turns over the next top card and selects a category.
  - The winner of the next hand collects all the cards on the table including the Joker card and places them face down under their card pile-LONG game (or face up on the table-SHORT game). The winner then turns over the next top card and selects a category.
- The winner of the game is the player with the most cards in their pile (LONG game) or face up on the table (SHORT game ).