



Trails Guide Qualification

Entry Criteria

Apprentice Trails Guide

1. FGASA Apprentice Field Guide
NQF2 (*old Field Guide/ level 1*) or
Field Guide NQF4 or
(*old Advanced Field Guide Level 2*)
Professional Field Guide
(*old Specialist Field Guide/Level 3*)
2. First Aid Level 1 Certificate
3. The FGASA Trails Guide theory exam
4. The FGASA Advanced Rifle Handling
5. Comply to all legal requirements (CATHSSETA & NDT) as well as all FGASA requirements

- ▶ The FGASA Apprentice Trails Guide is an individual who is in training (in an apprentice programme) to become a Trails Guide and will learn how to function as 2nd Rifle and later as 1st Rifle during the training phase. The apprentice programme is a stepping stone in the process for a guide to attain a FGASA Trails Guide Qualification and is not qualified to conduct trails or walks in areas with dangerous game in absence of a FGASA Trails Guide (NQF4), Professional Trails Guide, or SKS (DG) Guide

Entry Criteria

Apprentice Trails Guide

5. 50 hours participant

- ▶ Log a minimum of 50 hours on trail as observer led by a FGASA Trails Guides (NQF4), Professional Trails Guide, or SKS (DG) Guide. This can be in the work place during guiding based activities, during a FGASA Endorsed Trails Guide course, or during Wilderness or Backpacking Trails in areas where free-roaming dangerous game occur

6. 10 encounters

- ▶ Log a minimum of 10 encounters from at least three of the animal categories as observer on trail led by two FGASA Trails Guides (NQF4), Professional Trails Guides, or SKS (DG) Guides. This can be in the work place during guiding based activities, during a FGASA Endorsed Trails Guide course, or during Wilderness or Backpacking Trails in areas where free-roaming dangerous game occur

Application Process

1. Apply to FGASA with a mentor

2. 10 hour mentorship, coaching, assessment

3. Logbook signoff and status updated

- ▶ After the 50 hours as observer, the candidate needs to apply to enter the FGASA Apprentice Trails Guide Programme, with a mentor (Professional Trails Guide or SKS (DG) Guide currently endorsed by the FGASA SKS (DG) Standards Committee).
- ▶ The applicant must be mentored, coached and assessed over a minimum of 10 hours by the mentor to assess the applicant's suitability to enter the programme. This must include
 - ▶ 1st and 2nd Rifle brief and de-brief
 - ▶ Dry fire rifle exercises with both rifles using the "Three Command System"
 - ▶ Roles of the 1st and 2nd Rifle
 - ▶ Situational awareness
 - ▶ Rifle carry
- ▶ Mentor approves the applicant, this will be recorded in the applicant's logbook
- ▶ Signed off by the FGASA Standards Director, applicant's status is then updated to that of an Apprentice Trails Guide.

FGASA Trails Guide

1. FGASA Field Guide NQF4 or Professional Field Guide
 2. Have a valid First Aid Level 1 Certificate
 3. Must be in the FGASA Apprentice Trails Guide Programme
 4. Comply to all legal requirements (CATHSSETA & NDT) as well as all FGASA requirements
 5. Have a valid FGASA Advanced Rifle Handling
 6. Tracker Level I Certificate
- ▶ The FGASA Trails Guide is an individual who is qualified to function as 2nd or 1st Rifle on trails or walks in areas where free-roaming dangerous game occur.



Trails Guide Hours & Encounters



50

2nd Rifle

20

50

1st Rifle

20

50

Workplace

10

10

Wilderness/Primitive Trail

20

Trails Guide 2nd Rifle

50

- ▶ As Apprentice Trails Guide log a minimum of 50 hours on trail as 2nd Rifle led by a mentor (an approved FGASA Professional Trails Guide or SKS (DG) Guide). This can be in the work place during guiding based activities, during a FGASA endorsed course, or during Wilderness or Backpacking Trails in areas where free-roaming dangerous game occur.

