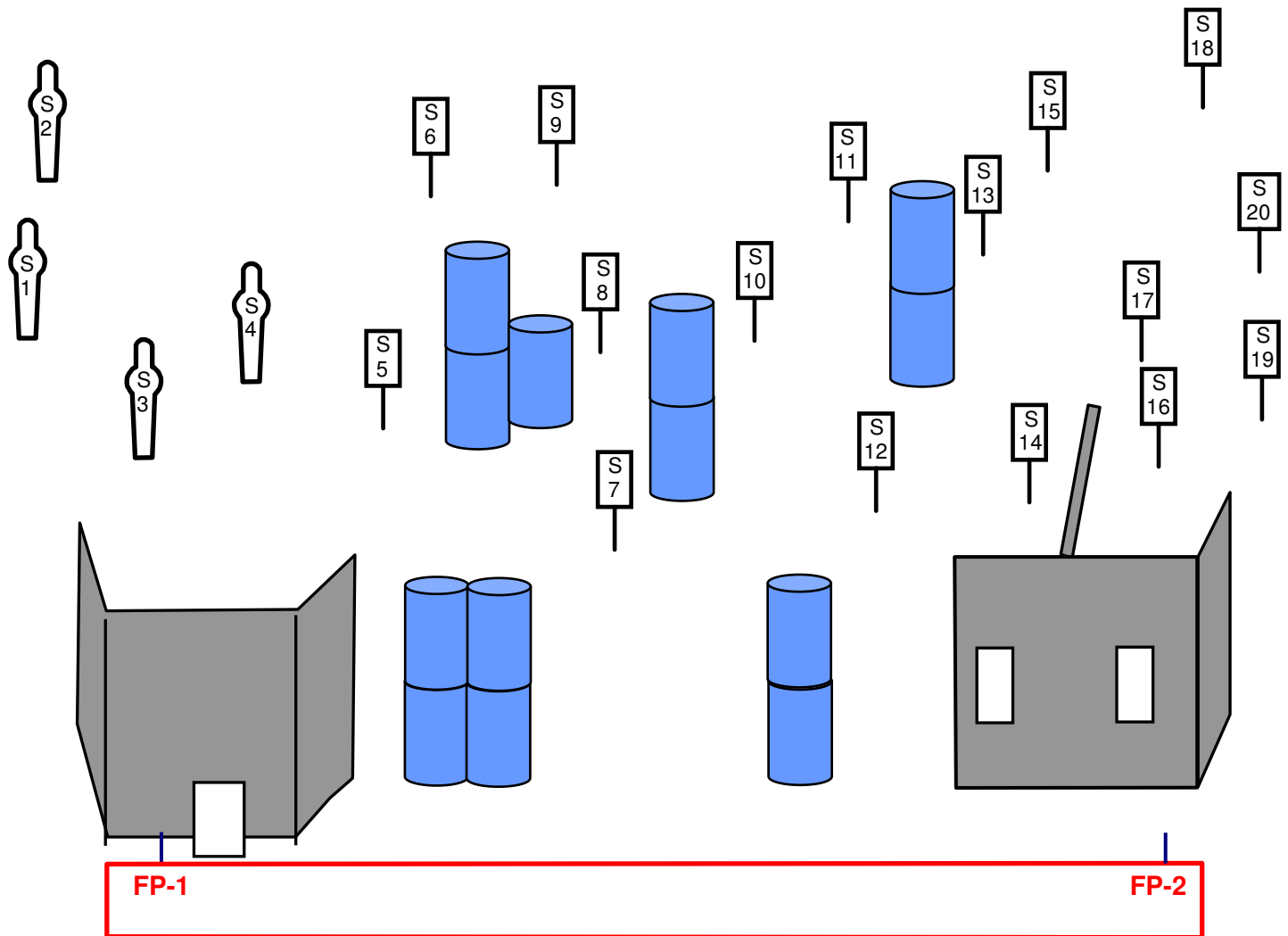


NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

Course: 2	Course Name: Shotgun Alley
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot
Targets: 20 Steel	Scoring: TPC - Steel Must Fall
Firearms / Rounds Required: Shotgun = 20 Birdshot Rounds	
Start Position: Shooter's choice to start at Firing Point 1 or Firing Point 2. Shooter with loaded Shotgun at Shoulder Ready and one foot touching mark on wall.	
Course Description: On Start Signal, engage all Steel Threat targets as seen from within the marked Firing Area. ♦ Walls and barrels are visual barriers, not cover. Transition to handgun not permitted.	



Course Designed By: Base Course by Jeff Gross of Linea De Fuego with Conversion to TPC by NRA Staff

NRA TACTICAL POLICE COMPETITION - MATERIALS & SUPPLIES

Course: 2

Course Name: Shotgun Alley

Course Material & Supplies

- Shot Timer
- Scorecards
- RO Clipboard
- Staple Gun & Staples
- Steel Targets - Pepper Popper - Full Size / Shotgun Grade = 4
- Steel Targets - 8"x 8" with stands or similar / Shotgun Grade = 16
- White Spray Paint
- Plastic Barrels or similar barriers = Approximately 13 / Used for visual barriers
- Wall Sections = 6 to 8 depending on size / Two require ports.
- Material to make Control Lines and mark Firing Area
- Other: