**NRA Tactical Police Competition**

**Course**: Fairfax 4  
**Course Name**: Just Don’t Miss & You’ll Have Plenty of Ammo  
**HS-4023**

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

**Targets**: 11 Steel / 9 Paper / 15 Clays  
**Scoring**: Best 2 Hits on Paper / Steel Must Fall / Clays Must Break

**Firearms / Rounds Required**: Duty Shotgun = 21 Birdshot / Duty Handgun = 23 Rounds

**Start Position**: Holstered loaded Duty Handgun. Shooter’s Duty Shotgun loaded to Cruiser Safe with Safety ON staged on table in FA-2, mark on table showing through trigger guard. Shooter standing with FN provided SLP Semi-Automatic Shotgun at Shoulder Ready with Safety ON, loaded with 8 Birdshot Rounds, and muzzle resting on mark on top of reference post.

**Course Description**: From Firing Area 1 engage Threat Targets 1 through 6. The First Shot Time Requirement is 1.25 Seconds. Move to Firing Area 2 and engage Threat Targets 7 through 21. When FN SLP Shotgun is empty place it Muzzle Down in first barrel in FA-2, retrieve your shotgun from table and complete Firing Area 2 engagements. Place your Duty Shotgun Muzzle Down in second barrel and move to Firing Area 3. Pick up Target ID Card from table, then draw and engage the steel spinner target plates. The first and last plates you drop must match the colors on the Target ID Card. Move to Firing Area 4 and engage Threat Targets 27 through 35.

**NOTE**: ♦ First Shot Time Requirement Penalty is the Actual First Shot Time.  
♦ FN SLP can only be used to fire the 8 rounds in it at the Start Signal  
♦ Shotgun cannot be loaded with additional rounds until one target has been engaged and hit.  
♦ Firing incorrect first or last steel spinner targets = 1 Procedural each. If the last target falls accidently there will be no Procedural.
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 Pasters
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- TPC Targets = 11 Two for Non-Threat Targets
- TPC Cover Targets = 1
- Target Stands = 12
- Target Stand Sticks = 24 Minimum - Various Heights
- Steel Spinner Target (Texas Star or MGM Whirly-Gig) = 1
- Steel Pepper Popper Targets = 5
- Steel Head Plate Target = 1
- Clay Bird Stands = 17 (2 for spare)
- TPC Tan Paint for Steel
- Spray Paint for Steel Spinner = Black, Red, White, Yellow and Blue
- Target ID Cards = 2 sets
- FNH SLP Shotgun - Police Model with 8 Round Magazine
- Table to Stage Shotgun
- Table to Stage Target ID Cards = 1
- Full Size Fence Sections = 15
- 1” x 2” x 8’ Lumber for Firing Area Lines, Start Line, Target Stand Sticks = 33
- 2” x 2” x 8’ Lumber = 48 Total
- Wall Braces and Cross Braces
- Spikes for Target Stands, Steel, Wall Braces & Firing Areas = 150 Minimum
- Clay Birds: For 150 Shooters = 2,250 Clays / 90 Count Box = 25 Cases
- Other:
### Tactical Police Competition Score Sheet

**Duty Shotgun = 21 / Duty Handgun = 23 Rounds**

<table>
<thead>
<tr>
<th>Shotgun Steel Clays</th>
<th>0</th>
<th>+2</th>
<th>+4</th>
<th>Miss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Handgun Steel</td>
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<tr>
<td>Target 27</td>
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<td>Target 28</td>
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<td>Target 29</td>
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<td>Target 30</td>
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<td>Target 31</td>
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<td>Target 32</td>
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<td>Target 33</td>
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<tr>
<td>Target 34</td>
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<tr>
<td>Target 35</td>
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</tr>
</tbody>
</table>

**Total Zone Hits**

**44**

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### Statistical Office Use

- **Fired Time**
  - First Shot Time
  - First Shot Maximum = 1.25 Seconds

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

- **Loss of Accuracy Penalty**

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**Final Tactical Score**

Fired Time Plus All Penalties

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**Course**: Just Don’t Miss & You’ll Have Plenty of Ammo

**Course Number**: 4

**Competitor Name**: Patrol

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**HS- 4023**

**Course Name**: Just Don’t Miss & You’ll Have Plenty of Ammo

**Course Number**: 4

**Team Number**: 4

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**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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**Statistical Office Use**

- Target Not Engaged Times
- No Shoot Target Hits Times
- Procedural Penalties Times
- Accuracy Penalty

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**RO Name**: PRINT

**Shooter Initial**: PRINT

**Time of Day**: PRINT
Flash Card for Steel Spinner Section