# NRA Tactical Police Competition

**Course:** 5  |  **Course Name:** Shotguns Out! - Transition  |  **HS:** 4009
---|---|---
**Course Type:** Skill Based  |  **Start/Stop:** Shot Timer / Last Shot - 180 Max Time
**Targets:** 14 Clays / 3 Steel / 2 Paper  |  **Scoring:** Best 2 Hits on Paper / Steel Must Fall / Clays Must Break
**Firearms / Rounds Required:** Shotgun = 17 Birdshot / Duty Handgun = 4 Rounds
**Start Position:** Handgun loaded & holstered. Shotgun loaded to Cruiser Safe with 4 rounds. Standing with Shotgun at Shoulder Ready, heels touching Start Line - Safety ON.

**Course Description:** On the Start Signal enter the Firing Area and engage all Threat Targets. Paper Threat Targets simulate that you have had a Shotgun Malfunction and MUST be engaged with your Handgun. Shotgun MUST be retained in Support Hand and Handgun fired one handed with no support whatsoever. Sling may not be used.

**NOTES:** Shotgun cannot be loaded with additional rounds until one target has been engaged and hit. Paper Target Engaged with Shotgun = 2 Procedurals

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**Diagram:**

- **Start Line**
- **Firing Area**
- **Targets:**
  - 14 Clays
  - 3 Steel
  - 2 Paper

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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 Pastes
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- TPC Targets = 4 (2 for Non-Threat)
- Target Stands = 4
- Target Stand Stakes
- Target Stand Sticks = 8 Minimum / Various lengths
- Pepper Popper Steel Targets - Pistol-Shotgun Grade = 3
- Clay Bird Stands = 14 plus 2 Spare
- Panel Bracket Sets to Make Visual Barriers = 6 Sets (to augment existing wall structure)
- Landscape Fabric for Above Visual Barriers
- Paint For Steel
- Clay Birds: 100 Shooters = 1,400 Clays OR 120 Shooters = 1,680 Clays
- Other:
### Tactical Police Competition Score Sheet

Duty Shotgun = 17 Birdshot Rounds / Duty Handgun = 4 Rounds

<table>
<thead>
<tr>
<th>Target 1</th>
<th>Target 2</th>
<th>Clay Birds</th>
<th>Steel</th>
</tr>
</thead>
<tbody>
<tr>
<td>- 0</td>
<td>- 2</td>
<td>= 14</td>
<td>= 3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Miss: 2, 2, 14, 3
- Hits Required: 2, 2, 14, 3
- Total Zone Hits: 21

**Fired Time**
- N/A

**First Shot Time**
- N/A

**First Shot Maximum**
- N/A

**First Shot Penalty**
- N/A

**Statistical Office Use**
- N/A

**Target Not Engaged**
- Times 20

**No Shoot Target Hits**
- Times 10

**Procedural Penalties**
- Times 10

**Loss of Accuracy Penalty**
- Times 2

**Final Tactical Score**
- Fired Time Plus All Penalties

**Accuracy Loss Factor**
- 0

**Accuracy Loss Penalty**
- Above Times 2 + Above Times 4 + Above Times 10 = Total

### HS - 4009

**Course Name:** Shotguns Out! - Transition

**Competitor Name:**

- [ ] Patrol
- [ ] Tactical

**Course Number:** 5

**Team Number:**