

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

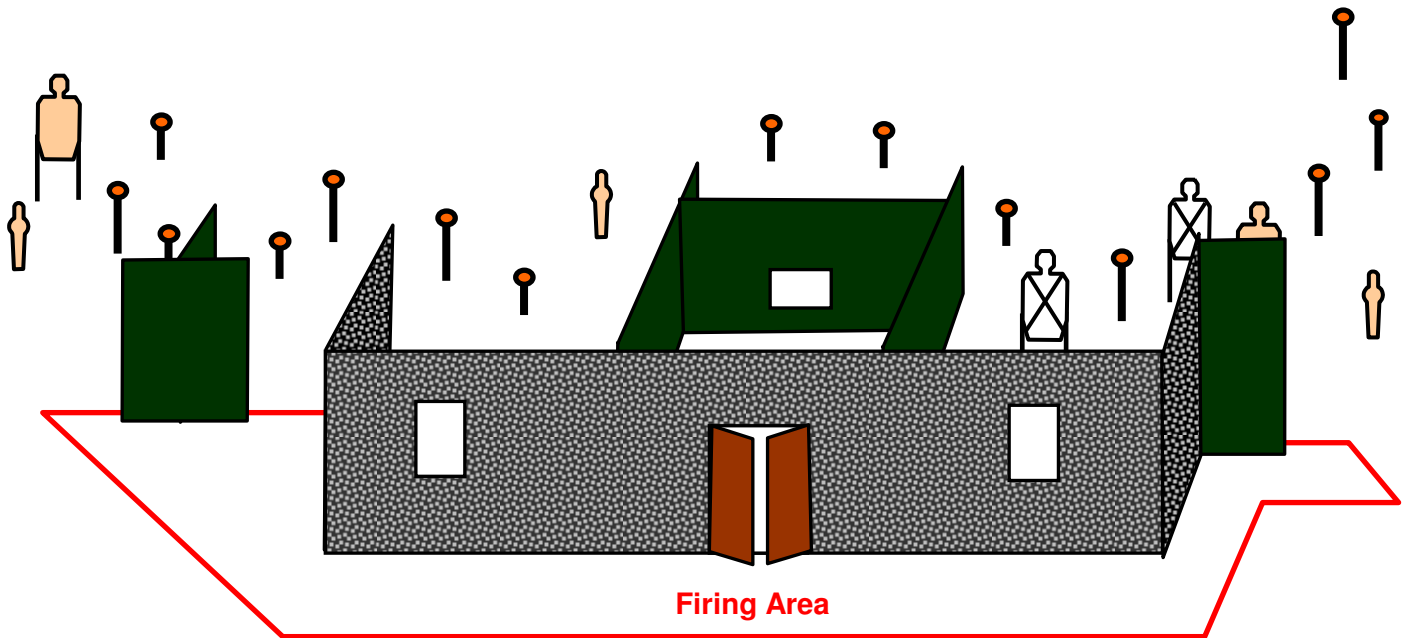
Scoring: Best 2 Hits on Paper / Steel Must Fall / Clays Must Break

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



Start Line

NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

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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 Pastors
- 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:



NRA Law Enforcement Division

TACTICAL POLICE COMPETITION SCORE SHEET

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

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
Target 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Clay Birds = 14	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	14
Steel = 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	21

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

Shooter Initial:

RO Initial:

Time of Day:

HS - 4009	Course Name: Shotguns Out ! - Transition	Course Number: 5
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: