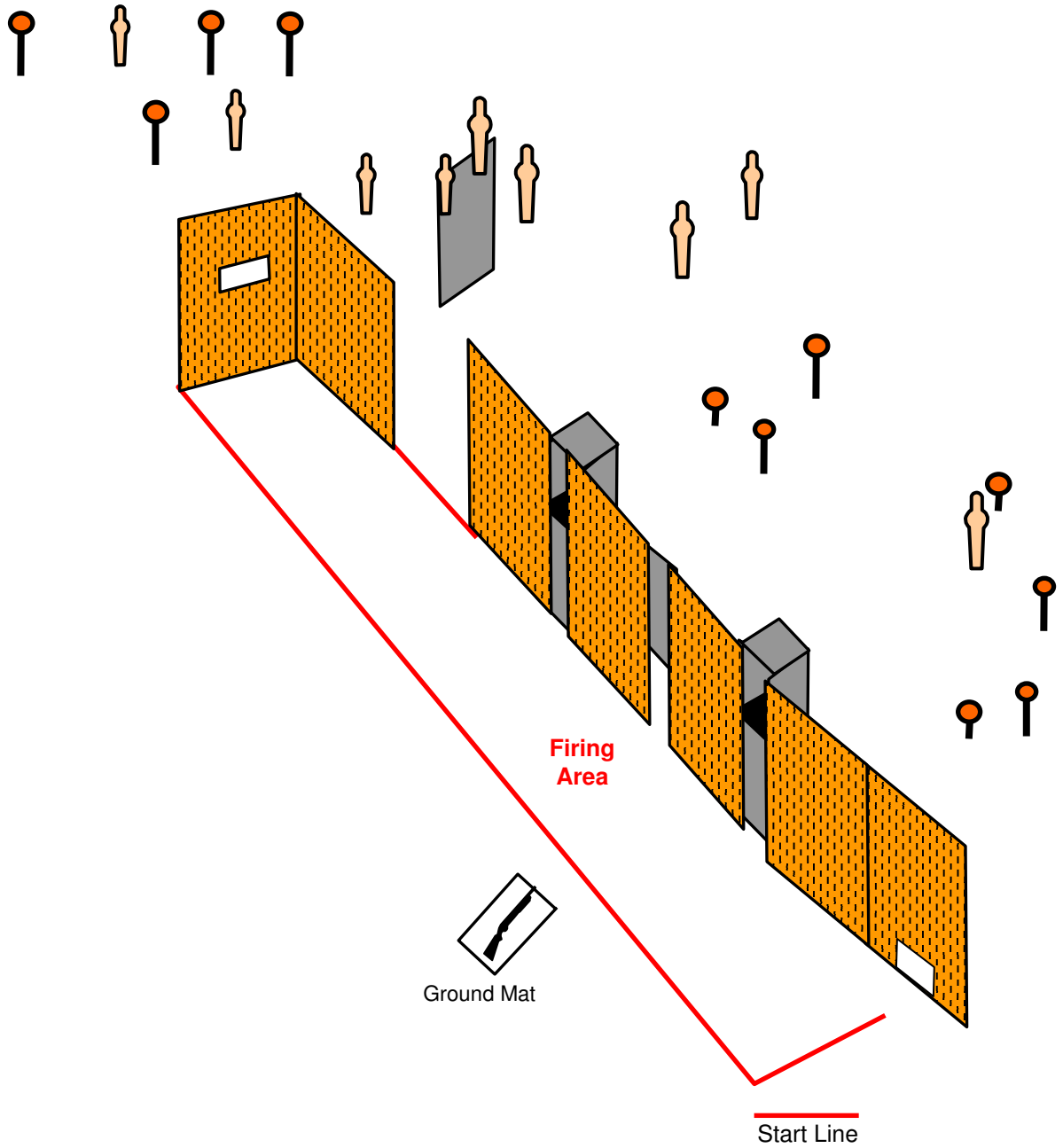


# NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

<b>Course:</b> 5	<b>Course Name:</b> High & Low Shotgun
<b>Course Type:</b> Skill Based	<b>Start/Stop:</b> Shot Timer / Last Shot / Max 180 Seconds
<b>Targets:</b> 11 Clay & 9 Steel	<b>Scoring:</b> TPC - Clays Must Break – Steel Must Fall
<b>Firearms / Rounds Required:</b> Duty Shotgun = 20 Birdshot Rounds	
<b>Start Position:</b> Unloaded Shotgun on ground where indicated. Standing with heels on start line.	
<b>Course Description:</b> On the Start Signal, recover Shotgun and move to Firing Area. Load and engage all Threat Targets with Duty Shotgun as seen from within the Firing Area. Since this is a Skill Based Course reloading does not have to be done using Cover. All rounds and loading must be from person.	



# **NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES**

**Course:** 5 | **Course Name:** High & Low Shotgun

## **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 Pastes
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 1
- ❑ Material To Create Firing Area Boundaries
- ❑ Material To Mark Start Line
- ❑ Handgun-Shotgun Grade Steel Pepper Poppers = 9 Various Sizes
- ❑ Clay Target Stands = 11 / Various Heights
- ❑ Stockade Fence Sections = 7
- ❑ 4 x 6 foot Visual Barrier Panel = 1
- ❑ Material to Construct Tunnel Ports Between Walls
- ❑ Clay Birds = 11 Per Shooter
  - 200 Shooters = 45 Cases
  - 150 = 34 Cases
  - 100 Shooters = 23 Cases
- ❑ Other



NRA Law Enforcement Division

# NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Shotgun = 20 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"/>
<b>Final Tactical Score</b>	<input type="text"/>
Fired Time Plus All Penalties	

	- 0		Miss	Hits Required
Clays - 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	11
Steel - 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	9
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>20</b>

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	+	+	=

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	<b>NRA Course S 3012 - High &amp; Low Shotgun</b>	Course Number:	<b>5</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

