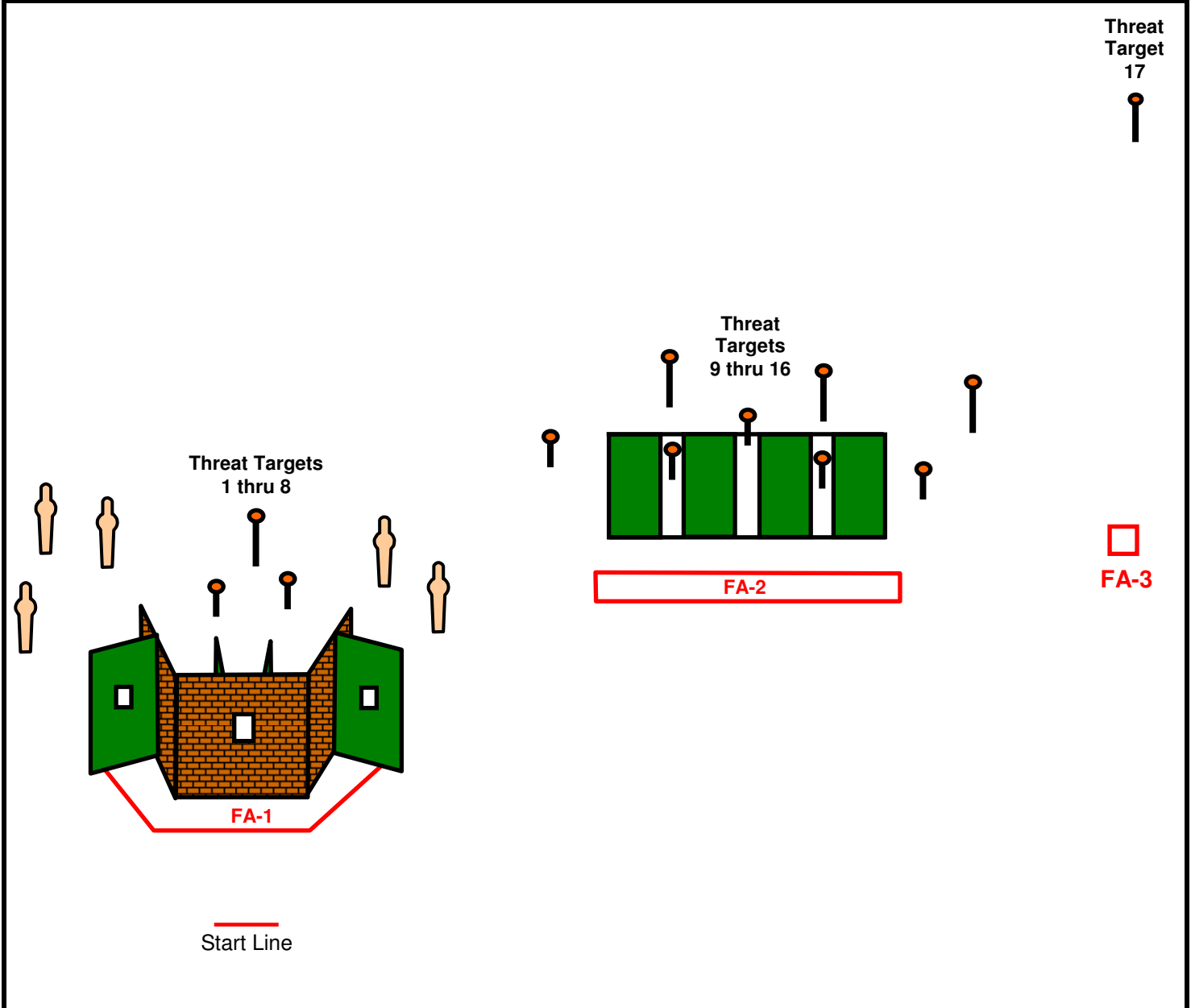


NRA TACTICAL POLICE COMPETITION

Course: NPSC 4	Course Name: All Shotgun	S - 3014
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 12 Clays / 5 Steel		Scoring: Steel Must Fall / Clays Must Break
Firearms / Rounds Required: Duty Shotgun = 17 Birdshot Rounds		
Start Position: Standing with Heels on Start Line, Shotgun loaded with 4 rounds to Cruiser Safe (Safety ON, Bolt closed on empty Chamber, 4 rounds loaded in Magazine Tube).		
Course Description: On the Start Signal enter FA-1 and engage Threats 1 thru 8 through ports, move to FA-2 and engage Threat Targets 9 thru 16, and then move to FA-3 and engage Threat Target 17.		
NOTE: Duty Shotgun cannot be loaded with additional rounds until one Shotgun Target has been engaged and hit. = 2 Procedurals for Violation		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: NPSC 4

Course Name: All Shotgun

S-3014

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 Pastors
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- Pepper Popper Steel Targets – Shotgun Grade = 5
- Clay Bird Stands = 12 plus 2 Spare
- Fence Sections for Horizontal Visual Barriers – 6.5' x 8' = 3
- Conduit Wall Supports = 4 minimum
- Coroplast Walls – 4" x 6.5" = 6
- 2 x 2 Lumber to Make Coroplast Frames and Cross Braces for Fence Walls
- Paint For Steel
- Clay Birds: For 160 Shooters = 1,920 Clays = 22 Cases (90 Count Box)
For 180 Shooters = 2,160 Clays = 24 Cases (90 Count Box)
For 200 Shooters = 2,400 Clays = 27 Cases (90 Count Box)
- Other:



NRA Law Enforcement Division

TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 17 Birdshot Rounds

Fired Time →

First Shot Time
↓

N/A First Shot Maximum = None

First Shot Penalty

N/A →

Target Not Engaged

→ Times 20

No Shoot Target Hits

→ Times 10 =

Procedural Penalties

→ Times 10 =

Statistical Office Use

Loss of Accuracy Penalty

Final Tactical Score

Fired Time Plus All Penalties

	- 0	- 2	- 4	Miss	Hits Required
Steel Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
Clay Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	17

<i>Statistical Office Use</i>				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	0	<input type="text"/>	<input type="text"/>	<input type="text"/>

Shooter Initial:

RO Initial:

Time of Day:

S - 3014	Course Name: <i>All Shotgun</i>	Course Number: 4
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: