

PROMOTIONAL REQUIREMENTS FOR PROVINCIAL LEVEL 1 TO PROVINCIAL LEVEL 2

Module 12

- Brief overview of the different performance levels for each age category of Pony Riders/ Young Riders/Adults.
- Building for horses and ponies in the same class and building for ponies of different sizes.
- When and how to introduce water and water tray. Measuring distances in front and behind water.
- The difference between water tray/Liverpool and water jump.
- Building obstacles over water.
- Construction of water jump, take off element, lath etc.
- Measuring the water jump.
- Use of walls and triple bars – distances behind and in front of these obstacles.
- Use of natural obstacles e.g. Devils dyke, banks, steps, treble and other derby/hunter obstacles – measurement of distances with these obstacles.
- Derby tracks – closed obstacles.
- Working hunter tracks.
- Equitation tracks and requirements.
- Building basic gymnastics and their distances.
- Factors which influence the length of stride between fences and between elements of a combination.
- The influence of height and spread on take-off and landing zones.

Module 13

CDs to each design a track suitable for the “1.20” level, including use of a wall, a water tray and a triple bar. To include distances. Open discussion of the merits of each course plan.

Practical experience:

- set up of a track at a show.
- Observe and analyse both horse and rider (novice and experienced .)

Module 14

- Working with show holding bodies.
- Planning schedules, timetables.
- Designing tracks for a longer show e.g. four day shows.
- Arena surfaces. and maintaining optimum conditions .
- Using a “combination” plan.
- Building up to a finale.
- Situation of obstacles for sponsors/TV etc.
- Building for indoor shows.
- Modern course design trends and use of colour/filler.
- European classes for 5/6/7 year olds.
- How this relates to SA conditions.
- Mental and physical development of young horses.
- Discuss ‘tests’ for the horse.

- Discuss 'tests' for the rider.
- (Combination of tests of both horse and rider.