20

- ▶ As Apprentice Trails Guide log a minimum of 20 encounters with at least one encounter from each of the animal categories as 2nd Rifle on trail led by a mentor (an approved FGASA Professional Trails Guide or SKS (DG) Guide). This can be in the work place during guiding based activities, during a FGASA endorsed course, or during Wilderness or Backpacking Trails in areas where free-roaming dangerous game occur.

Trails Guide 1st Rifle

50

- ▶ As Apprentice Trails Guide log a minimum of 50 hours on trail as 1st Rifle with a mentor (an approved FGASA Professional Trails Guide or SKS (DG) Guide) as 2nd Rifle. This can be in the work place during guiding based activities, during a FGASA endorsed course, or during Wilderness or Backpacking Trails in areas where free-roaming dangerous game occur

20

- ▶ As Apprentice Trails Guide log a minimum of 20 encounters with at least one encounter from each of the animal categories as 1st Rifle on trail with a mentor (an approved FGASA Professional Trails Guide or SKS (DG) Guide) as 2nd Rifle. This can be in the work place during guiding based activities, during a FGASA endorsed course, or during Wilderness or Backpacking Trails in areas where free-roaming dangerous game occur

Trails Guide Workplace 1st & 2nd Rifle

50

- ▶ As Apprentice Trails Guide log a minimum of 50 hours on trail as 1st Rifle with an approved FGASA Trails Guide (NQF4), Professional Trails Guide or SKS (DG) Guide as 2nd Rifle. This must be in the work place during guiding based activities with regular paying guests to the lodge/reserve on the walk/trail and may not be in a training context.

10

- ▶ Log a minimum of 10 encounters from at least three of the animal categories as 1st Rifle on trail with an approved FGASA Trails Guide (NQF4), Professional Trails Guide or SKS (DG) Guide as 2nd Rifle. This must be in the work place during guiding based activities with regular paying guests to the lodge/reserve on the walk/trail and may **not** be in a training context

Trails Guide Final Assessment

Trail with clients

10

- ▶ Finally complete a FGASA Trails Guide Practical Assessment (VPDA). This is conducted by a FGASA Professional Trails Guide Assessor and is a multi-day walk spanning over a minimum of two full days (two morning and two afternoon walks) and a minimum of 10 hours on foot and must include at least two encounters with at least two different dangerous game categories. At least four categories of free-roaming dangerous game must be present in the area where the assessment takes place and the candidate must be assessed in the roles of both 1st and 2nd rifle with clients

FGASA Professional Trails Guide

1. The FGASA Professional Field Guide (*old Level 3*) Certificate.
2. Have a valid Level 2 Wilderness Medicine Certificate
3. Comply to all legal requirements (CATHSSETA & NDT) as well as all FGASA requirements
4. The FGASA Trails Guide Certificate
5. Have a valid FGASA Advanced Rifle Handling
6. Tracker Level II Certificate

▶ The FGASA Professional Trails Guide is an individual who is qualified to function as 2nd or 1st Rifle on trails or walks in areas where free-roaming dangerous game occur and if approved by the FGASA SKS (DG) Standards Committee can train, mentor and/or assess Apprentice Trails Guides and Trails Guides.



Professional Trails Guide Hours & Encounters



Professional Trails Guide 1st & 2nd Rifle

600

- ▶ Log a minimum of 600 hours on trail as 1st or 2nd Rifle. At least 500 hours must be in the work place during guiding based activities with regular paying guests in areas where free-roaming dangerous game occurs.
- ▶ A maximum of 100 hours can be non-guiding activities e.g. rhino monitoring, security on tracking assessments, or as a participant on a FGASA approved Wilderness or Backpacking Trail specifically designed to mentor Trails Guides, etc.

300

- ▶ Log a minimum of 300 encounters with at least ten encounters from each of the animal categories. This must be in the work place during guiding based activities.

