

# **KNOWLEDGE AND SKILLS REQUIREMENTS FOR AN INTRODUCTORY LEVEL CANDIDATE TO BE PROMOTED TO PROVINCIAL LEVEL 1**

Before the INTRODUCTORY LEVEL CD becomes a PROVINCIAL LEVEL 1 CD they should know how to perform all the functions listed below and have adhered to all the criteria as shown in the Course Designer Model as well as having completed modules 1 -11.

## **The candidate should :**

1. Have a basic knowledge of how to construct an obstacle correctly with regard to: accurate height, accurate spread, horizontal consistency, appropriate spacing of poles and fillers (may vary slightly according to personal taste), numbering, flags, decoration e.g. flowers and shrubs.
2. Have a basic knowledge of how to construct multiples of obstacles in same way i.e. combinations and related distances.
3. Be able to recognise the use of various cups and how to raise or lower an obstacle easily.
4. Have knowledge of how to move the back or front part of the obstacle easily so as to align it better with the back or front portion.
5. Have knowledge of how to use wedges to make wings more level or raise front or back of obstacle slightly.
6. Be capable of measuring distances in combinations and related distances.
7. Be capable of positioning Start and Finish flags correctly and suitably.
8. Have knowledge of how to measure the track and be able to measure distances on the straight, curves or dog's leg accurately with the tape measure.
9. Be capable of walking distances so that CD knows his walking dovetails with measurement by tape.
10. Be capable of reading a course plan and know where to put poles down.
11. Have knowledge of how to position the numbers, wings, uprights and additional obstacle material before build up.
12. Have a basic knowledge of SJ rules.

13. Have a basic knowledge of the most common type of competitions and what the requirements of these competitions are.
14. Know what information must be put onto the course plan by the CD and who should receive copies of it.
15. Be capable of working with, and assisting and directing a group of labourers.
16. Be able to manage assistants with setting down the track as per the course plan –
17. Be continually aware of what is good and bad practice in course designing for the lower
18. Be able to draft their own “novice” tracks.
19. Know what a master plan is and be able to develop a basic “master plan” from which you can develop alternative tracks for a day of show jumping competitions
20. Be able to use graph paper accurately and neatly – know what information must be on the course plan.
21. Become critical of how the track is working by observing horses jump novice tracks e.g. successful or unsuccessful fence location, construction, material, position, distance between fences, space allowed in turns etc.
22. Be able to interact with the show organiser (show holding body = SHB) – introduce yourself, find out about office facilities for the CD e.g. photocopy machine, location of board for course plans for riders.....
23. Be able to assist in the initial necessary show preparation: asking the SHB for arena plan or how to make your own, finding out about position of entrance to arena, judges’ box, warm up arena, surface type, slope, fence material, timetable and show schedule etc.
24. Have a basic understanding of how to effect simple and quick course changes and how to check that the jump off and future course changes will work.
25. Be able to understand how to use a basic “distance chart” .