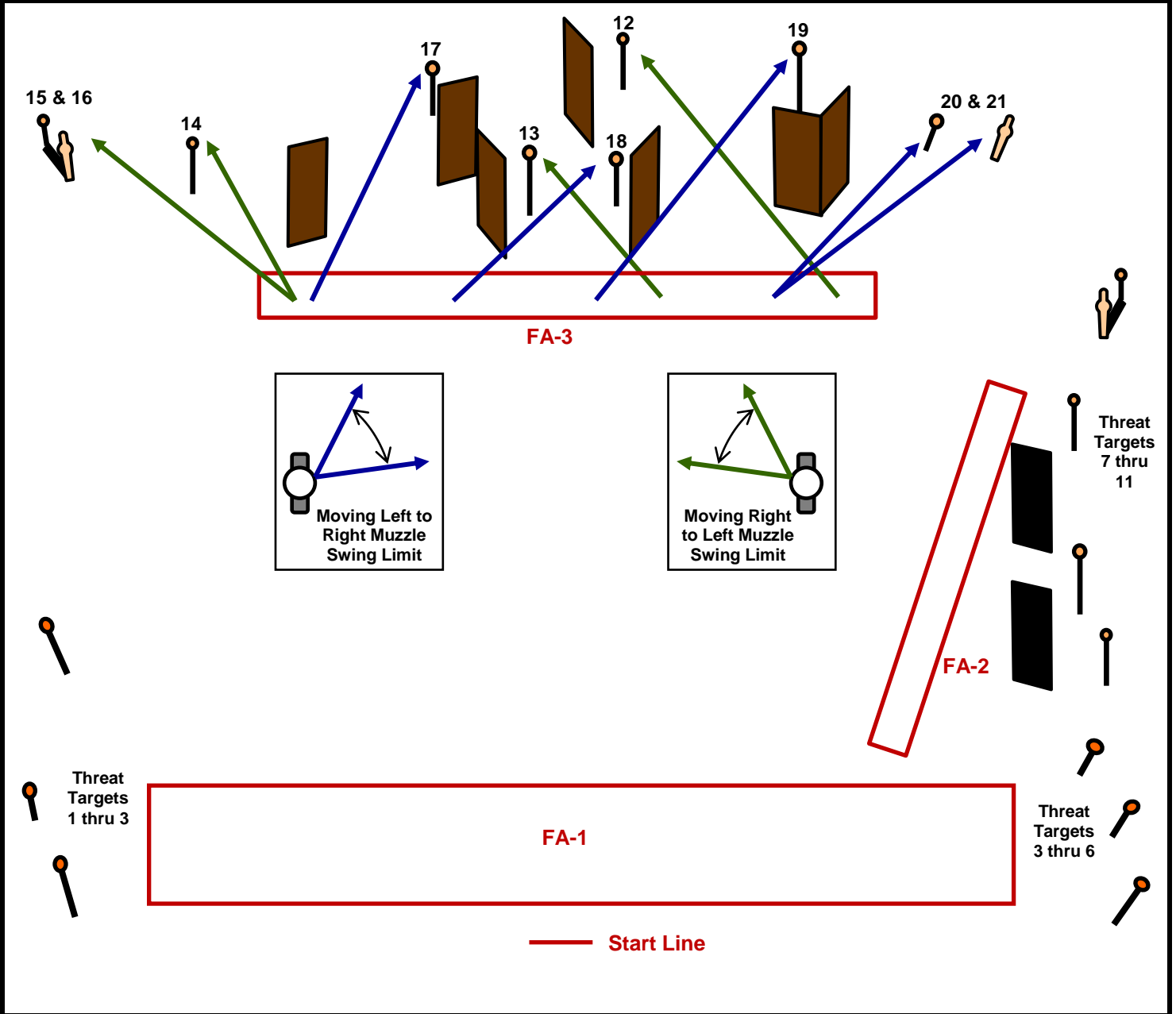


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 4	<b>Course Name:</b> Shotgun Down & Back	<b>S-3023</b>
<b>Course Type:</b> Skill Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time	
<b>Targets:</b> 18 Clays / 3 Steel	<b>Scoring:</b> Steel Must Fall / Clays Must Break	
<b>Firearms / Rounds Required:</b> Duty Shotgun = 21 Birdshot Rounds		
<b>Start Position:</b> Loaded Duty Shotgun with Safety ON at Shoulder Ready. Heels on Start Line.		
<p><b>Course Description:</b> On the Start Signal enter Firing Area 1 and engage Threat Targets 1 through 6. From this point forward all Threat Targets <b>MUST</b> be engaged <b>AS SEEN</b>. Move to Firing Area 2 and engage Threat Targets 7 through 11. After entering Firing Area 3 engage Threat Targets 12 through 20 by walking straight forward across the range and then back in the opposite direction to engage any Threat Targets that could not be engaged the first time. This will mean you will engage 3 Clays and 1 Steel going down and 3 Clays and 1 Steel coming back. Targets <b>MUST</b> be engaged while your body is facing straight forward across the range and based on your direction of travel only targets to your front right or front left can be engaged - See diagram.</p> <p><b>NOTE:</b> You may move with an unloaded Shotgun / As always, any dropped live rounds must be recovered / Targets engaged in the wrong direction will be scored as Misses.</p>		



# NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

**Course:** ABQ 4

**Course Name:** Shotgun Down & Back

**S-3023**

## 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 Target Pastes
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 1
- ❑ Material To Create Firing Area Boundaries – See Below
- ❑ NRA Cover Targets as Visual Barriers in FA-2 = 2
- ❑ Target Stands for Above = 2
- ❑ Spikes for Cover Target Stands, Steel, Visual Barriers & Firing Area Lines = 69
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines & Cover Target Sticks = 24
- ❑ 2" x 2" x 8' Lumber for Visual Barriers at FA-3 = 30
- ❑ Coroplast, Landscape Fabric or Other Material to Cover Above
- ❑ Red Rope to make Firing Area 1
- ❑ Steel Popper - Handgun Grade = 3
- ❑ Clay Bird Stands = 20 (18 for course plus 2 spare)
- ❑ Clay Bird Targets = 18 per Shooter
  - For 110 Shooters = 1,980 = 22 Cases (90 Count Box)
  - For 180 Shooters = 3,240 = 36 Cases (90 Count Box)
- ❑ TPC Tan Paint for Steel



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 21 Birdshot Rounds

**Fired Time** →

First Shot Time  
↓

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

First Shot Penalty

**N/A** → → = **N/A**

Target Not Engaged

→ Times 20

No Shoot Target Hits

→ Times 10 =

Procedural Penalties

→ Times 10 =

Loss of Accuracy Penalty

**Final Tactical Score**

Fired Time Plus All Penalties

	- 0	- 2	- 4	Miss	Hits Required
Steel 1 thru 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
Clay Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	18
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>21</b>

**Statistical Office Use**

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

**RO Name:**  **PRINT**

**Shooter Initial:**

**Time of Day:**

<b>S-3023</b>	Course Name:	<b>Shotgun Down &amp; Back</b>	Course Number:	<b>4</b>
Competitor Name:		<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number:	