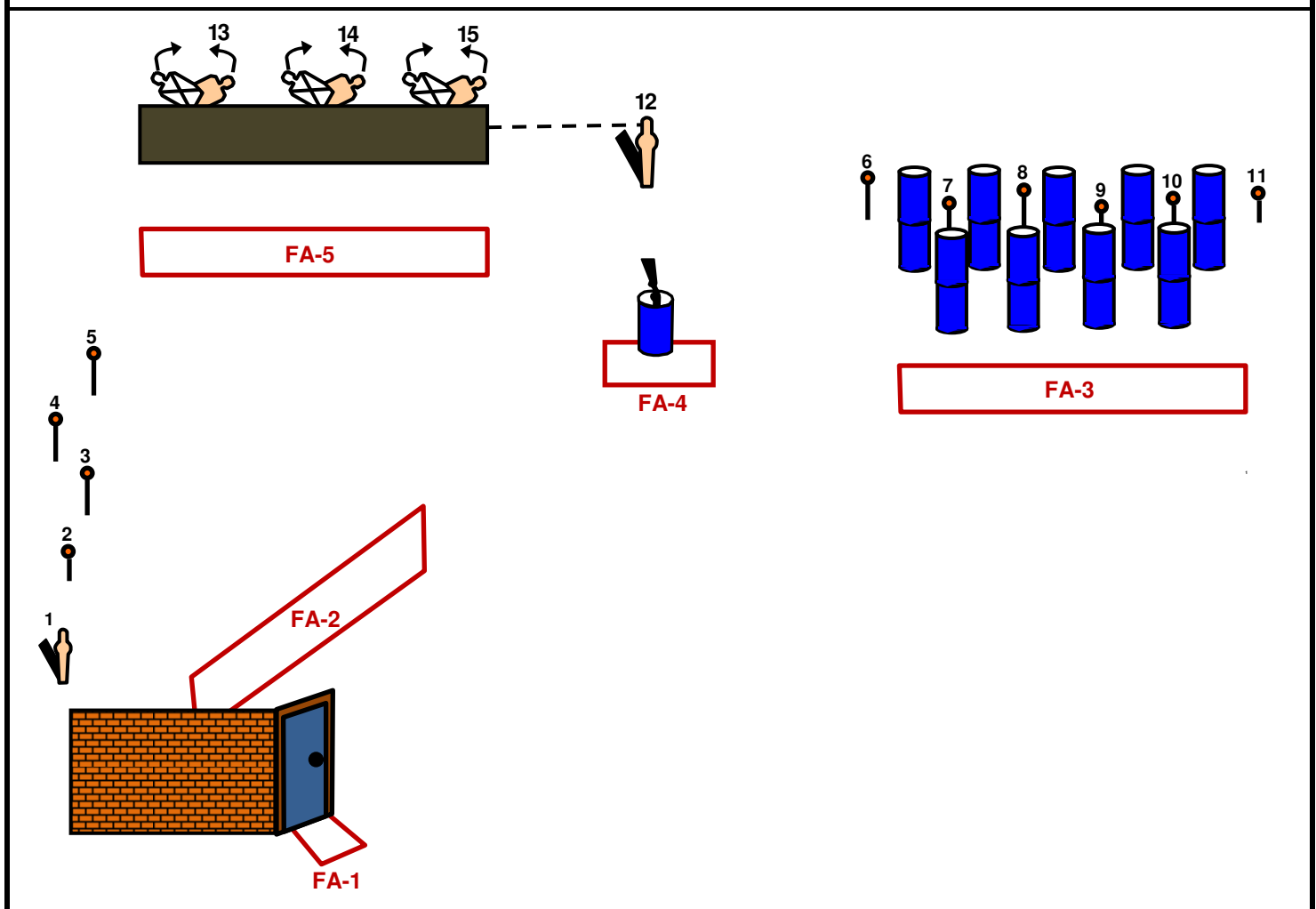


NRA TACTICAL POLICE COMPETITION

Course: HS-4030	Course Name: Shotgun Handgun Challenge	5
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time	
Targets: 10 Clays / 3 TP-1 Targets / 2 Steel	Scoring: Best 2 Hits / Steel Must Fall / Clays Must Break	
Firearms / Rounds Required: Duty Shotgun = 11 Birdshot Rounds / Duty Handgun = 7 Rounds		
Start Position: Holstered loaded Duty Handgun. Standing in Firing Area 1, heels touching back of Firing Area 1, with loaded Duty Shotgun loaded at Shoulder Ready and support hand on door knob.		
<p>Course Description: This course will let you check your shotgun and handgun skills in some unique ways, including firing during a door entry, shooting on the move, engaging targets partially concealed behind cover and engaging moving targets.</p> <p>On the Start Signal open the door and hold it open with your support hand while engaging immediate Threat Steel Target 1 with your Duty Shotgun, firing one handed. Move through Firing Area 2 and engage Threat Clay Targets 2 through 5 WHILE MOVING. Then move to Firing Area 3 and engage Clay Threat Targets 6 through 11. Then place Duty Shotgun Muzzle Down with Safety ON in barrel at Firing Area 4 and engage Steel Threat Target 12 with Duty Handgun and move to Firing Area 5 and engage Threat Targets 13 trough 15 with Duty Handgun.</p> <ul style="list-style-type: none"> ▪ Failing to fire the first Duty Shotgun round one handed will be a Procedural Penalty. ▪ For this course, ALL hits on the Threat Targets AND No Shoot Targets for Firing Area 5 will be scored, even those that may be Pass Through Hits. 		





TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 7 Rounds / Duty Shotgun = 11 Birdshot Rounds

Max Time Exceeded = Plus 1000

Did Not Finish Course = Plus 1500

Disqualified = Plus 2000

Penalty Will be Added by the Statistical Office

Fired Time →

First Shot Time ↓
 First Shot Maximum = **None**

Statistical Office Use	
First Shot Penalty	→ = <input type="text"/>
Target Not Engaged	→ Times 20 = <input type="text"/>
No Shoot Target Hits	→ Times 10 = <input type="text"/>
Procedural Penalties	→ Times 10 = <input type="text"/>
Loss of Accuracy Penalty	→ <input type="text"/>
Final Tactical Score	<input type="text"/>
Fired Time Plus All Penalties	

	0	2	4	Miss	Hits Required
Target 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Steel Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Clay Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	10
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	18

Statistical Office Use				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	0	+	+	+

RO Name: Print Name Here

Shooter Initial:

Time of Day:

Course Name:	Shotgun Handgun Challenge	Course Number:	HS-4030
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	5