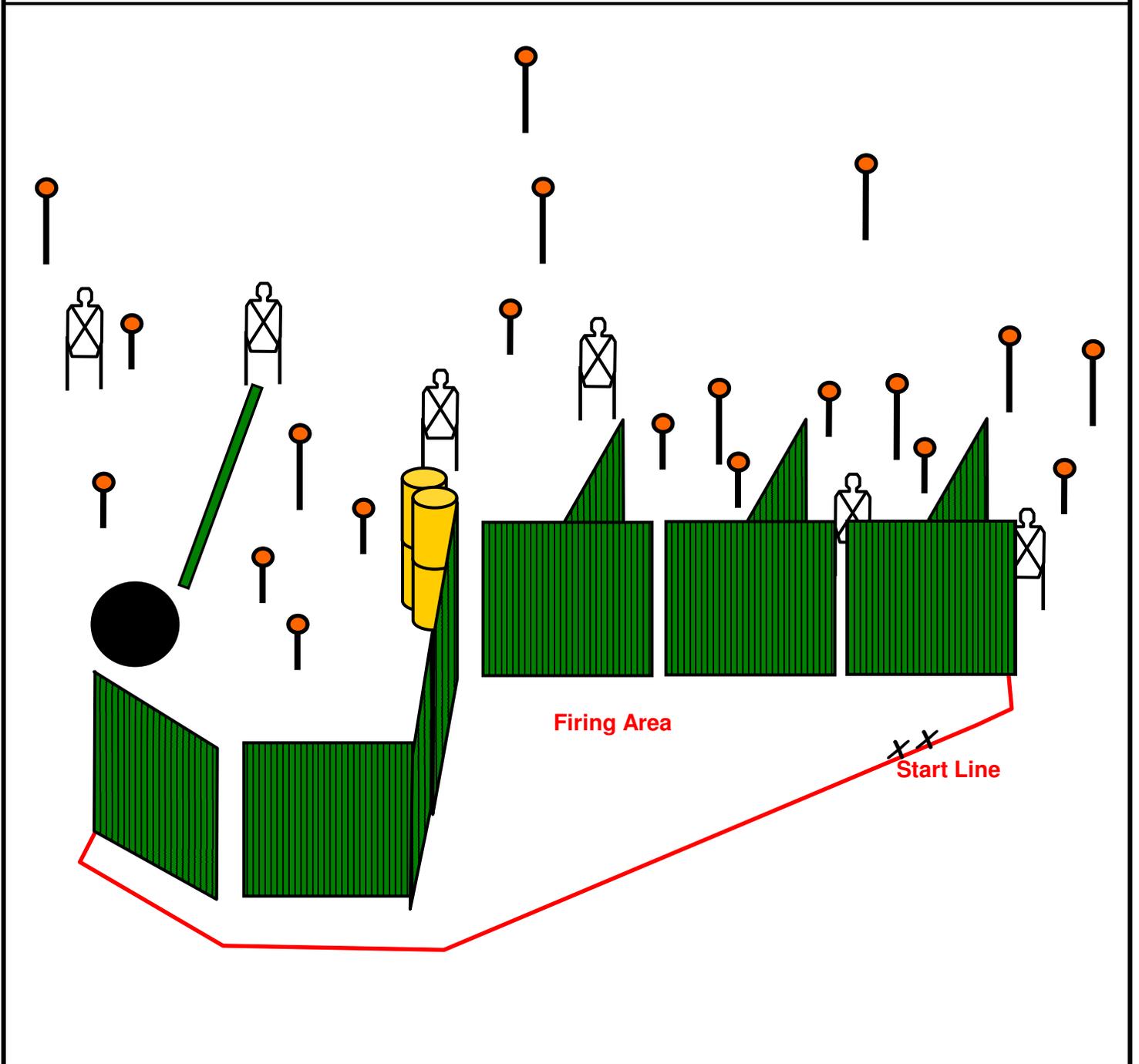


NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

Course: 3	Course Name: Close Quarters Shotgun
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot / Max 180 Seconds
Targets: 20 Clay Targets	Scoring: TPC - Clays Must Break
Firearms / Rounds Required: Duty Shotgun = 20 Birdshot Rounds	
Start Position: Standing with toes touching marks facing up range, Shotgun at Shoulder Ready Safety Circle Position (muzzle down, barrel approximately parallel with body). Duty Shotgun loaded with 4 live rounds and one dummy round. Range Officer will load the shooters shotgun while shooter is facing away.	
Course Description: On the Start Signal, pivot and engage Threat Targets 1 thru 20 as seen from within the Firing Area. Since this is a Skill Based Course reloading does not have to be done using Cover. When a shotgun malfunction occurs, take Immediate Action and continue the course. A Non-Threat Target is considered "hit" if one or more pellets strike the target.	



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 3

Course Name: Close Quarters Shotgun

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 & Black Target Pastes
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table (if available) = 1
- ❑ Material To Create Firing Area Boundaries
- ❑ Material To Mark Start Line
- ❑ TPC Targets = 6 for Non –Threat
- ❑ Target Stands = 6
- ❑ Target Stand Stakes
- ❑ Target Stand Sticks = 12 tall
- ❑ Clay Target Stands = 20 / Various Heights
- ❑ Wall Fence Sections = 11
- ❑ Barrels = 4
- ❑ Clay Birds = For 120 Shooters = 2,400 - 29 cases of 90 count
For 100 Shooters = 2000 - 23 Cases
- ❑ Other:



NRA Law Enforcement Division

NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Shotgun = 20 Birdshot Rounds

Fired Time →

Target Not Engaged

Statistical Office Use

Times 20 =

No Shoot Target Hits

Times 10 =

Procedural Penalties

Times 10 =

Accuracy Loss Penalty

Final Tactical Score

Fired Time Plus All Penalties

Clays 1 thru 20	- 0	- 2	- 4	Miss	Hits Required
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	20
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	20

Statistical Office Use

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

+

+

+

=

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	NRA Course S 3009 - Close Quarters Shotgun	Course Number:	3
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

