

PROMOTIONAL REQUIREMENTS FOR INTRODUCTORY LEVEL TO PROVINCIAL LEVEL 1

All of the modules below need to have been completed and signed off in the Course Designers log book.

Module 1

- The basic training of a horse in show jumping – ie. Explanation of the novice horse's balance, control, stride pattern etc.
- The basic training of a rider in show jumping – control, balance, planning etc.
- Most important responsibilities of a CD for novice level show jumping.
- Safety in fence and track construction.

Module 2

- Basic obstacle construction: Equipment/Material/ Style.
- Wings/uprights – Safety/Position.
- Recognition and use of cups – normal; different; depths; /plastic or metal.
- Safety cups (where and how to use them). Flat cups (with ridges) etc.
- Poles: different weights, thickness, turned or unturned, colour (very basic).
- Numbers positioning (on the track and closed obstacle's.)
- Trees and flowers/decoration.
- Position of flags.
- How to erect an obstacle.
- Placement of top pole first. What represents a wedged and loose pole.
- Placement of back pole of spreads - square or ramped.
- Measuring height and spread of an obstacle.
 - How to raise and lower an obstacle easily whilst keeping the look "balanced".
 - Proper use of "wedges" to make obstacle more level or raise a part of it.
 - Look of obstacle.
 - Discuss styles of placement of poles of an obstacle.
 - Various fillers – which are easier or more difficult.
 - Making the obstacle look level (depending on fall of ground/or thickness of poles at different ends.
- The use and placement of different sized and weighted poles.
- How to raise and lower an obstacle easily whilst keeping the look "balanced".
- Proper use of "wedges".
- The look of obstacle.
- Discuss styles of placement of poles of an obstacle.
- When, where and how to use fillers.
- Decoration & Neatness.

Module 3

- Basics of the track.
 - Minimum distance on approach/landing.
 - Minimum width – turning distances between obstacles.
 - Changes of direction.
 - Combinations – simple combinations.
 - Combination schedule /chart and basics of using one.
 - More difficult combinations or related distances unsuitable for novice levels. Related distance – easy related distances
-
- What is a distance chart and basics of using one.
 - The correct use of a tape measure correctly when measuring distances and measuring obstacles .
 - Setting up the start/finish – cross over lines.
 - Positioning these for ease of use by riders and judges box.
 - Rules for Start and Finish.

Measuring the track.

- How to use the wheel.
- How to measure the track.
- How to check the time during the first 3 competitors – compare the time.

Module 4 (Practical)

Erect different obstacles.

- Raise and lower obstacles.
- The correct use of a measuring stick.
- Layout of course (poles on ground, numbers etc.).
- Enough room on approach/landing/turns.
- Correct use the tape measure.
- Set up Start & Finish
- Correct use of the wheel to measure the track.

Module 5

- Basic knowledge of show jumping rules and protocols.
- Brief overview of different types of competitions.
- Learn to read and understand a course plan and how to place poles.
- Theory and practical experience of how to work with and direct a team of labourers.
- Theory and practical experience of how to bring additional obstacles/material into the arena and how to position it
- Use of verticals/spreads - how many, balance in the track.
- Discuss type of jump construction suitable for lower grades – What would be considered more suitable for advanced levels.
- Basic theory on jump off.

Module 6

- Paperwork –
- How to use graph paper to design a track.
- How to use a computer programme to design a track.
- Necessary information to get from the show holding body before the event.
- Necessary knowledge of the arena/property layout.
- Necessary information to add to course plan.
- Different ideas on how to start planning tracks.
- Planning simple course changes.
- Groups work on a simple course plan.

Module 7

- Consider available equipment for your arena, discuss material etc.
- Candidates to design and then layout one or two of the course plans, and discuss.
- Discuss possible jump off's from previously laid out tracks.
- Discuss what material would go where.
- Select a track to build – either all or a good part of it.
- Ensure that obstacles and distances are correctly measured.
- Learn how to move either the front or the back of the obstacle in order to align it correctly.
- Learn how to position wedges, or how you would stabilise an obstacle in windy conditions.
- Watch one or two horses jump the track if possible.

Module 8

- Discuss the novice horse and rider – “Time to React”
- Objectives of the CD – creating flowing rideable tracks that verify the type of competition
- Recap acceptable obstacle construction for lower levels.
- Recap acceptable combinations and related distances for lower levels.
- Discuss the difference between a “task” and a “test”.
- What is a “novice” horse / rider and how to build accordingly.
- Discuss the stride pattern of a horse / pony and how this changes from novice to more schooled horse.

Module 9

(Supported by diagrams and videos)

- The action of a horse over different types of obstacles i.e. vertical/oxer/triple Bar/water.
- Take off & landing points of these respective obstacles.
- Demonstrate how distances change in combinations and related distances because of obstacle construction (vertical, oxe, triple bar).
- Show how distances change under different conditions e.g. Position/gates/slope/surface.
- Discuss parabola effect of verticals compared to oxers and where they fit into the course.
- Discuss minimum and maximum number of consecutive obstacles of similar construction (i.e. vertical; oxe; triple Bar)

- Balance the number of changes of rein in course.
- Surface of arenas – how it impacts on course design.
- Position of sun/practice paddocks/spectators/sponsors/in and out gate/s and how this impacts on course designers planning.
- Effect of tight turns or corners on stride pattern of the horse and therefore the next distance
- Examine available jump material (colours, quantity, fillers) and planning where to put each obstacle of choice.
- How to change use of fillers depending on the position of the obstacle in the course or the type/level of competition.
- The nature of easy and difficult lines.

Module 10.

- The show jumping rules – where to find relevant information.
- Various suggestions of how to start drawing a course – using graph paper
- Using a computer programme.
- Show how to develop a simple Welcome Stakes type course plan.
- How to alter first plan to a different 2nd course plan.
- Develop a “master plan”.
Different types of competition, the rules and the objectives. (Table A:A2/Table C;Accumulators;2 Phases/Precision & Speed etc).
How to modify a course plans to suite different competitions types.
- Information that is required on the course plan.
- Responsibilities to the show organiser
- Responsibilities to the riders
- Responsibilities to the spectators.
- Responsibilities to other staff / assistants.
- Dress code.
- Show Preparation – course plans;. set up day; timeous report to SHB; advance planning of equipment

Module 11

- Practical - Can be video or actual with a senior CD providing the commentary.

Observe a competition in action with specific attention to:
 - related distances and combinations.
 - the flow, track and the level of difficulty with regards to suitability.
 - take off points for verticals and oxers.
 - landing points of verticals and oxers .
 - Discuss horse and rider accuracy.
 - Compare the ridden track to the time allowed.
- Observe a jump off –including the number of obstacle obstacles; turns; changes of rein; balance of verticals and oxers.
- Consider any other potential suitable jump off possibilities.
- If possible watch a course change and discuss its merits. At a show, observe a minimum of 10 horses over same track – discuss each round
- Rhythm of horse.
- Track taken by rider.
- Accuracy of rider.
- Confidence of horse/rider.
- Horse or Rider errors.
- Time allowed – Appropriate.
- Reasons for the dislodgement of a rail of an obstacle.
- Did the track achieve the desired result.
- Length of track – appropriate for number of competition for the day etc
- . Watch a course change and discuss merits:
 - Time taken
 - Variety provided
 - Staff management
 - Suitability for competition type
 - Suitability for competition level
 - If more than one arena is operational, do this for 20min at each arena
- Constructively criticize the track without major adjustments. ie . more space in turn, different position of a filler or an obstacle etc.