**Course**: NPSC 4  
**Course Name**: All Shotgun  
**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
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 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:
**Tactical Police Competition Score Sheet**

Duty Shotgun = 17 Birdshot Rounds

#### Fired Time

- **First Shot Time**
  - N/A

- **First Shot Maximum** = None

#### Steel Targets

- 0
- 2
- 4
- Miss

#### Clay Targets

- 5
- 12

#### Total Zone Hits

- 17

#### Statistical Office Use

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

- **Accuracy Loss Penalty** = 0

- **Total** = 0

#### Loss of Accuracy Penalty

- 0
- 2
- 4
- 10

#### Procedural Penalties

- Times 10 = 0

#### No Shoot Target Hits

- Times 10 = 0

#### Target Not Engaged

- Times 20 = 0

#### Final Tactical Score

- Fired Time Plus All Penalties

#### Shooter Initial:

- 

#### RO Initial:

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#### Time of Day:

- 

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**S - 3014**

- **Course Name:** All Shotgun

- **Course Number:** 4

- **Competitor Name:**

- **Patrol:** ☐
- **Tactical:** ☐

- **Team Number:**