**NRA Tactical Police Competition**

<table>
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<th>Course: SIG 5</th>
<th>Course Name: Clays &amp; Steel</th>
<th>HS - 4024</th>
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<tr>
<td>Course Type:</td>
<td>Skill Based</td>
<td>Start/Stop: Shot Timer / Last Shot - 180 Max Time</td>
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<tr>
<td>Targets:</td>
<td>8 Clays / 6 Steel</td>
<td>Scoring: Clays Must Break / Steel Must Fall or Swing</td>
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<tr>
<td>Firearms / Rounds Required:</td>
<td>Duty Handgun = 5 Rounds / Duty Shotgun = MAXIMUM of 9 Birdshot Rounds</td>
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**Start Position:** Provided FN SLP Shotgun staged on table with Safety ON placed on table so mark shows through trigger guard, loaded with 8 rounds and 1 round loaded in receiver mounted side carrier. No additional shotgun ammunition may be carried. Standing with loaded Duty Handgun in holster holding training radio in hand. Radio held at mouth level with mouth within 2 inches of microphone.

**Course Description:** On the Start Signal from within Firing Area 1, engage Threat Steel Targets 1 through 5 with Duty Handgun. First Shot Time Requirement is 2 seconds. To count as a Hit the plate must be moved fully to the opposite side. A plate remaining behind the protective post is scored as a Miss. Then holster and transition to the FN Shotgun and engage Threat Clay Targets 6 though 13 from within FA-1 with a MAXIMUM of 8 rounds. While moving to Firing Area 2 Combat Load 1 round and engage Threat Steel Target 14 using a MAXIMUM of 1 round.

- Firing additional Shotgun rounds will result in one procedural Penalty PER ROUND fired.
- One or more pellets hitting a Non Threat Target = Standard Non Threat Hit Penalty.
- First Shot Time Requirement Penalty = Actual First Shot Time
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
- NRA TP-1 Targets = 2 (used as Non-Threat Targets)
- TPC Cover Targets = 4
- Target Stands = 6
- Target Stand Spikes
- Target Stand Sticks = 12
- Steel 5” x 5” Plate with Stand - Pistol Grade = 2 (1 for Course and 1 Spare)
- 1” x 2” x 8’ Lumber for firing Area Lines and Target Sticks = 8
- Spikes for Target Stands & Firing Area Lines = 32
- Training Radio
- Clay Bird Stands = 10 (8 for course plus 2 spare)
- Clay Bird Targets = 8 per Shooter
  
  For 100 Shooters = 880 = 9 Cases (90 Count Box)
- Table for Staging Shotgun
- Other
TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun - 5 Rounds / Duty Shotgun MAXIMUM of 9 Birdshot Rounds

Handgun Steel
- 0
- 2
- 4
Miss
5
8
1

Clays 6 thru 13

Shotgun Steel 14

Total Zone Hits
14

Accuracy Loss Factor

Above Times 2
Above Times 4
Above Times 10
Total

Accuracy Loss Penalty

Fired Time

First Shot Time

First Shot Maximum = 2 Seconds

Statistical Office Use

Target Not Engaged

Times 20

No Shoot Target Hits

Times 10 =

Procedural Penalties

Times 10 =

Loss of Accuracy Penalty

Final Tactical Score

Fired Time Plus All Penalties

HS - 4024
Clays & Steel

Course Name:  
Course Number: 5

Competitor Name:  
Patrol  Tactical

Team Number:  

RO Name:  
Shooter Initial:

Time of Day: