



# Training

## Level 3 Cricket Pitches: Advances Turf Culture

### Course description

The key management subjects – soils, drainage and irrigation, to grasses, nutrient levels and IPM, plus more – are studied through a progressive one-day IOG Learning course. Featuring an informative presentation, explore aspects of turf culture which are applied in managing cricket pitches and on completion of this final training step, successfully manage pitch playability. (Lunch provided)

### Some of the subjects covered on this course

- ✓ Soils: cricket square and outfield materials
- ✓ Irrigation management for cricket pitches
- ✓ Drainage: impact on carrying capacity
- ✓ Grasses: choosing seeds and cultivars
- ✓ Managing nutrient levels for optimum activity
- ✓ Integrated Pest Management (IPM)
- ✓ Managing performance quality standards

### Is this training day suitable for me?

This training course is ideal for the experienced volunteer, employee and line manager, or just as a refresher for the established employee. Explore, develop and reinforce applied technical skills and knowledge, with the latest best practices, and lead your team to success.

### What can I do after this course?

To build on the IOG route, undertake the IOG Level 3 Technical Diploma in Turf Surface Management, or, IOG Level 3 Supervisory Management. These are formal qualifications that explore different aspects of turf management, including the aspect of understanding turf management or leadership and management skills.



### Course details

**Cost:** Visit [www.iog.org/learning](http://www.iog.org/learning)

**Duration:** One day (full)

**Location:** Venues across the UK

### Contact an advisor

 01908 312 511

 [learning@iog.org](mailto:learning@iog.org)

**You will become part of the growing network of sports turf experts and volunteers. You will gain valuable and applicable skills, as well as practical experience. You will enjoy a fun, informative and productive course – with delivery from an excellent and knowledgeable expert.**