

NRA TACTICAL POLICE COMPETITION

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).		
<p>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.</p> <p>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.</p> <p>NOTE:</p> <ul style="list-style-type: none"> ◆ 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 		
<p>The diagram illustrates the course layout. A red line at the bottom indicates the 'Start Line'. A green building with several windows and a doorway is positioned in the lower-left. A red line outlines 'FA-1' (Firing Area 1) in front of the building. 'Threat Targets 1 thru 3' are located to the left of the building, and 'Threat Targets 4 thru 7' are on the building's roof. 'Threat Targets 8 & 9' are on the roof behind the building. 'FA-2' is a red trapezoidal area extending from the building towards the right. 'Threat Targets 10 thru 13' are on the ground to the right of the building. 'Threat Targets 14 thru 19' are on the roof of a taller building in the background. 'FA-3' is a red rectangular area to the right of the background building. 'Threat Targets 20 thru 24' are on the ground to the right of FA-3. Various icons represent different target types: a person for handgun targets, a stick figure for shotgun targets, and a square for steel targets.</p>		

NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: Medford 1

Course Name: Shotgun Handgun Skill Checker

HS-4022

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 = 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

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

Penalty Will be Added by the Statistical Office

Fired Time →

First Shot Time
↓

N/A First Shot Maximum = N/A

First Shot Penalty		Statistical Office Use	
N/A	→	→	= <input type="text"/>
Target Not Engaged	→	Times 20	<input type="text"/>
No Shoot Target Hits	→	Times 10	= <input type="text"/>
Procedural Penalties	→	Times 10	= <input type="text"/>
Loss of Accuracy Penalty		<input type="text"/>	
Final Tactical Score		<input type="text"/>	
Fired Time Plus All Penalties			

	- 0	- 2	- 4	Miss	Hits Required
SG Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
Clays	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	16
HG Steel	<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"/>	24

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"/>

RO Name: PRINT

Shooter Initial:

Time of Day:

HS-4022	Course Name: Shotgun Handgun Skill Checker	Course Number: 1
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: