

# NRA TACTICAL POLICE COMPETITION

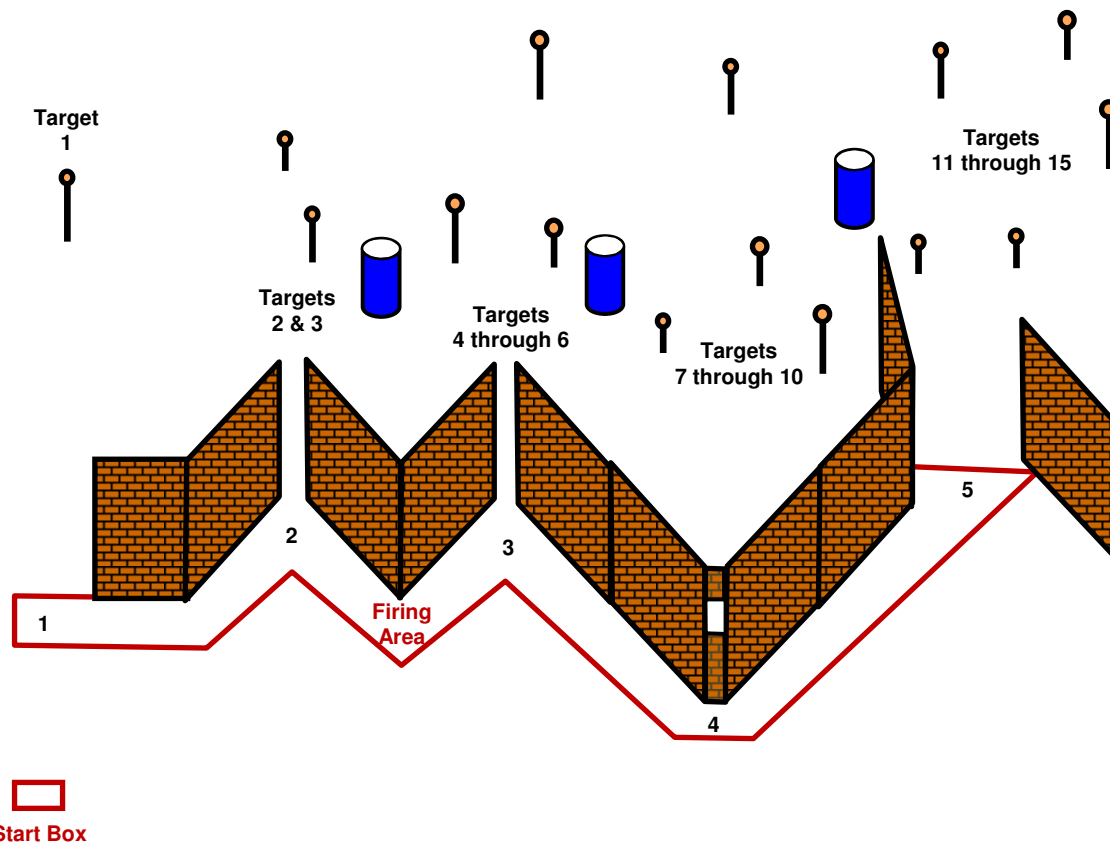
<b>Course:</b> S-3027	<b>Course Name:</b> Shoot What You Load
<b>Course Type:</b> Skill	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time
<b>Targets:</b> 15 Clay Threat Targets	<b>Scoring:</b> TPC – Clays Must Break – Standard
<b>Firearms / Rounds Required:</b> Duty Shotgun = 15 Birdshot Rounds	

**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.







# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 15 Birdshot Rounds

**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

**Statistical Office Use**  
→ =

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

	0	2	4	Miss	Hits Required
Clay Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	15
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	15

**Statistical Office Use**

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"/>

**RO Name:**  Print Your Name Here

**Shooter Initial:**

**Time of Day:**

Course Name:	<b>Shoot What You Load</b>	Course Number:	<b>S-3027</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	<b>5</b>