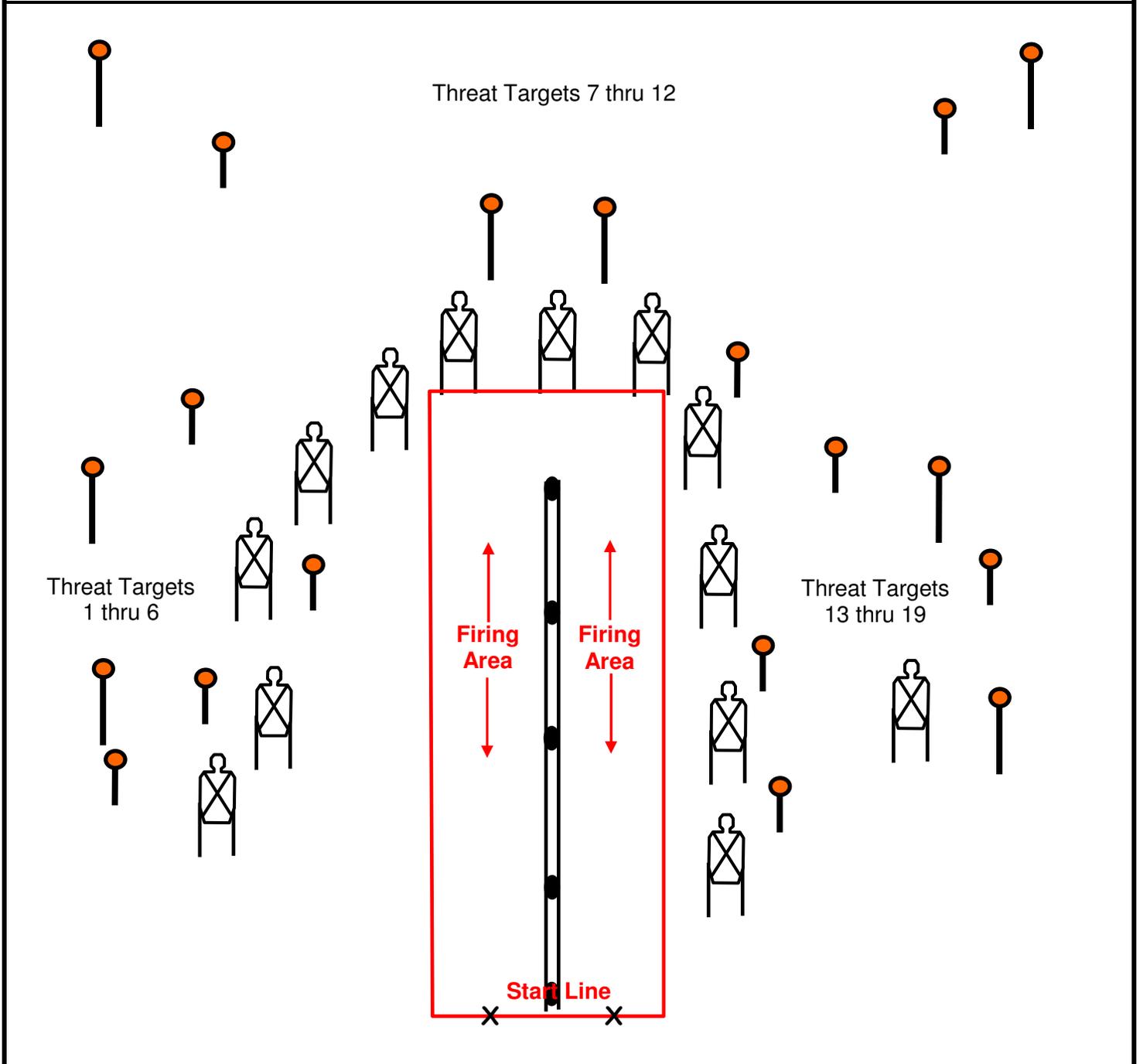


NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

Course: 5	Course Name: Shoot, Move, Load & Shoot
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot / Max 180 Seconds
Targets: 19 Clay Targets	Scoring: TPC - Clays Must Break
Firearms / Rounds Required: Duty Shotgun = 19 Birdshot Rounds	
Start Position: Shooter may choose to start on left or right side of center wall. Loaded Duty Shotgun at Shoulder Ready. Standing facing up-range with both toes touching rear Control Line.	
Course Description: On Start Signal, pivot and engage Threat Targets 1 thru 19 as seen from within the Firing Area. Since this is a Skill Based Course reloading does not have to be done using Cover. A Non-Threat Target is considered "hit" if one or more pellets strike the target.	



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 5

Course Name: Shoot, Move, Load & Shoot

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 & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table (if available) = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ Material To Mark Start Lines
- ❑ TPC Targets = 13 for Non –Threat)
- ❑ Target Stands = 13
- ❑ Target Stand Stakes
- ❑ Target Stand Sticks = 26 minimum / Various lengths
- ❑ Clay Target Stands = 19 / Various Heights
- ❑ T-stakes for Center Wall Supports = 10
- ❑ 1 x 2 or 2 x 2 by 7 Feet to Make Supports for Center Wall = 15
- ❑ Caution Fence to Create Center Wall = 100 Feet
- ❑ Clay Birds = 2,280 / 25 cases of 90 count
- ❑ Cable Ties to Fasten Caution Fence
- ❑ Other:



NRA Law Enforcement Division

NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Shotgun = 19 Birdshot Rounds

Fired Time →

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

Clays 1 thru 19	- 0	- 2	- 4	Miss	Hits Required
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	19
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	19

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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Shooter Initial:

RO Initial:

Time of Day:

Course Name: NRA Course S 3006 - Shoot, Move, Load, Shoot	Course Number: 5
Competitor Name: <input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number: <input type="text"/>