FGASA SKS (DG)

1. The FGASA Professional Field Guide Certificate.
 2. Have a valid Level 2 Wilderness Medicine Certificate
 3. Comply to all legal requirements (CATHSSETA & NDT) as well as all FGASA requirements
 4. The FGASA Professional Trails Guide Certificate
 5. Have a valid FGASA Advanced Rifle Handling
 6. Tracker Level III Certificate
- The FGASA SKS (DG) Guide is an individual who is qualified to function as 2nd or 1st Rifle on trails or walks in areas where free-roaming dangerous game occur and if approved by the FGASA SKS (DG) Standards Committee can train, mentor and/or assess Apprentice Trails Guides, Trails Guides, Professional Trails Guides, and potential SKS (DG) Guides, and can serve on the FGASA SKS (DG) Standards Committee



SKS (DG) Hours & Encounters



Professional Trails Guide 1st & 2nd Rifle

1200

- ▶ Log a minimum of 1200 hours on trail as 1st or 2nd Rifle in the work place during guiding based activities with regular paying guests in areas where free-roaming dangerous game occurs.
- ▶ Must have guided or participated for at least 200 hours on backpack/primitive style trails in dangerous game areas.
- ▶ A maximum of 100 hours can be non-guiding activities e.g. rhino monitoring, security on tracking assessments, or as a participant on a FGASA approved Wilderness or Backpacking Trail specifically designed to mentor Trails Guides, etc.

600

- ▶ Log a minimum of 600 encounters with at least 30 encounters from each of the animal categories and must include all seven species. This must be in the work place during guiding based activities.

FGASA SKS (DG)

1. A minimum of 100 hours (of the 600) must be mentored hours
2. A minimum of five mentors for the 100 hours
3. Three of the five mentors have to be SKS (DG) Assessors.
4. Must have completed the FGASA SKS (DG) workbook.
5. FGASA SKS (DG) shooting assessment (this can be done once the candidate has qualified as Professional Trails Guide)

SKS (DG) Final Assessment Trail with clients

- ▶ This is a multi-day backpacking/primitive trail in a dangerous game area where all the different dangerous game categories occur.
- ▶ Minimum number of candidates is two to allow for peer review.
- ▶ It is conducted by an External Assessor and one Assessor if only two candidates, or an External Assessor plus two Assessors when more than two candidates are on the assessment.
- ▶ Each candidate must be assessed as 1st Rifle for at least 1½ days (including 1 night) and as 2nd Rifle for at least 1½ days (including 1 night). Thus the duration will slide as the minimum two candidates will take 3 full days and 2 nights, three or four candidates will take 6 full days and 5 nights.
- ▶ It must include a minimum of two encounters as 1st Rifle.

Encounter

- ▶ Reaction from the animal that requires the guide to respond.
- ▶ The guide needs to respond to the animal because of the animal's behaviour and not the lack of behaviour.
- ▶ The animal cannot be too far as for no need to react in a careful manner

The experience on foot cannot be carried out by driving a vehicle to a potentially dangerous animal and then getting out of the vehicle to approach this particular animal on foot.

The logged experience required must include walking without initially knowing the exact location of a dangerous animal, possibly tracking of the animal in question, approaching the animal taking into consideration all the environmental and client factors with safety in mind at all times.

View the animal and move away leaving the animal as it was found. Obviously if circumstances change and the animal becomes aware of the approaching humans then the required action should be taken to ensure the safety of all.

Dangerous game categories

• Elephant bull	• Lion & Leopard
• Elephant breeding herd	• White & black rhino
• Buffalo bull	• Hippopotamus
• Buffalo breeding herd	

Notes

- ▶ Backpack trails – Guide can log 45 hours – 15 hours per day
- ▶ Sleep-out Trails – Guide can log 54 hours – 18 hours per day
- ▶ ARH Training and Assessment – 10 days minimum
- ▶ Apprentice Trails Guide course – 28 days minimum