**NRA Tactical Police Competition**

<table>
<thead>
<tr>
<th>Course: S-3027</th>
<th>Course Name: Shoot What You Load</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Type: Skill</td>
<td>Start/Stop: Shot Timer / Last Shot - 180 Max Time</td>
</tr>
<tr>
<td>Targets: 15 Clay Threat Targets</td>
<td>Scoring: TPC – Clays Must Break – Standard</td>
</tr>
<tr>
<td>Firearms / Rounds Required: Duty Shotgun = 15 Birdshot Rounds</td>
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</tbody>
</table>

**Start Position:** Standing inside Start Box with UNLOADED Duty Shotgun at Shoulder Ready position, with Safety OFF and bolt locked open. All ammunition inside provided Grab & Go Bag. Shooter will give the RO all rounds that will be used and the RO will dump them in the Grab & Go bag. Rounds must be loose inside the bag with flap closed and secured. Rounds may NOT be placed in loops, be stored inside original box inside the bag, or otherwise arranged inside the bag.

**Course Description:** This course will allow you to access your Duty Shotgun handling and marksmanship skills, especially Combat Loading, Tactical Reloading and performing under timed induced stress. After the first loading during this course you will shoot until the shotgun is empty. You will then reload one more round than the last loading and shoot these rounds. This loading and firing order will be as follows: Load 1 – Shoot 1, Load 2 – Shoot 2, Load 3 – Shoot 3, Load 4 – Shoot 4, and Load 5 – Shoot 5.

On the Start Signal, Combat Load one round BEFORE leaving the Start Box, and then move to Point 1 in the Firing Area and engage Threat Target 1. Then Load 2 rounds and engage Threat Targets 2 and 3 from Point 2. Reload with 3 rounds and engage Threat Targets 4 through 6 from Point 3. Load 4 rounds and engage Threat Targets 7 through 10 from Point 4. Then reload 5 rounds and engage Threat Targets 11 through 15 at Point 5.

NOTE: Clay Threat Targets engaged from the incorrect Firing Point are scored as Misses and no credit is given for engaging the target. To count, the Clay Threat Target must be re-engaged from the correct Firing Point. If the Clay involved was disintegrated by the prior shot, an aimed shot must be fired at the Clay Target Stand that held the target.
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 Pasters
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- Wall Sections = 9 Full Size / 1 Half Size
- 2" x 2" x 8' Lumber For Wall Supports & Cross Braces = 30
- 1" x 2" x 8' Lumber for firing Area Lines = 18
- Spikes for Walls, Wall Supports, & Firing Area Lines = 52
- Barrels for Visual Barriers = 3 to 5
- Clay Target Stands = 17 (15 for COF and 2 spare)
- Clay Birds = 15 Per Shooter
  
  For 150 Shooters = 2,250
  
  25 Cases (90 Count Box)
  
  17 Cases (135 Count Box)
## Tactical Police Competition Score Sheet

**Course Name:** Shoot What You Load

<table>
<thead>
<tr>
<th>Clay Targets</th>
<th>Total Zone Hits</th>
<th>Hits Required</th>
<th>Miss</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
<td></td>
<td>15</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></td>
<td></td>
<td></td>
<td>15</td>
</tr>
</tbody>
</table>

### Accuracy Loss Factor

<table>
<thead>
<tr>
<th>Accuracy Loss Penalty</th>
<th>Above Times 2</th>
<th>Above Times 4</th>
<th>Above Times 10</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
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</tbody>
</table>

**Max Time Exceeded = Plus 1000**

**Did Not Finish Course = Plus 1500**

**Disqualified = Plus 2000**

*Penalty Will be Added by the Statistical Office*

- **Fired Time**
- **First Shot Time**
- **First Shot Maximum** = N/A
- **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

### Statistical Office Use

- **RO Name:** Print Your Name Here
- **Shooter Initial:**
- **Time of Day:**

### Course Information

- **Course Name:** S-3027
- **Competitor Name:**
- **Range:** 5
- **Patrol**
- **Tactical**