

Category B Combinations from 01/07/2008

Combination	Question No.	Show / Tell	Question	Answer
7	B07	Show	Open the bonnet, identify where the brake fluid reservoir is and tell me how you would check that you have a safe level of hydraulic brake fluid.	Identify reservoir, check level against high/low markings.
7	B13	Tell	Tell me how you would check the tyres to ensure that they have sufficient tread depth and that their general condition is safe to use on the road.	No cuts and bulges, 1.6mm of tread depth across the central ¾ of the breadth of the tyre and around the entire outer circumference.
8	B06	Show	Show me how you would check that the horn is working (off road only).	Check is carried out by using control (turn on ignition if necessary).
8	B13	Tell	Tell me how you would check the tyres to ensure that they have sufficient tread depth and that their general condition is safe to use on the road.	No cuts and bulges, 1.6mm of tread depth across the central ¾ of the breadth of the tyre and around the entire outer circumference.
9	B10	Tell	Tell me how you would check that the brakes are working before starting a journey.	Brakes should not feel spongy or slack. Brakes should be tested as you set off. Vehicle should not pull to one side.
9	B14	Show	Show me how you would clean the windscreen using the windscreen washer and wipers	Operate control to wash and wipe windscreen (turn ignition on if necessary).
10	B11	Tell	Tell me how you would check that the headlights & tail lights are working. (No need to exit vehicle)	Explanation: Operate switch (turn on ignition if necessary), then walk round vehicle. (As this is a "Tell Me" question, there is no need to physically check the lights.)
10	B15	Show	Show me how you would set the demister controls to clear all the windows effectively, this should include both front and rear screens	Set all relevant controls including; fan, temperature, air direction / source and heated screen to clear windscreen and windows. Engine does not have to be started for this demonstration