

WildlifeCampus / Eco-Training Trails Guide

Course Synopsis



Module # 1 - High Profile Animal Species - A trails Guide Perspective

- 1) Component # 1 - Dangerous Game: The Carnivores
- 2) Component # 2 - Dangerous Game: The Herbivores

Module # 2 - Animal Behaviour

- 3) Component # 1 - Seven Key Patterns of Animal Behaviour
- 4) Component # 2 - Three Main organs of Expression
- 5) Component # 3 - The Comfort Zone Concept and Man - Eaters

Module # 3 - Weapons & Weapon Handling

- 6) Component # 1 - A short History of Firearms
- 7) Component # 2 - The Rifle
- 8) Component # 3 - Ammunition & Ballistics
- 9) Component # 4 - Weapon Handling (Safety, Sighting, Practice & Cleaning)
- 10) Component # 5 - Kill Zones and Shooting an Animal

Module # 4 - Trail Procedures & Etiquette

- 11) Component # 1 - Pre-trail Checks
- 12) Component # 2 - Situation Drills

Module # 5 - Case Studies / Situations / Encounters

- 13) Component # 1 - High Profile Animal Encounters
- 14) Component # 2 - Area, Location, Terrain & Equipment
- 15) Component # 3 - A Kill Site and the Use of Deadly Force
- 16) Component # 4 - Miscellaneous Issues