**Course: 4 | Course Name:** Working the Walls

<table>
<thead>
<tr>
<th><strong>Course Type:</strong> Skill Based</th>
<th><strong>Start/Stop:</strong> Shot Timer / Last Shot – 180 Max Time</th>
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</thead>
<tbody>
<tr>
<td><strong>Targets:</strong> 7 Clay Birds / 2 Steel</td>
<td><strong>Scoring:</strong> TPC – Birds Must Be Broken / Steel Must Fall</td>
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<tr>
<td><strong>Firearms / Rounds Required:</strong> Duty Shotgun = 9 Birdshot Rounds</td>
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**Start Position:** Shotgun loaded with 4 Birdshot rounds. Standing with heels touching marks on Start Line with shotgun at Shoulder Ready position.

**Course Description:** This Course of Fire will allow you to evaluate your Duty Shotgun skills and tactics concerning movement, target engagement planning, Combat and Tactical Loading under time stress, multiple target engagement, shooting around physical barriers, firing from the Primary and Support Side and unusual shooting positions.

On Start Signal, move to the Firing Area and engage Threat Targets 1 through 9 loading from the person as necessary to engage all Threats.

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![Course Diagram](image-url)
# 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**
- **Sledge Hammer**
- **Wall Sections For Visual Barriers**
- **Clay Bird Target Stands – 7**
- **Steel Pepper Poppers - 2**
- **Material To Create Firing Area Boundaries**
- **Material to Create Start Line**
- **Competitor Equipment Staging Table (if available) - 2**
- **Clay Birds = 9 Per Shooter**
  - 200 Shooters = 20 Cases
  - 150 Shooters = 15 Cases
  - 100 Shooters = 10 Cases
- **Other:**
Target 1 - Clay: 1 hit
Target 2 - Steel: 1 hit
Target 3 - Clay: 1 hit
Target 4 - Clay: 1 hit
Target 5 - Clay: 1 hit
Target 6 - Clay: 1 hit
Target 7 - Clay: 1 hit
Target 8 - Steel: 1 hit
Target 9 - Clay: 1 hit

Total Zone Hits: 9 hits

Shooter Initial: RO Initial: Time of Day: 
Course Name: NRA Course S 3000 - Working The Walls

Fired Time ➔

Target Not Engaged ➔ Times 20 =
No Shoot Target Hits ➔ Times 10 =
Procedural Penalties ➔ Times 10 =
Accuracy Loss Penalty ➔

Final Tactical Score ➔ Fired Time Plus All Penalties

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

Accuracy Loss Penalty
0 + 1 + 1 + 0 =

NRA Law Enforcement Division
NRA Tactical Police Competition Scorecard
Duty Shotgun = 9 Birdshot Rounds