Course: Fairfax 8  
Course Name: Gang Shoot in the Park  
HRS- 6010

Course Type: Scenario Based  
Start/Stop: Shot Timer / Last Shot – 180 Max Time

Targets: Steel / Clays / Paper  
Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall / Clays Must Break

Firearms / Rounds Required: Patrol Rifle 4 Rounds / Duty Shotgun 4 Birdshot Rounds / Duty Handgun = 17

Start Position: Duty Handgun loaded and holstered.  Patrol Rifle Loaded to Cruiser Safe with 4 Rounds in Cruiser. Duty Shotgun loaded to Cruiser Safe with 4 Rounds in trunk.  Seated in cruiser, seatbelt on, hands on steering wheel at 10 and 2 o’clock positions. NO additional rifle or shotgun ammunition is allowed.

Course Description: This Course will allow your to practice with all three law enforcement firearms, and incorporates position to position movement, unusual shooting positions, Shotgun-to-Handgun transition, and a cruiser bail out.  You just arrived as the second officer on the scene at a small recreation park in a Section 8 housing project for a fight call involving two groups of individuals.  You do not see the other officer near his cruiser and conclude he is already checking the park. Just after pulling up you come under fire from four individuals.  On signal, retrieve your Patrol Rifle, bail out and move to the brick wall Cover at FA-1.  Engage Threat Steel 1 thru 4 from within FA-1, firing a maximum of 1 round per target.  When your Patrol Rifle goes empty it simulates that an internal part has broken and your rifle is useless. Return to your cruiser, secure rifle in trunk and retrieve your Duty Shotgun.  Move to Cover at FA-2 to search for the other officer and engage Threat Clays 5 thru 9.  When your Duty Shotgun goes empty immediately transition to your handgun and engage any remaining Threat Clays.  Then move thru FA-3 and engage all Threat Targets with your Duty Handgun.  Shotgun cannot be abandoned, must be carried Muzzle Up, Muzzle Down or Slung.

NOTE: No Fail To Engage Penalties will be assessed on Threat Steel Targets 1 thru 4 for running out of ammunition but Miss Penalties will apply.
## 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 Pasters
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- TPC Targets = 8
- Target Stands = 8
- Target Stand Spikes
- Target Stand Sticks = 16 Minimum / Various Lengths
- Flash Target / Rifle Grade = 4
- Material to Mark Firing Areas / Wood, Survey Flags, and Rope
- Horizontal Low Wall Sections For FA-1 = 1
- Horizontal Wall Sections For FA-2 = 3
- Horizontal Wall Sections with Ports for FA-3 = 2
- Horizontal Wall Sections for FA-3 = 3
- Real or simulated trees for Visual Barriers = 6 to 10
- T-Post to Secure Trees = 6 to 10
- Cable Ties to Attach Trees to T-Post
- Range Cruiser or simulated vehicle
- Tan & Black Paint for Steel
- Clay Birds: For 100 Shooters = 500 Clays / 90 Count Box = 6 Cases
  For 120 Shooters = 600 Clays / 90 Count Box = 7 Cases
  For 140 Shooters = 700 Clays / 90 Count Box = 8 Cases
- Other:
NOTE: No Fail To Engage Penalties will be assessed on Threat Steel Targets 1 thru 4 for running out of ammunition but Miss Penalties will apply. If Shooter fires rifle rounds without intent to hit the steel in a calculated effort to “game” the time versus miss penalties, the shooter will be stopped, warned, and allowed one re-fire. Fail to comply a second time will result in the shooter being disqualified from the Course.

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<thead>
<tr>
<th></th>
<th>0</th>
<th>2</th>
<th>4</th>
<th>Miss</th>
<th>Hits Required</th>
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<tbody>
<tr>
<td>Steel 1</td>
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<td>1</td>
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<td>Steel 2</td>
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<td>Steel 3</td>
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<td>Steel 4</td>
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<td>5 Clays</td>
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<td>Target 10</td>
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<td>Target 11</td>
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<td>Target 12</td>
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<td>Target 13</td>
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<td>Target 15</td>
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<td>Target 16</td>
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<td>Target 17</td>
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<td><strong>Total</strong></td>
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</tbody>
</table>

**Accuracy Loss Factor**

- **Steel 1**
- **Steel 2**
- **Steel 3**
- **Steel 4**
- **5 Clays**
- **Target 10**
- **Target 11**
- **Target 12**
- **Target 13**
- **Target 14**
- **Target 15**
- **Target 16**
- **Target 17**

**Fired Time**

- **First Shot Time**
- **First Shot Maximum**

**Statistical Office Use**

- **Target Not Engaged**
- **No Shoot Target Hits**
- **Procedural Penalties**

**Loss of Accuracy Penalty**

**Final Tactical Score**

- **Fired Time Plus All Penalties**

**Shooter Initial:**

**RO Initial:**

**Time of Day:**

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**Gang Shoot in the Park**

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**HRS- 6010**

**Course Name:**

**Competitor Name:**

- Patrol
- Tactical

**Team Number:**

**Course Number:** 8