

NRA TACTICAL POLICE COMPETITION

Course: SIG 3 | **Course Name:** T & E Box-to-Box | **S-3024**

Course Type: Skill Based | **Start/Stop:** Shot Timer / Last Shot - 180 Max Time

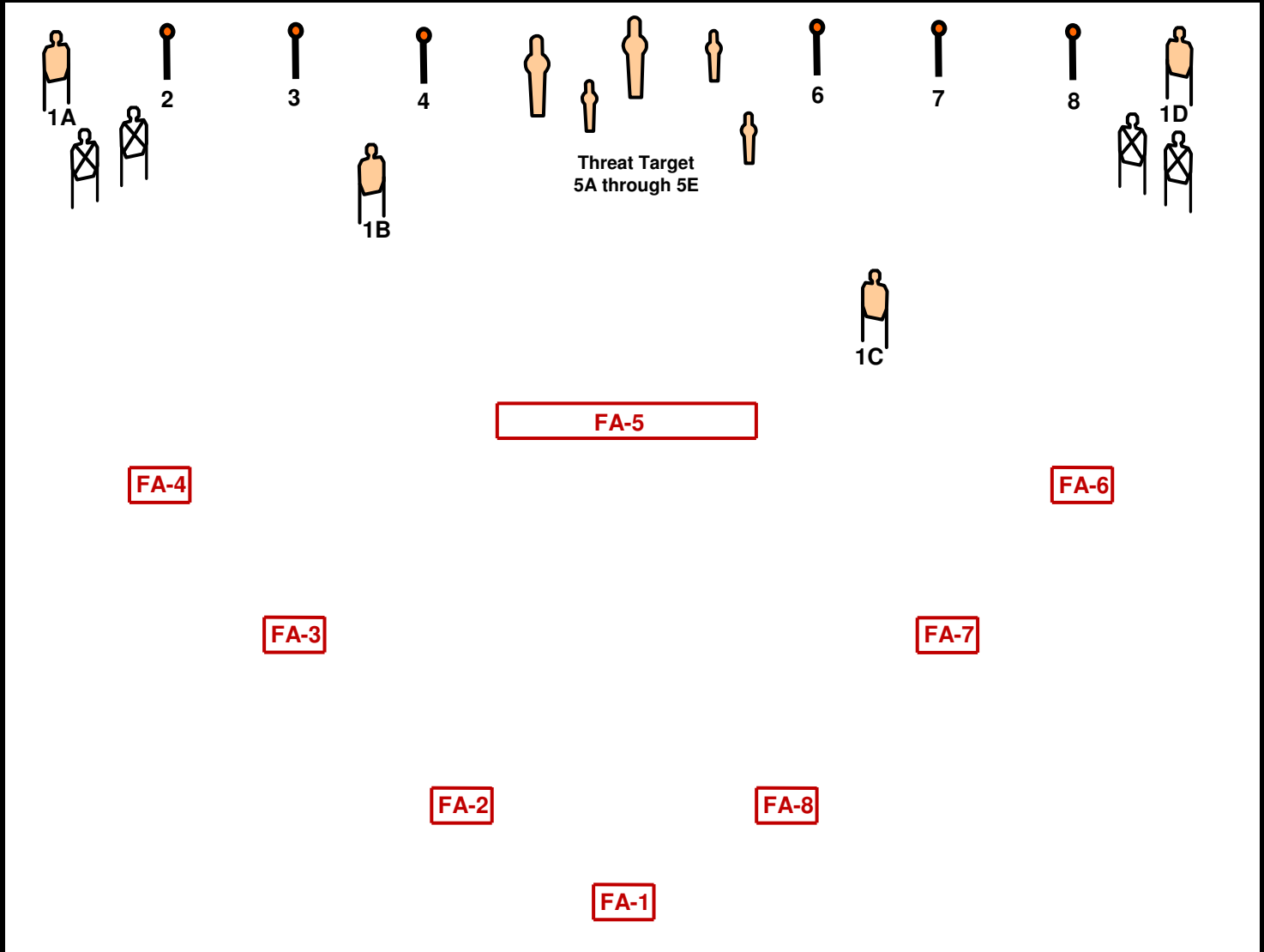
Targets: 4 TPC Paper / 6 Clays / 5 Steel | **Scoring:** Best 2 Hits on Paper / Steel Must Fall / Clays Must Break

Firearms / Rounds Required: Duty Shotgun = 11 Birdshot and 4 Slugs

Start Position: Range Officer will randomly load 4 Slug Rounds and 1 Dummy Round in the magazine tube in the Duty Shotgun with the bolt closed on an empty chamber and Safety ON. Shooter will be standing facing UP RANGE inside Firing Area 1 with Duty Shotgun at Safety Circle Position.

Course Description: On the Start Signal, engage Threat Targets 1A, 1B, 1C and 1D with one Slug Round each from Firing Area 1 clearing any malfunctions that may occur. Then move to Firing Areas 2, 3 and 4 and engage Threat Target 2, 3 and 4 from the corresponding Firing Area. Enter Firing Area 5 and engage Threat Targets 5A through 5E **WHILE MOVING**. ONE Procedural Penalty will be assessed for each Threat Target engaged when stationary. Speed **MUST** be close to a normal walk pace. Then move to Firing Areas 6, 7 and 8 and engage Threat Targets 6, 7 and 8 from the corresponding Firing Area.

- NOTE:**
- ◆ Following TPC Standards, you cannot leave a Firing Area with an empty Shotgun.
 - ◆ As always, any live rounds dropped must be recovered.
 - ◆ Changing of Round Type cannot be done by firing rounds. Violation = DQ from the Course.
 - ◆ Targets engaged from wrong Firing Area are scored as Misses.
 - ◆ Engaging Target with incorrect round type is a Procedural plus a Miss unless made up with correct ammo.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

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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 Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 1
- ❑ Material To Create Firing Area Boundaries – See Below
- ❑ NRA TP-1 Targets = 8 (4 will be used for Non Threat)
- ❑ Target Stands = 8
- ❑ Target Stand Spikes
- ❑ Target Sticks of Various Lengths
- ❑ Steel Poppers – Various Sizes – Handgun/Shotgun Grade = 5
- ❑ Clay Bird Stands = 8 (6 for COF and 2 Spare)
- ❑ Clay Bird Targets = 6 per Shooter
For 100 Shooters = 600 = 7 Cases (90 Count Box)
- ❑ TPC Tan Paint for Steel
- ❑ Tan Masking Tape for Slug Pastors
- ❑ 12 Gauge Dummy Rounds
- ❑ Spikes for Target Stands and Firing Areas = 78
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines & Target Sticks = 28



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 4 Slug Rounds and 11 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
Target 1A	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 1B	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 1C	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 1D	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Clays Targets	<input type="text"/>	<input checked="" type="text"/>	<input checked="" type="text"/>	<input type="text"/>	6
Steel Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
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	<input type="text"/>	<input type="text"/>	<input type="text"/>

RO Name: **PRINT**

Shooter Initial:

Time of Day:

S-3024	Course Name:	T & E Box-to-Box	Course Number:	3
Competitor Name:		<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number:	