<table>
<thead>
<tr>
<th>Course</th>
<th>Course Name</th>
<th>Start/Stop</th>
<th>Start Position</th>
<th>Course Description</th>
<th>Firearms / Rounds Required</th>
<th>Scoring</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shotgun Run</td>
<td>Shot Timer / Last Shot - 180 Max Time</td>
<td>Shotgun loaded to Cruiser Safe with 4 rounds (Safety ON, Bolt Locked on Empty Chamber, and Magazine Tube Loaded with 4 Rounds). Facing up-range with toes on Start Line.</td>
<td>On the Start Signal engage Threat Targets 1 thru 4 from within Firing Area 1. Move to Firing Area 2 and engage Threat Targets 5 thru 28.</td>
<td>Duty Shotgun = 28 Birdshot Rounds</td>
<td>TPC Steel Must Fall / Clays Must Break</td>
</tr>
</tbody>
</table>

**Targets:** 20 Clays / 8 Steel

**Start Position:** Shotgun loaded to Cruiser Safe with 4 rounds (Safety ON, Bolt Locked on Empty Chamber, and Magazine Tube Loaded with 4 Rounds). Facing up-range with toes on Start Line.

**Course Description:** On the Start Signal engage Threat Targets 1 thru 4 from within Firing Area 1. Move to Firing Area 2 and engage Threat Targets 5 thru 28.

**NOTE:** Duty Shotgun cannot be loaded with additional rounds until one Shotgun Target has been engaged and hit. = 2 Procedurals for Violation.
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 = 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- Steel Head Plate Targets / Pistol-Shotgun Grade = 3
- Pepper Popper Steel Targets / Pistol-Shotgun Grade = 5
- Clay Bird Stands = 20 plus 2 Spare
- Fence Sections for Horizontal Visual Barriers – 6.5’ x 8’ = 15
- Conduit Wall Supports = 14 minimum
- Paint For Steel
- Clay Birds: For 100 Shooters = 2,000 Clays = 23 Cases (90 Count Box)
  For 130 Shooters = 2,600 Clays = 29 Cases (90 Count Box)
  For 150 Shooters = 3,000 Clays = 34 Cases (90 Count Box)
- Other:
TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 28 Birdshot Rounds

Fired Time → 
First Shot
Time
↓
N/A
First Shot
Maximum
= N/A

First Shot Penalty
N/A
Target Not
Engaged
→
Times 20
No Shoot
Target Hits
→
Times 10 =
Procedural
Penalties
→
Times 10 =

Loss of
Accuracy Penalty

Final
Tactical Score

Fired Time Plus All Penalties

Shooter Initial: 
RO Initial: 
Time of Day: 

Clays Targets
- 0
- 2
- 4
Miss

20

Steel Targets

8

Total
Zone Hits

28

Accuracy Loss Factor

Above Times
2
Above Times
4
Above Times
10

Total

S - 3015
Course
Name:

Shotgun Run

Course
Number:

Competitor
Name:

Patrol
Tactical

Team
Number: