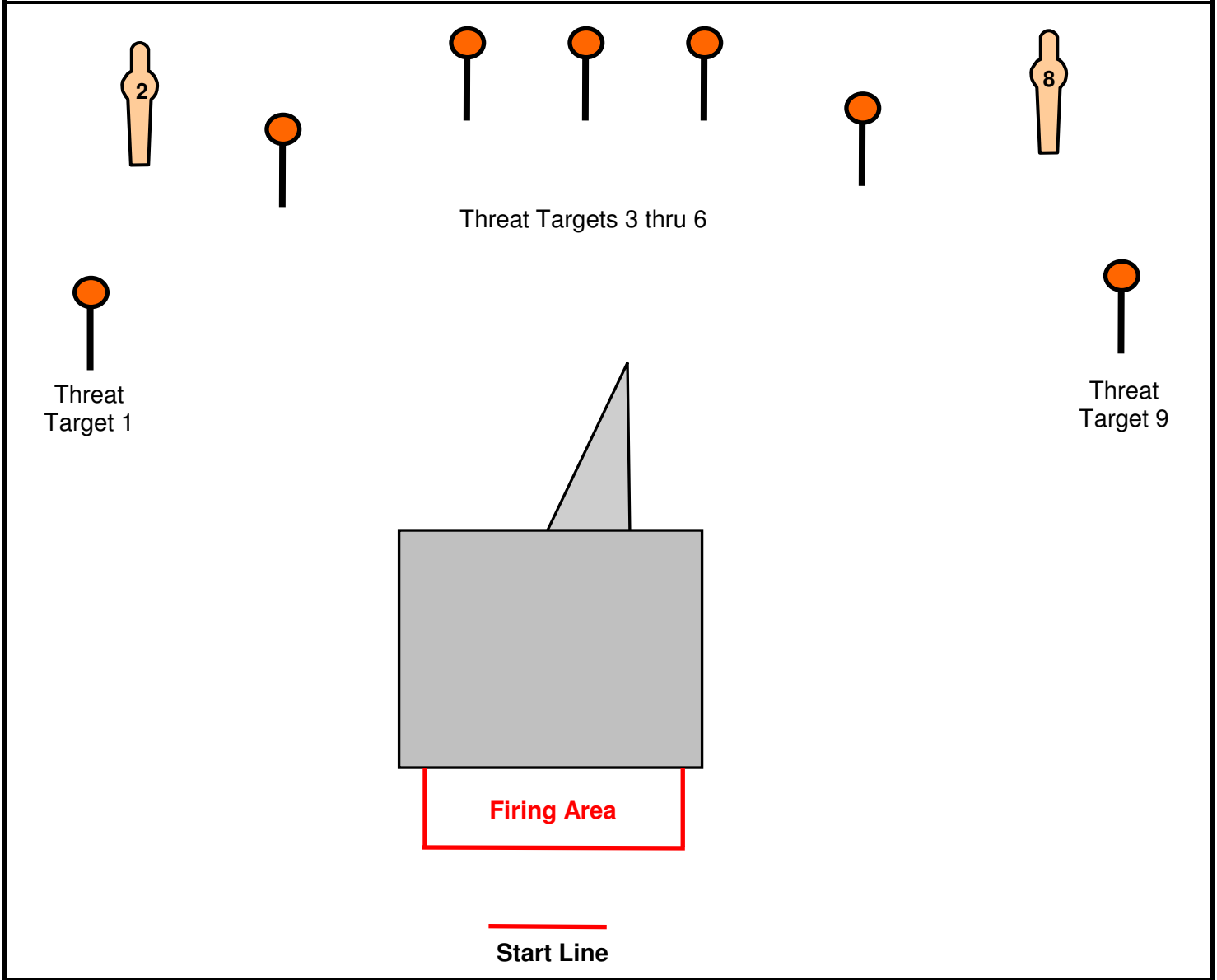


NRA TACTICAL POLICE COMPETITION

Course: 4	Course Name: Working the Walls
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot – 180 Max Time
Targets: 7 Clay Birds / 2 Steel	Scoring: TPC – Birds Must Be Broken / Steel Must Fall
Firearms / Rounds Required: Duty Shotgun = 9 Birdshot Rounds	
Start Position: Shotgun loaded with 4 Birdshot rounds. Standing with heels touching marks on Start Line with shotgun at Shoulder Ready position.	
Course Description: This Course of Fire will allow you to evaluate your Duty Shotgun skills and tactics concerning movement, target engagement planning, Combat and Tactical Loading under time stress, multiple target engagement, shooting around physical barriers, firing from the Primary and Support Side and unusual shooting positions. On Start Signal, move to the Firing Area and engage Threat Targets 1 through 9 loading from the person as necessary to engage all Threats.	



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 4

Course Name: Working the Walls

Course Material & Supplies

- Course of Fire Kit: RO Radio / Shot Timer with Random & Max Time Functions / Timer Spare Batteries / RO Clipboard / Score Sheets / Completed Score Sheet Folder / Staple Gun & Staples / Pens / Markers / Tan, White & Black Target Pastors
- RO Table
- Sledge Hammer
- Wall Sections For Visual Barriers
- Clay Bird Target Stands – 7
- Steel Pepper Poppers - 2
- Material To Create Firing Area Boundaries
- Material to Create Start Line
- Competitor Equipment Staging Table (if available) - 2
- Clay Birds = 9 Per Shooter
 - 200 Shooters = 20 Cases
 - 150 Shooters = 15 Cases
 - 100 Shooters = 10 Cases
- Other:



NRA Law Enforcement Division

NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Shotgun = 9 Birdshot Rounds

Fired Time →

	- 0		Miss	Hits Required
Target 1 - Clay	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 2 - Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 3 - Clay	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 4 - Clay	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 5 - Clay	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 6 - Clay	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 7 - Clay	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 8 - Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 9 - Clay	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	9

Statistical Office Use

Target Not Engaged → Times 20 =

No Shoot Target Hits → Times 10 =

Procedural Penalties → Times 10 =

Accuracy Loss Penalty

Final Tactical Score
Fired Time Plus All Penalties

Statistical Office Use

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

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	NRA Course S 3000 - Working The Walls	Course Number:	4
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

