



11 PLAYER ROTATION



SEGMENT 1	1ST QUARTER	SEGMENT 2	HALFWAY	SEGMENT 3	2ND QUARTER	SEGMENT 4	HALFWAY
	1		6		11		5
	2		7		1		6
	3		8		2		7
	4		9		3		8
	5		10		4		9

SUB	6	SUB	11	SUB	5	SUB	10
SUB	7	SUB	1	SUB	6	SUB	11
SUB	8	SUB	2	SUB	7	SUB	1
SUB	9	SUB	3	SUB	8	SUB	2
SUB	10	SUB	4	SUB	9	SUB	3
SUB	11	SUB	5	SUB	10	SUB	4

SEGMENT 5	3RD QUARTER	SEGMENT 6	HALFWAY	SEGMENT 7	4TH QUARTER	SEGMENT 8	HALFWAY
	10		4		9		3
	11		5		10		4
	1		6		11		5
	2		7		1		6
	3		8		2		7

SUB	4	SUB	9	SUB	3	SUB	8
SUB	5	SUB	10	SUB	4	SUB	9
SUB	6	SUB	11	SUB	5	SUB	10
SUB	7	SUB	1	SUB	6	SUB	11
SUB	8	SUB	2	SUB	7	SUB	1
SUB	9	SUB	3	SUB	8	SUB	2

PLAYER #	PLAYING TIME	SEGMENTS
1		4
2		4
3		4
4		4
5		4
6		4

PLAYER #	PLAYING TIME	SEGMENTS
7		4
8		3
9		3
10		3
11		3

- * PLAYERS 1-7 PLAY FOUR (4) SEGMENTS
- * PLAYERS 8-11 PLAY THREE (3) SEGMENTS
- * SUGGESTION: ROTATE YOUR THREE SEGMENT PLAYERS (8-11) BETWEEN YOUR 4-7 AND PLAYERS SO THAT IT'S NOT THE SAME PLAYERS GETTING THREE SEGMENTS EACH WK