



Provincial Level 2 - Syllabus

Before the Provincial level 2 Course Designer becomes a provincial level 3 Course Designer they should be able to perform all the duties listed below as well as having fulfilled all the criteria required in terms of the new course designer model for promotion.

ie Modules 15 FEI notes

The course designer should :

1. Be able to design competent and appropriate tracks for novice and medium levels (up to 1,40m for adults if necessary under supervision of a senior course designer approved by the NCDC).
2. Be able to interact harmoniously with show organisers, ground staff, other course designers and riders.
3. Be able to work timeously with regard to the course lengths and time taken for course changes, so that the show organiser's day finishes when planned.
4. Be able to provide a variety of tracks during the day and from one day to the next.
5. Have a working knowledge of the different competition types and levels, so that CD can uphold the principles that the competition type and level being jumped at requires.
6. Be able to make good use of the equipment and the arena provided.
7. Encourage horses and riders by designing inviting, flowing tracks with appropriate tasks.
8. Develop the ability to "self-evaluate" and analyse your results as the day progresses.
9. Be flexible, and become able to implement changes if necessary to improve the tracks or assist the show organisers adhere to the timetable.

Incorporating Para-Equestrian Jumping

SASJ National Office, Kyalami Equestrian Park, 1 Dahlia Road, Kyalami, Gauteng, South Africa

P O Box 30875, Kyalami, 1684, South Africa

Tel: +27 (0)81 018 2224 Fax: + 27 (0)86 574 7520

admin@sashowjumping.co.za www.sashowjumping.co.za





10. Work regularly either as the Principal Course Designer or as a registered assistant to a senior Course Designer (in accordance with the Course designer model) at this level to gain experience.
11. Work with senior CD at higher level shows to gain requisite experience of what is appropriate for that level.
12. Accept invitations to design in as many different arenas, venues as possible as well as to build for ponies and horses to gain experience with regard to planning of tracks and suitability of distances.
13. Be able to work on various arena surfaces and how to maintain optimum condition of those, moving obstacles or making adjustments if necessary e.g. bad weather.
14. Be able to use combination plans, master plans etc to provide a variety of tasks through a longer show than 1 day.
15. Be able to distinguish between a “task” and a “test” – understand how much time is needed to react at each level and under various conditions. To understand what comprises, and how and when, or where in the track to introduce “tests”.
16. Understand the factors that affect length of the horse’s stride and distances in combinations and related distances.
17. Be observant when analysing the results of what you have set up using a basic distance chart.
18. Be aware of how different heights and spreads of the obstacles affect the take-off and landing spots as they the obstacles increase or decrease in size.
19. Have a more detailed knowledge of the factors that influence the horse’s stride and jump.
20. Have the ability to set fair and balanced tests for horses at “Open” level.
21. Have the ability to design and build a “Championship” course that provides an exciting finish.
22. Be able to recognise of good and bad “going” and the knowledge of what to do if this deteriorates.

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23. Have developed the ability to position obstacles in a more subtle way so as to pose a small test instead of a simple task.
24. Have a fair knowledge and assessment of slopes and suitable distances to be used in the arena.
25. Have knowledge of how to change the direction of obstacles without having to change distances.
26. Have knowledge of how to create a good “picture” in the arena.
27. Have gained experience with using some sponsor material and distributing colour around the arena to best advantage – more knowledge of use of colour in the obstacle material.
28. Have knowledge of what to do when obstacle material is damaged during competition.
29. Have practiced in converting tracks from the novice levels quickly and simple into suitable tracks for the higher divisions, or vice versa.
30. Have practised in creating suitable tracks, combinations and jump offs for pony classes.
31. Have gained experienced in arena management and preparation of obstacles outside the arena for future competitions.
32. Have gained requisite experience building on various surfaces (sand, fibre, grass) and in different size and shape arenas.
33. Be available to assist at CSN and CSI shows to gain experience and sensitivity by working with most senior and imaginative CDs.

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