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Our **Trails Guide Course** - the follow-on from our Game Ranging Course. Written by Lex Hes and Anton Lategan of Eco Training, one of the foremost practical guiding training organization in Southern Africa. This is a must for those field guides who want

to take their guiding to the next level or for those who have enjoyed our Game Ranging Course and wish to explore Dangerous Animals from an in-depth perspective. This Trails Guide Course is endorsed by FGASA and co-conferred by Eco Training.

Delivery and assessment of ONLINE courses

All Course content is available **online** but may also be downloaded in PDF format (and easily printed) so you don't have to be **online** to study. No physical product except certificates earned, are posted to students.

All assessment is delivered entirely **online** and is automated. The assessment which we've called "take the test" (top right in each component) consists of between 10 and 30 true/false and multiple-choice questions. There is one test for each of the components of a course. Students may attempt these tests as many times as required until they have achieved the passing mark. **Once a test is passed, it cannot be taken again.**

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

Component # 1 – Dangerous Game: The Carnivores

Component # 2 – Dangerous Game: The Herbivores

Module # 2 – Animal Behaviour

Component # 1 – Seven Key Patterns of Animal Behaviour

Component # 2 – Three Main organs of Expression

Component # 3 – The Comfort Zone Concept and Man – Eaters

Module # 3 – Weapons & Weapon Handling

Component # 1 – A short History of Firearms

Component # 2 – The Rifle

Component # 3 – Ammunition & Ballistics

Component # 4 – Weapon Handling (Safety, Sighting, Practice & Cleaning)

Component # 5 – Kill Zones and Shooting an Animal

Module # 4 – Trail Procedures & Etiquette

Component # 1 – Pre-trail Checks

Component # 2 – Situation Drills

Module # 5 – Case Studies / Situations / Encounters

Component # 1 – High Profile Animal Encounters

Component # 2 – Area, Location, Terrain & Equipment

Component # 3 – A Kill Site and the Use of Deadly Force

Component # 4 – Miscellaneous Issues

