## NRA Thactical Police Competition

Course: HS-4031
Course Type: Skill Based
Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 14 Clays / 6 Steel
Scoring: Clays Must Break / Steel Must Fall or Called Hit by RO
Firearms / Rounds Required: Duty Shotgun = 14 Birdshot Rounds / Duty Handgun $=6$ Rounds
Start Position: Loaded Duty Handgun secured in holster. Standing with heels on marks at rear of Firing Area 1. Duty Shotgun with Safety ON and loaded with 4 Birdshot Rounds held at Shoulder Ready position.
Course Description: This skills course will evaluate your handling skills and accuracy while under time created stress with your Duty Shotgun and Pistol, shooting while withdrawing backwards, target identification and shooting around cover.
On the Start Signal MOVE and turn either left or right to move through Firing Area 1 either clockwise or counter clockwise and engage Threat Clay Targets 1 through 14 with your Duty Shotgun. You cannot engage any Threat Targets until you begin moving left or right, once you select a direction you cannot move back in the opposite direction and you cannot engage any Threat Targets behind you or across the Firing Area. For instance if you go left, you cannot engage Threat Targets on the right side of the range until you are on the right side of the Firing Area. When you reach any point where you are moving up range, you must move backwards, keeping your torso and muzzle downrange.
When you reach back to the Start Point, ground your Duty Shotgun with Safety ON, in barrel while still in Firing Area 1. Then move to Firing Area 2 and engage Threat Steel Targets 15 through 20 using your Duty Handgun.
NOTE: 1. Shooting a target with the incorrect firearm or across the Firing Area results in the target being scored as a Miss and one Procedural Penalty. 2. Shotgun can be grounded loaded or unloaded but Safety MUST be ON. Failure to have Safety ON results in two Procedural Penalties.


## 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
- Mini Pepper Popper with Stand = 1
- Head Plate Steel Targets with Stands =5
- Barrels to Ground Shotgun and for Visual Barriers $=5$
- 1" $\times 2$ " $\times 8^{\prime}$ Lumber for Target Firing Area Lines $=28$
- $2^{\prime \prime} \times 2^{\prime \prime} \times 8$ ' Lumber for Wall Supports $=8$
- $6.5^{\prime} \times 8^{\prime}$ Fence or Wall Sections = 4
- Spikes for Wall Supports, Barrels and Firing Area Lines $=81$
- Tan Paint for Steel
- Red Paint for Firing Area Lines
- Clay Bird Stands = 15 (1 is for back-up)
- Clay Birds = 14 Per Shooter

For 150 Shooters $=2,100=90$ Count Cases $=23$ Cases
135 Count Cases = 16 Cases

- Other:


## 'Tactical Police Competition Score Sheet

Duty Shotgun = 14 Birdshot Rounds $/$ Duty Handgun $=6$ Rounds


| Course Name: | Shotgun \& Handgun - Pick Your Direction | Course <br> Number: | HS-4031 |  |
| :--- | :---: | :--- | :--- | :---: |
| Competitor <br> Name: | $\square$ | Patrol | $\square$ Tactical | Range: |

