**Course Name:** Shotgun Down & Back  
**Course Type:** Skill Based  
**Start/Stop:** Shot Timer / Last Shot - 180 Max Time  
**Target:** 18 Clays / 3 Steel  
**Scoring:** Steel Must Fall / Clays Must Break  
**Firearms / Rounds Required:** Duty Shotgun = 21 Birdshot Rounds  
**Start Position:** Loaded Duty Shotgun with Safety ON at Shoulder Ready. Heels on Start Line.

**Course Description:** On the Start Signal enter Firing Area 1 and engage Threat Targets 1 through 6. From this point forward all Threat Targets MUST be engaged AS SEEN. Move to Firing Area 2 and engage Threat Targets 7 through 11. After entering Firing Area 3 engage Threat Targets 12 through 20 by walking straight forward across the range and then back in the opposite direction to engage any Threat Targets that could not be engaged the first time. This will mean you will engage 3 Clays and 1 Steel going down and 3 Clays and 1 Steel coming back. Targets MUST be engaged while your body is facing straight forward across the range and based on your direction of travel only targets to your front right or front left can be engaged - See diagram.

**NOTE:** You may move with an unloaded Shotgun / As always, any dropped live rounds must be recovered / Targets engaged in the wrong direction will be scored as Misses.
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 = 1
- Material To Create Firing Area Boundaries – See Below
- NRA Cover Targets as Visual Barriers in FA-2 = 2
- Target Stands for Above = 2
- Spikes for Cover Target Stands, Steel, Visual Barriers & Firing Area Lines = 69
- 1" x 2" x 8' Lumber for Firing Area Lines & Cover Target Sticks = 24
- 2" x 2" x 8' Lumber for Visual Barriers at FA-3 = 30
- Coroplast, Landscape Fabric or Other Material to Cover Above
- Red Rope to make Firing Area 1
- Steel Popper - Handgun Grade = 3
- Clay Bird Stands = 20 (18 for course plus 2 spare)
- Clay Bird Targets = 18 per Shooter
  - For 110 Shooters = 1,980 = 22 Cases (90 Count Box)
  - For 180 Shooters = 3,240 = 36 Cases (90 Count Box)
- TPC Tan Paint for Steel
# Tactical Police Competition Score Sheet

Duty Shotgun = 21 Birdshot Rounds

## Steel 1 thru 3 Clay Targets

<table>
<thead>
<tr>
<th></th>
<th>- 0</th>
<th>- 2</th>
<th>- 4</th>
<th>Miss</th>
<th>Hits Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>21</td>
</tr>
</tbody>
</table>

## Steel 1 thru 3 Clay Targets

- 3 hits required

## Statistical Office Use

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

- Procedural Penalties
  - Times 10
  - No Shoot Target Hits
  - Times 10
  - Target Not Engaged
  - Times 20

- Loss of Accuracy Penalty

- Fired Time
  - First Shot Time
  - First Shot Maximum

- Final Tactical Score
  - Fired Time Plus All Penalties

## Score Sheet

- Competitor Name:
- Shooter Initial:
- Time of Day:
- RO Name:

## Course Information

- Course Name: Shotgun Down & Back
- Course Number: 4
- Patrol: ☐
- Tactical: ☐
- Team Number:

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