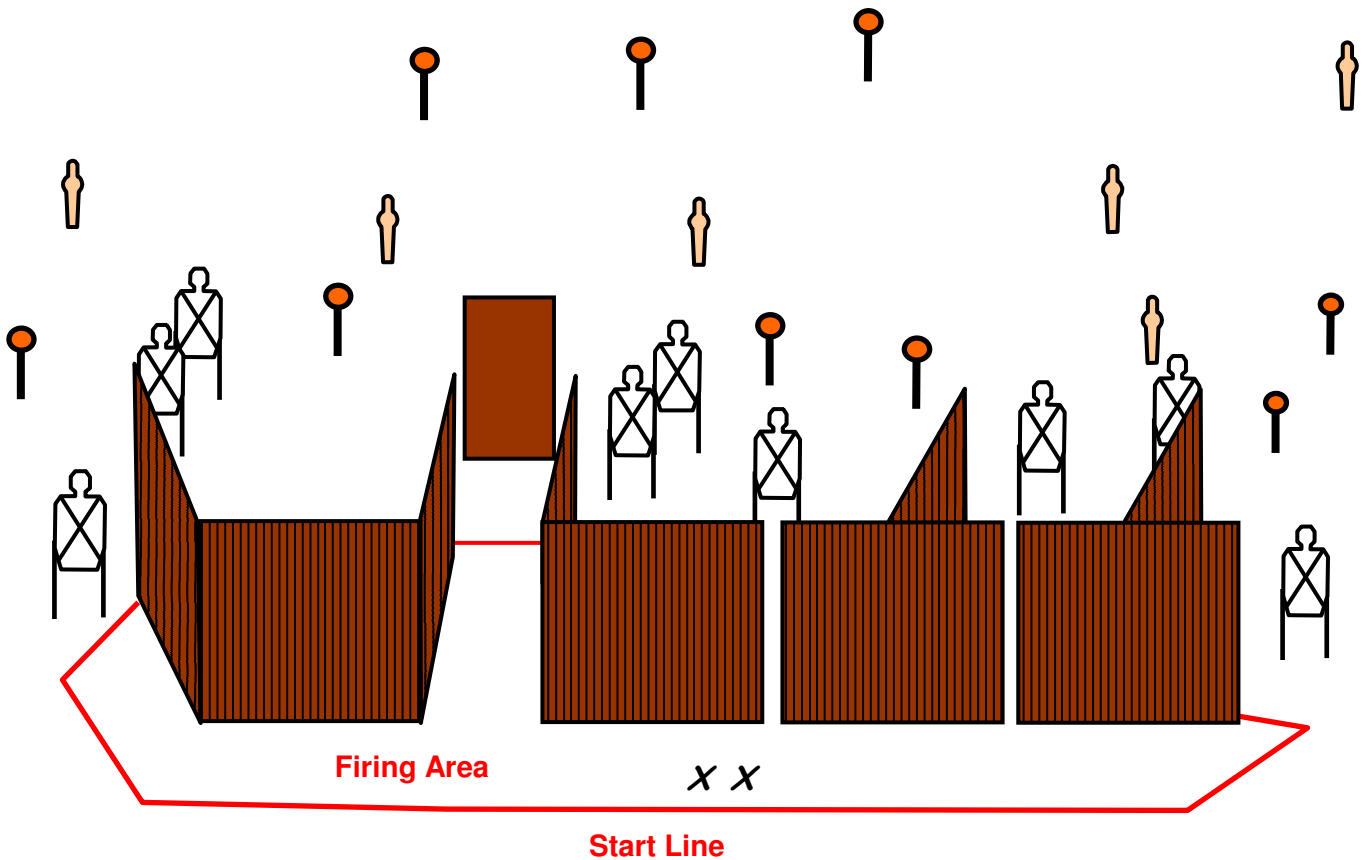


NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

Course: 5	Course Name: Shotgun Skill Test
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot / Max 180 Seconds
Targets: 9 Clay & 6 Steel	Scoring: TPC - Clays Must Break – Steel Must Fall
Firearms / Rounds Required: Duty Shotgun = 15 Birdshot Rounds	
Start Position: Standing with toes touching marks facing up range, Shotgun at Shoulder Ready Safety Circle Position (muzzle down, barrel approximately parallel with body). Duty Shotgun loaded with 4 live rounds and one dummy round. Range Officer will load the shooter's shotgun while shooter is facing away.	
Course Description: On the Start Signal, pivot and engage all Threat Targets as seen from within the Firing Area. Since this is a Skill Based Course reloading does not have to be done using Cover. When a shotgun malfunction occurs, take Immediate Action and continue the course. One Procedural Penalty for any Non-Threat Target Hit = Hit is one or more pellets striking the non-threat.	



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 5

Course Name: Shotgun Skill Test

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) = 1
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- TPC Targets = 9 for Non-Threat
- Target Stands = 9
- Target Stand Stakes
- Target Stand Sticks = 18 tall
- Steel Pepper Poppers = 6 Mix of Full and ½ Size
- Clay Target Stands = 9 / Various Heights
- Wall Fence Sections = 9
- 4 x 6 foot Visual Barrier Panel = 1
- Clay Birds = For 100 Shooters = 900 - 10 cases of 90 count
- Other



NRA Law Enforcement Division

NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Shotgun = 15 Birdshot Rounds

Fired Time →

Target Not Engaged

Statistical Office Use

Times 20 =

No Shoot Target Hits

Times 10 =

Procedural Penalties

Times 10 =

Accuracy Loss Penalty

Final Tactical Score

Fired Time Plus All Penalties

	- 0			Miss	Hits Required
Clays	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	9
Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	15

Statistical Office Use

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

0 + + + =

Shooter Initial:

RO Initial:

Time of Day:

Course Name:

NRA Course S 3010 - Shotgun Skills Test

Course Number:

5

Competitor Name:

Patrol Tactical

Competitor Number:

