

Squad Building

Overview:

To build squads for a match a systematic approach is required. A registrants list which includes; Range Official status, squad request information, division / class, and any health information that may impact the individual for stage work.

When no squad requests are submitted the registrant can be placed with same division or classed competitors. There are additional considerations when squadding top level competitors and teams.

Process:

1. The starting point is to determine:
 - How many squads are there?
 - How many days is the match and is there a changeover?
 - A one-day match, the number of squads is dictated by the number of active ranges. 6 ranges, we have 12 squads
 - $(2*6 = 6 \text{ morning}, 6 \text{ afternoon})$.
 - A 3 day match with no changeover = 36 squads
 - $(3 \text{ days} * 2 \text{ half-days} * 6 \text{ ranges})$.
 - If it's a 3 day match with a changeover = 18 squads $(3 \text{ days} * 2 * 6 / 2)$
2. Discuss with the Match Director on either how many shooters they want in the match (which then determines squad size), or about maximum squad size that can be handled (which then determines the max number of shooters allowed to register).
 - The max squad size and/or max shooters allowed all needs to consider the number of hours in the day available (i.e.: outdoors at Brooks is different from Spruce Grove which is different from indoors at TSE). For qualifiers this is typically pre-determined.
3. Once the number of squads is known, it needs to be determined who's working where. Therefore the information needed on each competitor is their RO/CRO/RM qualifications and their registration stats e.g. Division, Class. [The Match Director may have selected their RM's prior to registration, and have reserved slots for key positions.]

4. Then process the list of shooters: one at a time. As a competitor is assigned (whether that's MD, RM, Stats, CRO, RO, worker) to a work squad, drop them into a shoot squad on the other half of the day, making sure to never overflow a shoot squad's maximum size.

Match Officials Framework:

- Match Directors: - Is there 1 or 2 MD's
- Range Masters: 1 RM per "set" of squads,
- Tablets / Stats: Crew size [<100 competitors 2 crew, >100 3 crew]
- Quartermaster: Not a requirement for Qualifiers but yes for Provincials.
- Chief Range Officers: Assign CROs / RO's, keeping in mind what Division they shoot. Since the ultimate goal is to put "similar" shooters together on shooting squads, try to put shooters together by Division, then by ability, as well as by shooter squad requests. E.g. Put Classic Division CROs working the same time, so that they can shoot together later (the same for the other Divisions).

Note: *It's at this point that you are trying to satisfy the shooter's squad request, which sometimes forces a person to reconsider their work assignment. It's also not unusual to get erroneous squad requests ("let me shoot with X" when X is not registered in the match (easy to solve), but we also get requests like A wants to shoot with B, but B does not want to shoot with A (easy to solve). The hard requests are the "linked" requests, where A wants to shoot with B,C,D. B wants to shoot with E, F,G. C wants to shoot with H, I, J. Obviously there are limits to squad sizes so it's not always possible to satisfy squad requests.*

5. Teams [Provincials or Nationals] take precedence over shooter specified squad requests. There are no official teams at the Provincial match, but there are unofficial teams. You MUST keep anyone in contention to win or place high in a division either on the same squad or minimally shooting the same schedule. Different weather conditions for top shooters within a division must not determine who wins the division. Teams from different divisions do not need to shoot at the same time, just the shooters in contention to shoot with others within their division (eg. if the Classic guys shoot in the rain, but the Open guys shoot in sunshine: that's ok).
6. There also needs to be a recognition of both "quality" of worker (both in knowledge of the job (i.e.: new vs. seasoned ROs) and physical ability (i.e.: long running stages with overweight or physically handicapped officials). This requirement requires intrinsic knowledge of the officials as well as their compatibility with each other. On a match-to-match basis we need to rotate CROs through so that they all get experience. This requires the person doing the squads to be aware of the need to "seed" ROs so that they both get experience but not burn out. Seeding should be done with Range Master approval.