

## **ROTATION REQUIREMENTS AT SKEET COMPETITIONS**

The following needs to occur to ensure that the events start in an orderly and timely manner and continue through to the end of the tournaments.

### **1 PRE-REGISTRATION.**

The Club committing to the tournaments need to have pre-registration available for shooters through both the NZCTA (Via a link) and through their own club's web site.

This Link, or PDF on their own Website and the NZCTA's is to be made available at the earliest opportunity and advertised as being available in all adverts for the tournament.

The opportunity should be for the shooters to pre-squad into a rotation so that squadding can be achieved for the first waves prior to the start of the tournament and those shooters notified as to the squad and start times.

This allows time for administration to sort the first 2 waves of shooters for the opening morning of competition and estimate the shooter numbers over the event, the fields required and the referees organised for the first wave on the first day

If possible, an incentive could be offered to shooters by the host club to encourage shooters to pre-register. Such examples are, a discount offered by the club on pre-registration, or a raffle for ammunition for those pre-registering.

### **2. ENTRIES**

Have a close off time for all shooters.

This will enable to the club to organise the waves and fields and by lunch time have a draw for the following day, giving the shooters ample time to check on the board for the times that they shoot.

### **3. ROTATION.**

The matches are 100 Target matches shot in two visits to the fields. 50 Targets are shot on each visit.

At the completion of shooting the 50 targets the squads will be moved to the next field for the afternoon shoot, where they finalise their 100 targets.

The shooting rotation, ie squads nominated to fields should be visibly available to shooters on a whiteboard.

This rotation needs to be altered at the end of each 50, so that each squad is shooting on a different field.

This can be achieved by moving the fields one place to the right.

**Example:**

**Morning shoot for 50 targets with 5 fields and 15 squads.**

Fields	A	B	C	D	E
Squads	1	2	3	4	5
	6	7	8	9	10
	11	12	13	14	15

**Afternoon shoot for the remaining 50 targets**

Fields	B	C	D	E	A
Squads	1	2	3	4	5
	6	7	8	9	10
	11	12	13	14	15

**Rotation/Squadding for the next Day**

Prior to the conclusion of the second round all shooters should be made aware of the squad and field draw for the next day shooting, this again will be shown on the white board similar to the above.

This alteration is changing rotation 1, ie squads 1 to 6 to the 3<sup>rd</sup> rotation. and squads 6 to 10 shift to starting the 2<sup>nd</sup> day competition, and squads 11 to 15 are in the 2<sup>nd</sup> rotation for the days shooting.

This is done in conjunction with shifting the fields one further place to the right to ensure all squads are shooting on a different field.

**Example**

- 1 Changing rotation 1, ie squads 1 to 6 to the 3<sup>rd</sup> rotation. and squads 6 to 10 shift to starting the 2<sup>nd</sup> day competition (rotation 1), and squads 11 to 15 are in the 2<sup>nd</sup> rotation for the days shooting.

**Morning shoot for 2<sup>nd</sup> day of competition 50 targets with 5 fields and 15 squads.**

<b>FIELDS</b>	B	C	D	E	A
Squads	6	7	8	9	10
	11	12	13	14	15
	1	2	3	4	5

2. Shifting the fields one further place to the right to ensure all squads are shooting on a different field.

<b>FIELDS</b>	C	D	E	A	B
Squads	6	7	8	9	10
	11	12	13	14	15
	1	2	3	4	5

Ensure that you add a start time for the first rotation and that you have sufficient referees available for the morning.

This can be achieved in two ways - Having club members available in the morning to cover fields (recommended on first day of shooting to get the squads moving), or having two shooters of the 3<sup>rd</sup> or last wave of the 2<sup>nd</sup> days shooting (Squads 1 to 5) be available to referee in the morning.

This is repeated throughout the tournament each day

4. **Allowance for more shooters/entries**

As further shooters are introduced into the next days shooting their squad is simply numbered, ie Squad 16 and is placed in the fourth rotation shooting on field C.

**Example**

<b>FIELDS</b>	C	D	E	A	B
Squads	6	7	8	9	10
	11	12	13	14	15
	1	2	3	4	5
	16	17	18	19	20

An allowance for more shooters is made by the inclusion of a number of ghost squads on the board, but if not filled those numbers will not be put out on the fields to advertise the next squad to shoot. Thereby they don't cause any issue.

5. **KEEPING THE SHOOTER INFORMED.**

From the outset of advertising the event, pre-registration and the implementation of a rotation system should be advertised or made known to the shooters.

6. **SQUAD NOTIFICATION BOARDS.**

These squad boards need to be changed regularly so that during the week shooters know to keep an eye out for when they are next on. Thereby keeping the shoot flowing towards the shoot offs at the end of the day

7. **USE OF A PRACTISE TRAP**

This should be allowed for in the early stages of the week but as the numbers grow a call will have to be made to close the field so that the shoot gets finished in adequate times for a shoot off.