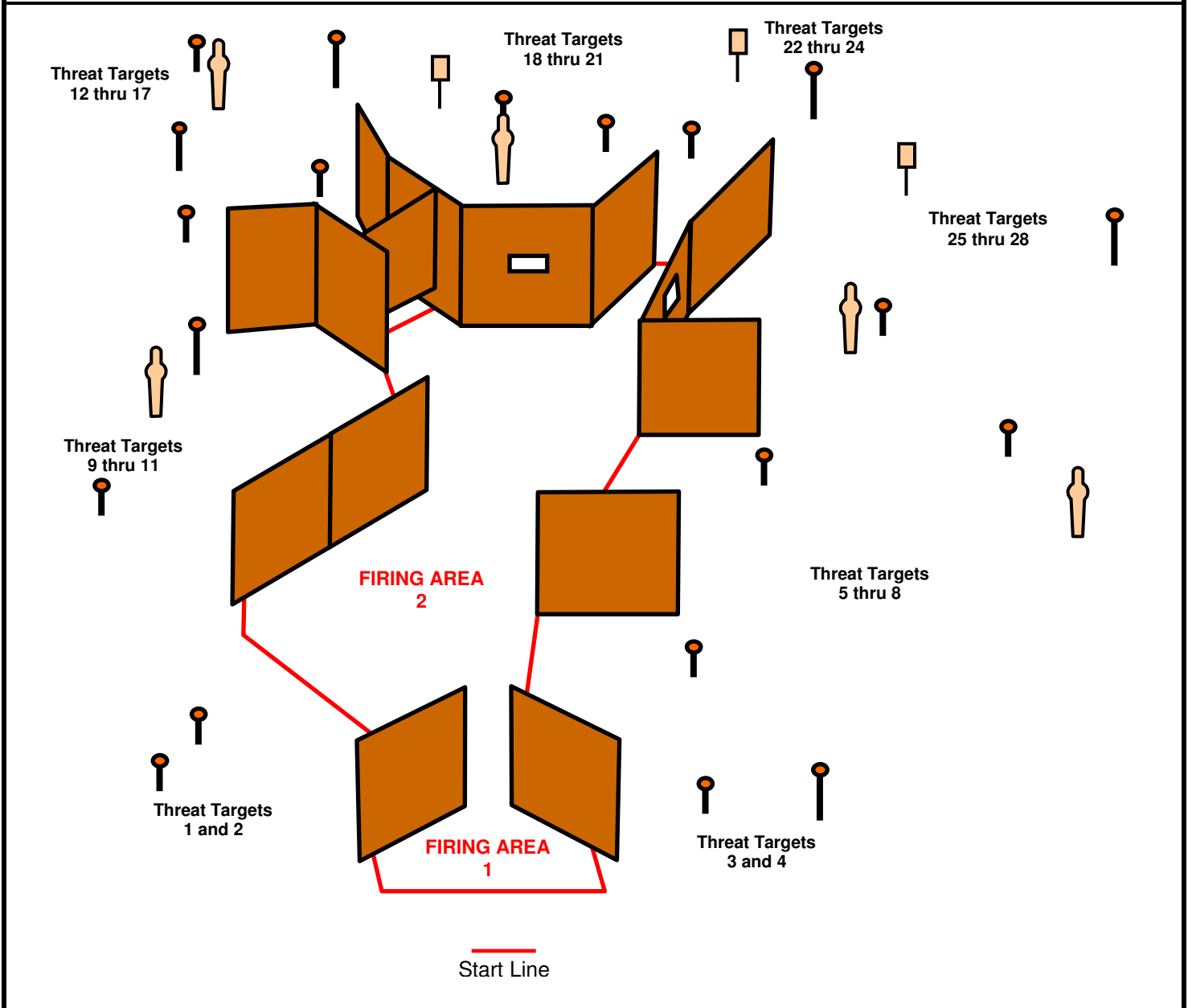


NRA TACTICAL POLICE COMPETITION

Course: 1	Course Name: Shotgun Run	S - 3015
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time	
Targets: 20 Clays / 8 Steel	Scoring: TPC Steel Must Fall / Clays Must Break	
Firearms / Rounds Required: Duty Shotgun = 28 Birdshot Rounds		
Start Position: Shotgun loaded to Cruiser Safe with 4 rounds (Safety ON, Bolt Locked on Empty Chamber, and Magazine Tube Loaded with 4 Rounds). Facing up-range with toes on Start Line.		
Course Description: On the Start Signal engage Threat Targets 1 thru 4 from within Firing Area 1. Move to Firing Area 2 and engage Threat Targets 5 thru 28.		
NOTE: Duty Shotgun cannot be loaded with additional rounds until one Shotgun Target has been engaged and hit. = 2 Procedurals for Violation.		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 1

Course Name: Shotgun Run

S – 3015

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 = 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- Steel Head Plate Targets / Pistol-Shotgun Grade = 3
- Pepper Popper Steel Targets / Pistol-Shotgun Grade = 5
- Clay Bird Stands = 20 plus 2 Spare
- Fence Sections for Horizontal Visual Barriers – 6.5' x 8' = 15
- Conduit Wall Supports = 14 minimum
- Paint For Steel
- Clay Birds: For 100 Shooters = 2,000 Clays = 23 Cases (90 Count Box)
For 130 Shooters = 2,600 Clays = 29 Cases (90 Count Box)
For 150 Shooters = 3,000 Clays = 34 Cases (90 Count Box)
- Other:



NRA Law Enforcement Division

TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 28 Birdshot Rounds

Fired Time →

First Shot Time
↓

N/A First Shot Maximum = **N/A**

First Shot Penalty

N/A → → =

Target Not Engaged

→ Times 20 =

No Shoot Target Hits

→ Times 10 =

Procedural Penalties

→ Times 10 =

Statistical Office Use

Loss of Accuracy Penalty

Final Tactical Score

Fired Time Plus All Penalties

Shooter Initial:

RO Initial:

Time of Day:

	- 0	- 2	- 4	Miss	Hits Required
Clays Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	20
Steel Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	28

<i>Statistical Office Use</i>				
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"/>

S - 3015	Course Name: Shotgun Run	Course Number: 1
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: