**NRA Tactical Police Competition**

<table>
<thead>
<tr>
<th>Course: 5</th>
<th><strong>Course Name:</strong> Rifle – Shotgun - Handgun Transition</th>
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</thead>
<tbody>
<tr>
<td><strong>Course Type:</strong> Skill Based</td>
<td><strong>Start/Stop:</strong> Shot Timer / Last Shot – 180 Max Time</td>
</tr>
<tr>
<td><strong>Targets:</strong> 6 Paper - 5 Steel</td>
<td><strong>Scoring:</strong> TPC - Best 4 Hits on Paper / Steel Must Fall</td>
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</table>
| **Firearms / Rounds Required:** Patrol Rifle = 24 Rounds | **Firearms / Rounds Required:** Duty Shotgun = MAXIMUM of 4 Birdshot Rounds  
Duty Handgun = 1 Round |

**Start Position:** Holstered loaded handgun. Unloaded shotgun on table, Safety ON, action closed, muzzle towards Steel Threat Targets with position reference visible through trigger guard. Four Birdshot rounds on table as directed. Rifle loaded to Cruiser Ready with FULL magazine at Shoulder Ready Position. Standing with heels touching start line.

**Course Description:** On signal, move to Firing Area and engage Threat Targets 1 thru 6 with 2 rounds to the body and 2 rounds to the head with rifle rounds from standing unsupported position. Threat Target 1 and 2 must be engaged from the left side of the barricade and Threat Target 5 and 6 must be engaged from the right side of the barricade. Shooter may start on either side. After engaging Threat Targets on one side of the barricade, prior to engaging targets on the opposite side a Tactical Reload must be completed - failure to perform = 2 Procedural Penalties.

Move to Firing Area 2, ground rifle with safety ON, muzzle down range on Shotgun table. Secure Duty Shotgun, load, and fire four Birdshot Rounds at Threat Steel. Immediately transition to Duty Handgun when empty and engage any remaining Threat Steel one handed. Duty Shotgun must be gripped & secured in Support Hand using Muzzle Up or Muzzle Down Transition Technique after transition. A sling may not be used nor may shotgun rest on any support. Fail to Comply = 2 Procedurals.

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### 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) - 2**
- **Material To Create Firing Area Boundaries**
- **Material to Make Start Line**
- **TPC Targets = 13** (6 Threat / 7 Non-Threat)
- **Target Stands = 13**
- **Target Stand Spikes**
- **Target Stand Sticks = 26 Minimum / Various Lengths**
- **Two, 4-5 Foot Wide Standing Panel, Barrels or Other Material to Make Visual Barricade**
- **Steel Shotgun/Handgun Rated Poppers = 5**
- **Table to Stage Shotgun**
- **Other:**
NRA TACTICAL POLICE COMPETITION SCORECARD

Each Rifle Target Requires 2 Body Hits & 2 Head Hits

<table>
<thead>
<tr>
<th>Target</th>
<th>- 0</th>
<th>- 2</th>
<th>- 4</th>
<th>Miss</th>
<th>Hits Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target 1</td>
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<td></td>
<td></td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>Target 2</td>
<td></td>
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<td>4</td>
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<tr>
<td>Target 3</td>
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<td>4</td>
</tr>
<tr>
<td>Target 4</td>
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<td>4</td>
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<tr>
<td>Target 5</td>
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<td>4</td>
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<tr>
<td>Target 6</td>
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<td>4</td>
</tr>
<tr>
<td>Steel 1</td>
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<td>Steel 2</td>
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<td>Steel 3</td>
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<tr>
<td>Steel 4</td>
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<td>1</td>
</tr>
<tr>
<td>Steel 5</td>
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</tbody>
</table>

Total Zone Hits

29

Target Not Engaged

No Shoot Target Hits

Procedural Penalties

Accuracy Loss Penalty

Final Tactical Score

Fired Time Plus All Penalties

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Statistical Office Use

10

20

9

0

NRA Course HRS 6008 - Rifle-Shotgun-Handgun Transition

Course Name:  
Competitor Name:  

Course Number: 5

Competitor Number:

Patrol

Tactical