Course: Medford 1  Course Name: Shotgun Handgun Skill Checker  HS-4022

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

Targets: 8 Steel / 16 Clays  Scoring: TPC - Steel Must Fall / Clays Must Break

Firearms / Rounds Required: Duty Shotgun = Maximum of 19 Birdshot Rounds / Handgun = 5 Rounds

Start Position: Standing with Heels on Start Line with Duty Shotgun at Shoulder Ready Position loaded to Cruiser Safe with 4 rounds (Safety ON, Bolt Locked on Empty Chamber, and Magazine Tube Loaded).

Course Description: This Skill Based Course will allow you to evaluate your handgun and shotgun skills for accuracy, speed, firing from unusual positions, firing through ports, around visual barriers, shooting on the move, reloading and shotgun to handgun transition.

On the Start Signal, move into Firing Area 1 and engage Threat Targets 1 through 13. Enter Firing Area 2 and engage Threat Targets 14 through 19 while moving forward with all targets engaged prior to stopping at the end of FA-2. Exit at the end of Firing Area 2 and move to Firing Area 3. Transition to your Duty Handgun using Muzzle Up or Down transition and engage Threat Steel Targets 20 through 24 ONE HANDED. No support may be used of any kind.

NOTE:
♦ Shotgun cannot be loaded with additional rounds until one target has been engaged and hit.
♦ You MUST shoot on the move in Firing Area 2. ONE Procedural Penalty will be assessed for each Threat Target engaged when stationary. Movement speed MUST be close to a normal walk pace.
♦ Shotgun targets cannot be engaged with handgun or handgun targets with shotgun.
♦ Firing More than 19 Shotgun Rounds = 2 Procedural Penalties Per Round Plus Target is a Miss

Start Line
## 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 = 2**
- **Material To Create Firing Area Boundaries**
- **TPC Cover Targets = 2**
- **Target Stands = 2**
- **Target Stand Spikes = Minimum of 4**
- **Target Stand Sticks = 4 Tall**
- **Full Size Fence Sections = 8** Some will be cut in half to create 4 foot sections
- **Steel Popper - Shotgun Grade = 3**
- **Steel Mini-Popper with Stand = 3** (2 for COF and 1 Spare)
- **Steel Head Plate with Stand - Handgun Grade = 4** (3 for COF and 1 Spare)
- **Clay Bird Stands = 18** (16 for COF and 2 Spare)
- **Clay Bird Targets = 16 per Shooter**
  - For 110 Shooters = 1,760 = 20 Cases (90 Count Box)
  - For 130 Shooters = 2,080 = 24 Cases (90 Count Box)
- **TPC Tan Paint for Steel**
- **2” x 2” x 8’ Lumber For Wall Supports = 18**
- **1” x 2” x 8’ Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 29**
- **Other:**
**Tactical Police Competition Score Sheet**

Duty Shotgun = Maximum of 18 Birdshot Rounds / Duty Handgun = 5 Rounds

<table>
<thead>
<tr>
<th>SG Steel Clays</th>
<th>0</th>
<th>-2</th>
<th>-4</th>
<th>Miss</th>
<th>Hits Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>HG Steel</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| Total Zone Hits | 24 |

**Statistical Office Use**

- Accuracy Loss Factor
  - Above Times 2
  - Above Times 4
  - Above Times 10
  - Total

**Penalty Will be Added by the Statistical Office**

- Max Time Exceeded = Plus 1000
- Did Not Finish Course = Plus 1500
- Disqualified = Plus 2000

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**Course Name:** Shotgun Handgun Skill Checker

**Course Number:** 1

<table>
<thead>
<tr>
<th>Competitor Name:</th>
<th>Shooter Initial:</th>
<th>Time of Day:</th>
<th>RO Name:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Patrol</td>
<td>Tactical</td>
<td>Team Number:</td>
<td>PRINT</td>
</tr>
</tbody>
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