**Course:** SIG 1  |  **Course Name:** Better Off With A Rifle  |  **Course Number:** HSR-6012
---|---|---
**Course Type:** Scenario Based  |  **Start/Stop:** Shot Timer / Last Shot - 180 Max Time
**Targets:** 5 Clays / 16 Paper / 3 Steel  |  **Scoring:** Best 2 Hits on Paper / Steel Must Fall / Clays Must Break
**Firearms / Rounds Required:** Shotgun = 5 Birdshot MAX / Duty Handgun = 12 Rds / Patrol Rifle = 23 Rds
**Start Position:** Holstered loaded handgun. Patrol Rifle loaded to Cruiser Safe (Safety ON, bolt closed on empty chamber, loaded magazine locked in place) locked in cruiser trunk. Standing with toes on Start Line with Duty Shotgun loaded with 5 rounds held in primary hand with arm fully extended down by side.

**Course Description:** About an hour ago units had chased a group of gang members from the scene of a burglary. You decide to check the far side of a park in your assigned area that adjoins one of the streets near the area the gang members were seen on. You think there is a chance they passed through the park and stashed the stolen property there so they would not be caught with it if stopped and will come back for it later. Due to the dense vegetation in the park you decided to take your Duty Shotgun with you. You are on the path leading to the back section when you suddenly come up on three of the gang members who see you at the same time. They immediately begin to pull handguns from their waistbands.

On the Start Signal, engage Threat Targets 1 through 5 with your Duty Shotgun from within Firing Area 1. First Shot Time Requirement is 2 seconds. Transition to your Duty Handgun and make your way back to your cruiser engaging Threat Targets 6 through 11 as you move through Firing Area 1. Move to your cruiser and secure your empty Duty Shotgun Muzzle Down in the barrel and get your Patrol Rifle from the trunk. Move through Firing Area 2 engaging Threat Targets 12 through 14 with your Patrol Rifle to get to cover at Firing Area 3. Continuing with your Patrol Rifle engage Threat Targets 15 through 24 from within Firing Area 3. Only one Steel Threat Target may be engaged from each port.

**NOTES:** 1. For transition from Duty Shotgun to Duty Handgun you may use a sling, Muzzle Up, or Muzzle Down Transition methods. 2. First Shot Time Requirement failure = Penalty is Actual First Shot Time.
Course Name: Better Off With a Rifle

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 = 2
- Material To Create Firing Area Boundaries
- TPC Targets = 16
- TPC Cover Target = 7
- Target Stands = 23
- Target Stand Stakes = 40 Minimum
- Target Stand Sticks = 46 Minimum - Various Heights
- Full Size Fence or Landscape Walls for FA-3
- Large Size Rifle Grade Flash Steel Target = 1
- Medium Size Rifle Grade Flash Target = 2
- Cruiser
- Open Top Barrel
- 2" x 2" x 8' Lumber
  - Wall Framing, Wall Braces and Cross Braces = 55
- 1" x 2" x 8' Lumber for Firing Area Lines, & Target Stand Sticks = 85
- Spikes for Walls, Supports. Firing Area lines, Target Stands, etc. = 120
- Clay Bird Stands = 7 (COF plus 2 extra)
- Clay Birds: 5 Per Shooter
  - For 100 Shooters = 500 Clays / 90 Count Box = 6 Cases
  - For 130 Shooters = 650 Clays / 90 Count Box = 8 Cases
- Other:
# Tactical Police Competition Score Sheet

**Duty Shotgun = 5 Birdshot MAX / Duty Handgun = 12 Rounds / Patrol Rifle = 23 Rounds**

<table>
<thead>
<tr>
<th>Clays</th>
<th>0</th>
<th>+2</th>
<th>+4</th>
<th>Miss</th>
<th>Hits Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target 6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>5</td>
</tr>
<tr>
<td>Target 7</td>
<td></td>
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<tr>
<td>Target 8</td>
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<td>Target 9</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 14</td>
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<tr>
<td>Target 15</td>
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<td>Target 16</td>
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<td>Target 20</td>
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<td>Target 21</td>
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</tr>
<tr>
<td>Steel</td>
<td></td>
<td></td>
<td></td>
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**Total Zone Hits:** 40

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**Accumalated Loss Penalties:**

<table>
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<tr>
<th>Accuracy Loss Factor</th>
<th>Above Times 2</th>
<th>Above Times 4</th>
<th>Above Times 10</th>
<th>Total</th>
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<tbody>
<tr>
<td>0</td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**Tactical Score:**

- **Fired Time:**
  - First Shot Maximum = 2 Seconds
  - First Shot Time
  - Fired Time = .

- **Statistical Office Use**
  - Target Not Engaged Times 20
  - No Shoot Target Hits Times 20
  - Procedural Penalties Times 10
  - Loss of Accuracy Penalty

- **Disqualified:** Plus 2000
- **Did Not Finish Course:** Plus 1500
- **Max Time Exceeded:** Plus 1000

**Final Tactical Score:**

- Fired Time Plus All Penalties

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**Course Information:**

- **Course Name:** Better Off With A Rifle
- **Course Number:** 1
- **Competitor Name:**
- **Team Number:**
- **Patrol**
- **Tactical**

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HSR-6012

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**Max Time Exceeded = Plus 1000**

**Did Not Finish Course = Plus 1500**

**Disqualified = Plus 2000**

*Penalty Will be Added By The Statistical Office*