**NRA Tactical Police Competition - Course of Fire**

**Course:** 5  |  **Course Name:** Shoot, Move, Load & Shoot  
**Course Type:** Skill Based  |  **Start/Stop:** Shot Timer / Last Shot / Max 180 Seconds  
**Targets:** 19 Clay Targets  |  **Scoring:** TPC - Clays Must Break  
**Firearms / Rounds Required:** Duty Shotgun = 19 Birdshot Rounds  
**Start Position:** Shooter may choose to start on left or right side of center wall. Loaded Duty Shotgun at Shoulder Ready. Standing facing up-range with both toes touching rear Control Line.

**Course Description:** On Start Signal, pivot and engage Threat Targets 1 thru 19 as seen from within the Firing Area. Since this is a Skill Based Course reloading does not have to be done using Cover. A Non-Threat Target is considered “hit” if one or more pellets strike the target.
NRA Tactical Police Competition - Course Material & Supplies

| Course | Course Name: Shoot, Move, Load & Shoot |

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 Mark Start Lines
- TPC Targets = 13 for Non–Threat
- Target Stands = 13
- Target Stand Stakes
- Target Stand Sticks = 26 minimum / Various lengths
- Clay Target Stands = 19 / Various Heights
- T-stakes for Center Wall Supports = 10
- 1 x 2 or 2 x 2 by 7 Feet to Make Supports for Center Wall = 15
- Caution Fence to Create Center Wall = 100 Feet
- Clay Birds = 2,280 / 25 cases of 90 count
- Cable Ties to Fasten Caution Fence
- Other:
NRA Tactical Police Competition Scorecard

Duty Shotgun = 19 Birdshot Rounds

NRA Course S 3006 - Shoot, Move, Load, Shoot

<table>
<thead>
<tr>
<th>Course Name:</th>
<th>NRA Course S 3006 - Shoot, Move, Load, Shoot</th>
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</thead>
<tbody>
<tr>
<td>Competitor Name:</td>
<td>☐ Patrol ☐ Tactical</td>
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<tr>
<td>Competitor Number:</td>
<td>5</td>
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</tbody>
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Shooter Initial: [ ]
RO Initial: [ ]
Time of Day: [ ]

Fired Time → [ ]

Target Not Engaged

Statistical Office Use

No Shoot Target Hits

Procedural Penalties

Accuracy Loss Penalty

Final Tactical Score

Fired Time Plus All Penalties

Clays 1 thru 19

- 0

- 2

- 4

Miss

Total Zone Hits

19

19

Accuracy Loss Factor

Accuracy Loss Penalty

Above Times

Above Times

Above Times

Total

0

2

4

10

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