**NRA Tactical Police Competition**

**Course:** SIG 3  
**Course Name:** T & E Box-to-Box  
**Course Type:** Skill Based  
**Start/Stop:** Shot Timer / Last Shot - 180 Max Time  
**Targets:** 4 TPC Paper / 6 Clays / 5 Steel  
**Scoring:** Best 2 Hits on Paper / Steel Must Fall / Clays Must Break  
**Firearms / Rounds Required:** Duty Shotgun = 11 Birdshot and 4 Slugs

**Start Position:** Range Officer will randomly load 4 Slug Rounds and 1 Dummy Round in the magazine tube in the Duty Shotgun with the bolt closed on an empty chamber and Safety ON. Shooter will be standing facing UP RANGE inside Firing Area 1 with Duty Shotgun at Safety Circle Position.

**Course Description:** On the Start Signal, engage Threat Targets 1A, 1B, 1C and 1D with one Slug Round each from Firing Area 1 clearing any malfunctions that may occur. Then move to Firing Areas 2, 3 and 4 and engage Threat Target 2, 3 and 4 from the corresponding Firing Area. Enter Firing Area 5 and engage Threat Targets 5A through 5E **WHILE MOVING.** ONE Procedural Penalty will be assessed for each Threat Target engaged when stationary. Speed MUST be close to a normal walk pace. Then move to Firing Areas 6, 7 and 8 and engage Threat Targets 6, 7 and 8 from the corresponding Firing Area.

**NOTE:**  
♦ Following TPC Standards, you cannot leave a Firing Area with an empty Shotgun.  
♦ As always, any live rounds dropped must be recovered.  
♦ Changing of Round Type cannot be done by firing rounds. Violation = DQ from the Course.  
♦ Targets engaged from wrong Firing Area are scored as Misses.  
♦ Engaging Target with incorrect round type is a Procedural plus a Miss unless made up with correct ammo.
### 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 = 1**
- **Material To Create Firing Area Boundaries – See Below**
- **NRA TP-1 Targets = 8** (4 will be used for Non Threat)
- **Target Stands = 8**
- **Target Stand Spikes**
- **Target Sticks of Various Lengths**
- **Steel Poppers – Various Sizes – Handgun/Shotgun Grade = 5**
- **Clay Bird Stands = 8** (6 for COF and 2 Spare)
- **Clay Bird Targets = 6 per Shooter**
  
  For 100 Shooters = 600 = 7 Cases (90 Count Box)
- **TPC Tan Paint for Steel**
- **Tan Masking Tape for Slug Pasters**
- **12 Gauge Dummy Rounds**
- **Spikes for Target Stands and Firing Areas = 78**
- **1” x 2” x 8’ Lumber for Firing Area Lines & Target Sticks = 28**
NRA Law Enforcement Division

Tactical Police Competition Score Sheet

Duty Shotgun = 4 Slug Rounds and 11 Birdshot Rounds

Fired Time ➡ .

First Shot Time

N/A

First Shot Maximum = N/A

Statistical Office Use

N/A ➡ = 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

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Shooter Initial:

Time of Day:

S-3024 Course Name: T & E Box-to-Box

Course Number: 3

Competitor Name: Patrol Tactical

Team Number: