<table>
<thead>
<tr>
<th><strong>Course</strong>: 3</th>
<th><strong>Course Name</strong>: Shotgun Box-to-Box Select Load</th>
<th><strong>S- 3021</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Course Type</strong>: Skill Based</td>
<td><strong>Start/Stop</strong>: Shot Timer / Last Shot - 180 Max Time</td>
<td></td>
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<tr>
<td><strong>Targets</strong>: 2 Paper &amp; 20 Clays</td>
<td><strong>Scoring</strong>: TPC - Best 2 Hits on Paper / Clays Must Break</td>
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<tr>
<td><strong>Firearms / Rounds Required</strong>: Duty Shotgun = MAXIMUM of 4 Slug Rounds / 25 Birdshot Rounds</td>
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**Start Position**: Standing with heels on Start Line. Shotgun fully loaded with Birdshot Rounds with Safety On at Shoulder Ready. **All** additional Birdshot ammunition inside provided Grab & Go Bag with flap secure. If available, one Side Saddle Carrier or Speed Feed Stock may be used to hold up to 6 Rounds. Slug Rounds must be in Side Saddle, Grab & Go Bag external loops, Speed Feed Carrier or Pocket.

**Course Description**: On the Start Signal move to FA-1. While totally behind cover, conduct a Select Load to exchange Birdshot Rounds for Slug Rounds and then from cover engage Threat Targets 1 & 2 with Slugs. Move to any other Firing Area and engage the appropriate Threat Targets for that Firing Area. Then move to another Firing Area of choice and engage the appropriate Threat Targets. Move from Firing Area to Firing Area until all Threat Targets have been engaged. You may move with an unloaded Shotgun. Any live rounds must be recovered.

**NOTE**: Select Loading cannot be done by firing Birdshot Rounds. Violation = Disqualification.

- Firing Rounds not from Grab & Go Bag or Side Saddle = 2 Procedural Penalties PER Round Fired.
- Engaging Threat Target from wrong Firing Area = Scored as a Miss plus a Failure to Engage
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 = 2
- Material To Create Firing Areas (listed below)
- Material To Make Start Line
- Clay Bird Stands = 22 (includes 2 spare)
- Target Stands = 4
- TPC Targets = 4 (2 for Non-Threat)
- Target Sticks = 8
- Spikes for Cover Wall Braces and Target Stands = 10
- Simulated Cover Wall / 6.5' Tall x 8' Long with Horizontal Port / Made of Landscape Fabric or Coroplast = 1
- Supports for Above
- 2" x 2" x 8’ Lumber to Make Cover Wall & Braces = 10
- 1" x 2" x 8’ Lumber for Firing Areas and Target Sticks = 10
- Clay Birds: 20 Per Shooter
  - For 110 Shooters = 2,200 = 24 Cases (90 Count Box)
- Grab & Go Bag = 2
- Other:
**Tactical Police Competition Score Sheet**

**Duty Shotgun = 20 Birdshot Rounds & MAXIMUM of 4 Slug Rounds**

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**Course Name:** Shotgun Box-to-Box Select Load

**Competitor Name:**

**Shooter Initial:**

**Time of Day:**

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<table>
<thead>
<tr>
<th>Threat Target 1</th>
<th>Threat Target 2</th>
<th>Clay Threats</th>
<th>Total Zone Hits</th>
</tr>
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<tbody>
<tr>
<td>- 0</td>
<td>- 2</td>
<td>- 4</td>
<td>2</td>
</tr>
<tr>
<td>- 2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- 4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Miss</td>
<td></td>
<td></td>
<td>20</td>
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**Accuracy Loss Factor**

**Accuracy Loss Penalty**

- Total Zone Hits: **24**

**Fired Time**

- First Shot Time:
- First Shot Maximum: **None**

**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

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**Statistical Office Use**

- Accuracy Loss Factor:
- Above Times 2:
- Above Times 4:
- Above Times 10:

**Total**

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**Course Number:** 3

**Selection:**
- Patrol
- Tactical

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