



National Unit specification: general information

Unit title: Shoot Day Skills (SCQF level 5)

Unit code: FN58 11

Superclass: MH

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Summary

The Unit is intended for candidates who wish to develop their knowledge and understanding of shoot day skills within the gamekeeping sector. It is suitable for those wishing to develop skills associated with a shoot day in a variety of locations.

This Unit is a mandatory Unit in the National Certificate in Gamekeeping but is also available for candidates wishing to study the Unit on its own.

Outcomes

- 1 Assist with preparation for a shoot day.
- 2 Carry out shoot day tasks in accordance with industry practice.
- 3 Carry out post shoot day tasks.

Recommended entry

While entry is at the discretion of the centre, it would be beneficial if candidates had previous experience or some knowledge on the aspects of activities relating to field sports and shoot days.

Credit points and level

1 National Unit credit at SCQF level 5: (6 SCQF credit points at SCQF level 5*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

National Unit specification: general information (cont)

Unit title: Shoot Day Skills (SCQF level 5)

Core Skills

Achievement of this Unit gives automatic certification of the following Core Skills component:

- ◆ Critical Thinking at SCQF level 5
- ◆ Planning and Organising at SCQF level 5

There are also opportunities to develop aspects of Core Skills which are highlighted in the Support Notes of this Unit specification.

National Unit specification: statement of standards

Unit title: Shoot Day Skills (SCQF level 5)

Acceptable performance in this Unit will be the satisfactory achievement of the standards set out in this part of the Unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

Outcome 1

Assist with preparation for a shoot day.

Performance Criteria

- (a) Assist with a game census for a given area.
- (b) Contribute to the assessment of the area to ensure maximum sport and safety.
- (c) Assist with securing shooting structures to a safe standard.
- (d) Select resources to maintain shooting structures.
- (e) Prepare shoot day equipment.
- (f) Provide pre-event information to the client.

Outcome 2

Carry out shoot day tasks in accordance with industry practice.

Performance Criteria

- (a) Describe the roles and positioning of all shoot day personnel.
- (b) Describe shoot day etiquette.
- (c) Describe methods of communication used during the shoot day.
- (d) Participate in a briefing and safety talk for a shoot day activity.
- (e) Collect and record basic data during the shoot day.
- (f) Carry out instructions to complete a given task.
- (g) Recover shot and wounded game.
- (h) Handle, transfer and store game hygienically.
- (i) Count and grade game.

Outcome 3

Carry out post shoot day tasks.

Performance Criteria

- (a) Return shooting area to pre-shoot conditions.
- (b) Clean and return equipment used on the shoot day.
- (c) Present all data.
- (d) Transfer all data to a shoot day logbook.
- (e) Contribute to the review of the shoot day.

National Unit specification: statement of standards (cont)

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Evidence Requirements for this Unit

All activities undertaken in this Unit must adhere to current legislation, regulations and codes of practice for the gamekeeping industry

Written/oral and performance evidence is required to demonstrate that the candidate has achieved all of the Outcomes and Performance Criteria.

Outcome 1

Candidates should provide written and/or recorded oral and performance evidence to demonstrate their knowledge, understanding and/or skills in relation to the Outcome and Performance Criteria. The candidate will be assessed on tasks relating to the preparation of a shoot day.

The evidence must include:

- ◆ counting of game
- ◆ number of drives
- ◆ access for clients and shoot staff
- ◆ impact of weather on shoot day
- ◆ positioning of shoot day structures (may relate to upland or lowland shoot days)
- ◆ selection of equipment and tools must include spade, hammer, mel, staples, nails, fence wire, timber, fence posts or stobs, stone and heather turf
- ◆ pre-event information for client must include: information about the sport, expected quarry, level of experience, client disabilities, mode of transport, dietary requirements, expected lunch break

Outcome 2

Candidates should provide written and/or recorded oral and performance evidence to demonstrate their knowledge, understanding and/or skills in relation to the Outcome and Performance Criteria. The candidate will be assessed on shoot day tasks.

The evidence must include:

- ◆ roles of all shoot day personnel. this must include: shoot manager, head keeper, shoot captain, beat keeper, under keeper, beater, flanker, stops, picker up, loaders, mentors, game cart, drivers, and caterers.
- ◆ etiquette including dress, language and behaviour
- ◆ positioning of shoot day personnel
- ◆ description of methods of communication
- ◆ collection of game
- ◆ transportation of game
- ◆ grading for game dealer

National Unit specification: statement of standards (cont)

Unit title: Shoot Day Skills (SCQF level 5)

Outcome 3

Candidates should provide written and/or recorded oral evidence to demonstrate their knowledge, understanding and/or skills in relation to the Outcome and Performance Criteria. The candidate will be assessed within a range of practical observations associated with post shoot day tasks. The evidence must include:

- ◆ returning shoot area to pre shoot conditions including collection and disposal of cartridges, access points
- ◆ all equipment cleaned and returned
- ◆ data presented in a logbook to include: number of shots (per drive and overall), species shot, name of drive and beat, sexes, weather, game cards
- ◆ review of the shoot day to include: damages, improvements, incidents, client feedback, timescales

National Unit specification: support notes

Unit title: Shoot Day Skills (SCQF level 5)

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

This Unit is a mandatory Unit within the National Certificate in Gamekeeping (SCQF level 5), but can also be taken as a freestanding Unit.

