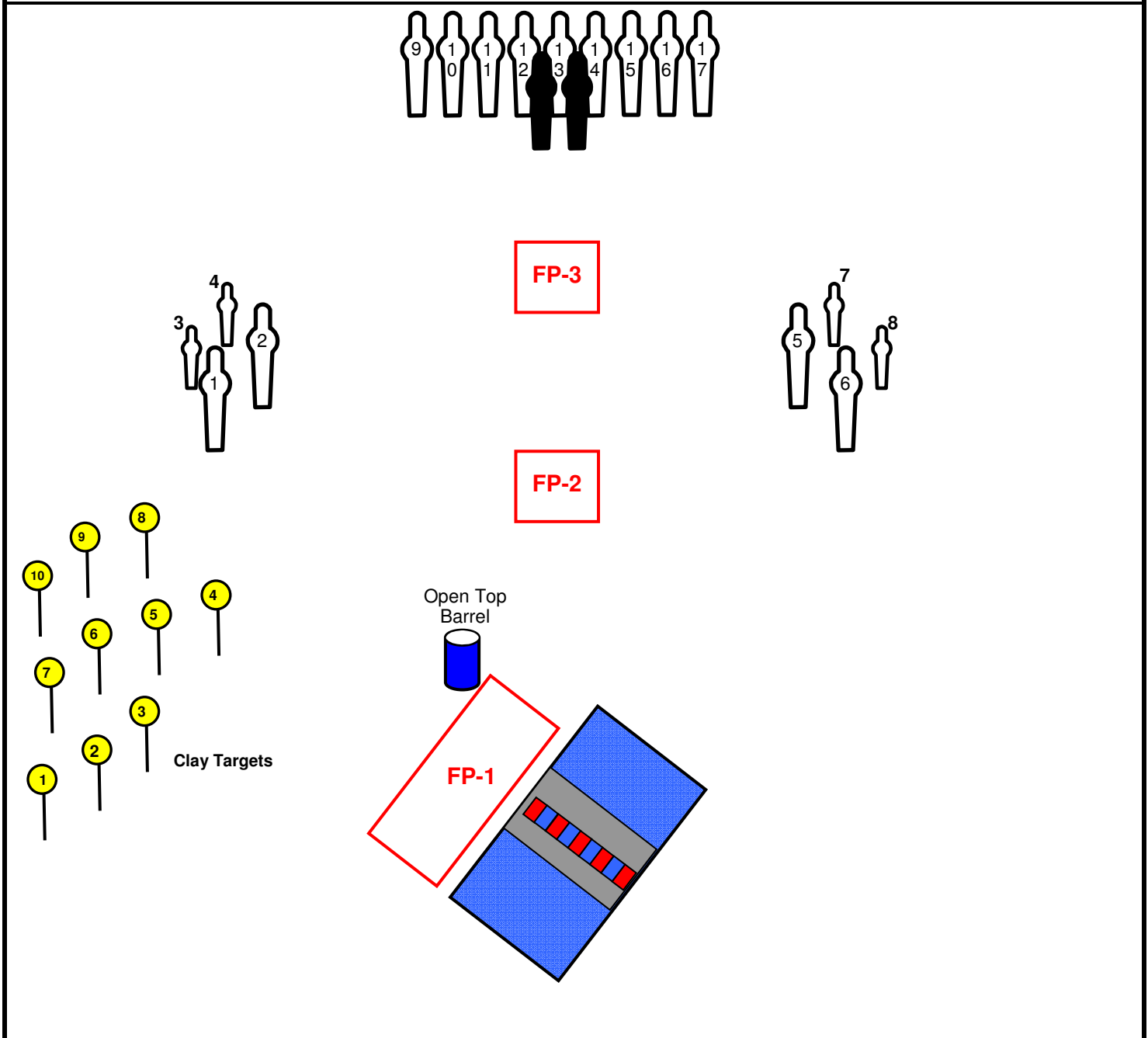


NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

Course: 5	Course Name: Shotgun to Handgun
Stage Type: Skill Based	Start/Stop: Shot Timer / Last Shot – 180 Max. Time
Targets: 17 Steel & 10 Clays	Scoring: TPC - Steel Must Fall / Clays Must Break
Firearms / Rounds Required: Duty Shotgun = 10 Birdshot Rounds / Duty Handgun = 17 Rounds	
Start Position: Shotgun in trunk loaded to Cruiser Safe. Maximum loading of 7 Rounds. Loaded handgun secured in holster. Shooter seated in cruiser with seat belt properly fastened, door shut, hands grasping steering wheel at the 10 o' clock and 2 o'clock positions.	
Course Description: On Start Signal exit cruiser and retrieve Duty Shotgun from trunk. Move to Firing Point 1 and engage Threat Clays 1 thru 10 from within FP-1. Place shotgun muzzle down in open top barrel with safety ON. Transition to Duty Handgun while moving to Firing Point 2 and engage Threat Steel 1 thru 8 from within FP-2. Move to Firing Point 3 and engage Threat Steel 9 thru 17 from within FP-3.	



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 5

Course Name: Shotgun to Handgun

Course Material & Supplies

- Shot Timer
- Scorecards
- RO Clipboard
- 9V Batteries
- Plastic Folder for completed score sheets
- Staple Gun & Staples
- Steel Targets (Poppers, small and fullsize) = 19
- Clay Bird Holders = 12 (2 for spares)
- Clay Birds = 1500
- White & Black Spray Paint for Steel
- Open Top Plastic Barrel = 1
- Carpet or other material for inside and bottom of open top barrel
- Material to make Control Lines sticks or survey tape and nails
- Shooting Boxes = 2
- Vehicle with accessible trunk / carpet for placing shotgun on inside of trunk
- Pop-Up tent for RO shade
- RO Table
- Loading / Unloading table
- Other: