**Course:** S-3029  |  **Course Name:** Shotgun Search

**Course Type:** Skill Based  |  **Start/Stop:** Shot Timer / Last Shot / Max 180 Seconds

**Targets:** 18 Clay Targets  |  **Scoring:** TPC - Clays Must Break

**Firearms / Rounds Required:** Duty Shotgun = 18 Birdshot Rounds

**Start Position:** Range Officer will load the shooters Duty Shotgun while shooter is facing away with 4 live rounds and one dummy round. Shooter facing up range with Duty Shotgun at Shoulder Ready Safety Circle Position (muzzle down, barrel approximately parallel with body) and toes touching marks. All ammunition used must be carried loose in the provided Grab & Go Bag.

**Course Description:** This course will allow you to evaluate your Duty Shotgun handling and marksmanship skills with multiple targets, physical and visual barriers, movement planning and firing through restricted ports. On the Start Signal, pivot and engage Threat Targets 1 thru 18 from within the Firing Area. When a malfunction occurs, take Immediate Action and continue the course. Handgun transition is not allowed. A Non-Threat Target is considered “hit” if one or more pellets strike the target.
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 (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 Sticks = 12
- Clay Target Stands = 20 / Various Heights / 2 are for spares
- Wall Fence Sections = 11
- Barrels = 4
- 2 x 2 x 8 Lumber for Wall Supports and Cross Braces = 17
- 1 x 2 x 8 Lumber for Target Stand Sticks, Firing Area Lines = 20
- Spikes for Target Stands, Firing area Lines & Wall Supports = 55
- Clay Birds = For 120 Shooters = 2,160 - 24 cases of 90 Count
  16 Cases of 135 Count
- Other:
NRA Law Enforcement Division

Tactical Police Competition Score Sheet

Duty Shotgun = 18 Birdshot Rounds

Max Time Exceeded = Plus 1000
Did Not Finish Course = Plus 1500
Disqualified = Plus 2000

Penalty Will be Added by the Statistical Office

Fired Time

First Shot

First Shot Maximum = N/A

First Shot

Target Not Engaged

No Shoot Target Hits

Procedural Penalties

Loss of Accuracy Penalty

Final Tactical Score

Fired Time Plus All Penalties

Statistical Office Use

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

0

+ 

+ 

+ 

= 

RO Name: Print Your Name Here

Shooter Initial:

Time of Day:

Course Name: Shotgun Search

Course Number: S-3029

Competitor Name: 

Patrol
Tactical

Range: 4