

Syllabus for Online and In-person

EEF educational Courses



I.I Preliminary online education

- Five courses 2,5 – 3 hours each

- 1. Self-presentation 10-15 minutes each participant
- 2. Philosophy of Cross country Course Designer
- 3. How to start design a cross country course
- 4. General guidelines for different level's
- 5. Dimensions and how to measure
- 6. Horse perspective and possible perception.
- 7. Criteria for evaluating difficulty and risk
- 8. Frangible devices
- 9. Water jumps



I.I Preliminary online education

- Five courses 2,5 – 3 hours each

- 10. Steps and drops
- 11. Hedges
- 12. Use of grundlines
- 13. Ditches
- 14. Spread fences
- 15. Narrow and angles Fences
- 16. Bending lines
- 17. Flagging and numbering
- 18. Case Studies: Xcounrty



I.II Preliminary online education Judging

- Four courses 2,5 – 3 hours each

- 1. Introduction to Seminar (Code of Conduct, teamwork, horse welfare ...)
- 2. Scale of Training (Rhythm, Suppleness, Contact, Impulsion, Straightness, Collection)
- 3. Scale of marks
- 4. How to give remarks
- 5. Final comment
- 6. Video material of single movements and full tests
- 7. Duties of an eventing judge (horse inspection, xc responsibilities, show-jumping, disciplinary matters)



II.I In - Person Workshop

- 4 days in person workshop – location Strzegom, Date TBC

- 1. Understanding philosophies using terrain and venue.
- 2. "Why do I design XC and why do I put a fence in a certain place?"
- 3. Flow
- 4. Understand how and when to use safety devices?
- 5. Relation between degree of difficulty and degree of risk
- 6. Communication and Roles & Responsibilities between CD & TD
- 7. Technical understanding of XC design



II. In - Person Workshop

- 4 days in person workshop – location Strzegom, Date TBC

Practical exercises:

- Designing Cross Country Course
- 2. Seating portables and building complexes of feces for different level of competitions.
- 3. Positioning related distances fences
- 4. Positioning bending line questions
- 5. Using right fences for right place
- 6. Level of difficulties
- 7. Designing Jumping Course
- 8. Construction of mobile fences
- 9. Construction of MIM fences
- 10. Design XC from scratch design a course in completely new place.
- 11. Practical judging at CCI-event all phases