This Unit is aligned to the following LANTRA National Occupational Standards (NOS):

- ◆ Ga1 Assist in Game Shooting Activities
- ◆ Ga2 Monitor Game Populations and Habitats
- ◆ Ga12 Contribute to the Organisation of Game Shooting Activities
- ◆ Ga36 Support Participants on a Shoot Day
- ◆ CU18 Construct and Maintain Surfaces and Structures
- ◆ CU2 Monitor and Maintain Health and Safety
- ◆ CU5 Develop Personal Performance and Maintain Working Relationships

This Unit is intended for candidates who wish to develop knowledge and understanding of shoot day skills and customer care which is recognised as an important area within the gamekeeping sector.

Outcome 1

This enables the candidate to identify tasks and develop practical skills related to preparation of a shoot day. Prior to the shoot the candidate should assess a given area as an individual or part of a group to ensure sufficient game is present. Presentation techniques should be planned and selected for the shoot day activity. This should include driven, walked up, decoyed and flighting. Positioning of hides butts and pegs should relate directly to the presentation of game and number of customers. Care should be taken to recognise the need for sound construction and selection of appropriate material that relate to the surrounding environment. Prior to the planned shoot day the candidate should carry out tasks to ensure game is encouraged to stay within a desired location. This could include dogging inn, establishment of feed rides and habitat improvement, flushing lines / points, brashing/cutting of paths for access, construction of flags or clappers.

The candidate should also develop an understanding for the need to address and brief the client with pre-event information relating to a format for the day. This should include general flight of quarry, numbering and expected gun peg allocation for each drive. Quarry species for the day should relate to drive types and number of drives on the day. It is also expected that clients needs will be clearly identified and this should relate to their experience, their need for support and guidance, their level of fitness and mobility.

Modes of transport, muster points, and pick up points should be coherent with agreed times for each drive and lunch breaks. Some reference should also be given to client dietary requirements.

National Unit specification: support notes (cont)

Unit title: Shoot Day Skills (SCQF level 5)

Outcome 2

The candidate should recognise and understand the role of all shoot day personnel. Communication methods for all shoot personnel and customers should be identified, with oral instructions being clear and concise, ensuring the use of two way radios/phones are directly linked to the shoot personnel and customer. The candidate should demonstrate an understanding of field etiquette and this should relate to customer gun stance, safety, low shooting, arc of fire, presentation of beating line, flankers and stops. The collection and humane despatch of all game should be relevant to current industry practices, with the cooling process carried out after each drive. The candidate should also recognise the correct methods for the handling, transferring and storage of all game, taking care to avoid contamination. The hazards associated with this should be identified and should include sweating, rough handling, bruising, and contact with other carcasses. All game should be counted accurately for shoot day records.

Outcome 3

This enables the candidate to keep basic accurate records relating to the shoot day, whilst potentially developing written, IT and numeracy skills. This should relate to the presentation of a game card and annual logbook. The candidate should recognise the requirements for a customer game card and should include venue, date, drives, number of species and total bag. Emphasis should also be given to the estate or personnel logbook. This should directly link to reared or wild game where appropriate and assist in the comparison of previous years bag records. Comparison should include weather conditions; numbers released, shoot day returns, young to old ratio (wild) and drives. The candidate should recognise the optional methods for storage of records including manual logbook and IT records. This Outcome could also cover sewlyn lines, cleaning of transport for beaters and client, and the collection of shooting pegs.

Guidance on learning and teaching approaches for this Unit

Through this Unit candidates will gain knowledge and understanding relating to shoot day skills and customer care, whilst developing their practical skills. It is essential that candidates are aware of best practice and the current relevant key aspects that relate to shoot day skills and customer care. However it is not expected that there would be any detailed teaching or investigation of legislation.

Essential knowledge and understanding could be developed by a variety of teaching and learning approaches including:

- ◆ tutorials
- ◆ DVD/video
- ◆ demonstrations
- ◆ internet/website
- ◆ internal visitation
- ◆ field trips/investigation
- ◆ group work
- ◆ working individually

It is expected that candidates will be given support and guidance from the instructor/lecturer in all Outcomes before progressing to an assessment.

National Unit specification: support notes (cont)

Unit title: Shoot Day Skills (SCQF level 5)

Guidance on approaches to assessment for this Unit

The following approaches to assessments are suggested:

- Outcome 1 Practical observation checklist
- Outcome 2 Practical observation checklist
- Outcome 3 Open-book project

Opportunities for the use of e-assessment

E-assessment may be appropriate for some assessments in this Unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or e-checklists. Centres which wish to use e-assessment must ensure that the national standard is applied to all candidate evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. Further advice is available in *SQA Guidelines on Online Assessment for Further Education (AA1641, March 2003)*, *SQA Guidelines on e-assessment for Schools (BD2625, June 2005)*.

Opportunities for developing Core Skills

In this Unit the candidate will investigate and recognise key areas of best practice, identify and develop tasks related to shoot day skills and customer care. This provides ideal opportunities for candidates to develop aspects of IT skills, Numeracy and Problem Solving at SCQF level 5. This may relate to recording of game and bag records, counting of species, sex, young and old, and contributions relating to problems on a shoot day.

This Unit has the Problem Solving components of Critical Thinking and Planning and Organising embedded in it, so when the candidate achieves this Unit their Core Skills profile will be updated to show they have achieved Critical Thinking and Planning and Organising at SCQF level 5.

Disabled candidates and/or those with additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website www.sqa.org.uk/assessmentarrangements

History of changes to Unit

Version	Description of change	Date

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