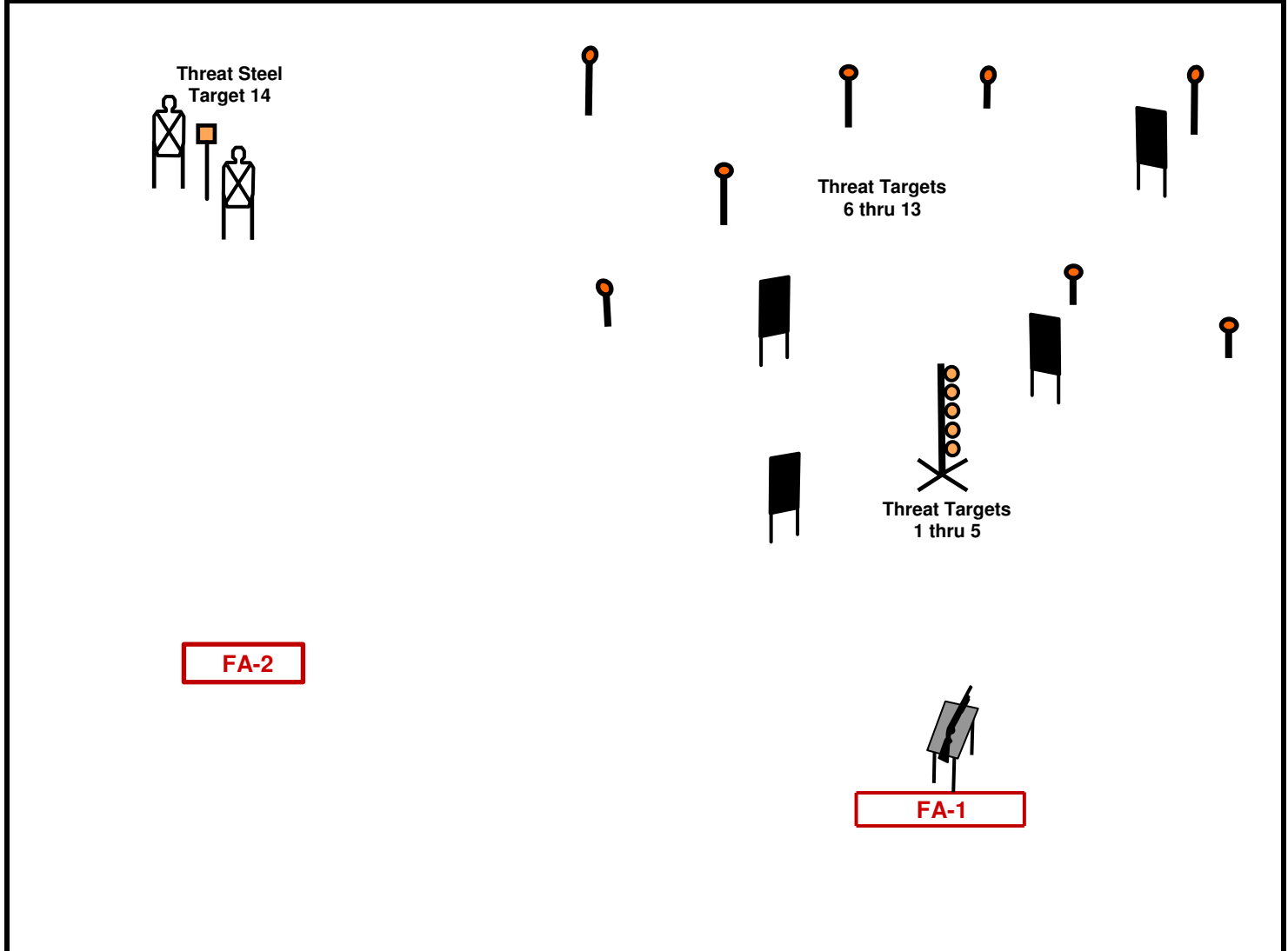


NRA TACTICAL POLICE COMPETITION

Course: SIG 5	Course Name: Clays & Steel	HS - 4024
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 8 Clays / 6 Steel	Scoring: Clays Must Break / Steel Must Fall or Swing	
Firearms / Rounds Required: Duty Handgun = 5 Rounds / Duty Shotgun = MAXIMUM of 9 Birdshot Rounds		
<p>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.</p>		
<p>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.</p> <ul style="list-style-type: none"> <input type="checkbox"/> Firing additional Shotgun rounds will result in one procedural Penalty PER ROUND fired. <input type="checkbox"/> One or more pellets hitting a Non Threat Target = Standard Non Threat Hit Penalty. <input type="checkbox"/> First Shot Time Requirement Penalty = Actual First Shot Time 		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: SIG 5

Course Name: Clays & Steel

HS - 4024

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 Pastors
- ❑ 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

Fired Time →

First Shot Time
↓

First Shot Maximum = **2 Seconds**

First Shot Penalty

→ → =

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

RO Name: **PRINT**

Shooter Initial:

Time of Day:

	- 0	- 2	- 4	Miss	Hits Required
Handgun Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
Clays 6 thru 13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8
Shotgun Steel 14	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	14

Statistical Office Use

Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HS - 4024	Course Name:	Clays & Steel	Course Number:	5
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical		Team Number:	