**Course**: HS-4029  
**Course Name**: Shotgun Handgun Transition Run

<table>
<thead>
<tr>
<th>Course Type: Scenario Based</th>
<th>Start/Stop: Shot Timer / Last Shot - 180 Max Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Targets: 14 Clays / 4 NRA TP-1 / 6 Steel</td>
<td>Scoring: Best 2 Hits on Paper / Steel Must Fall / Clays Must Break</td>
</tr>
<tr>
<td>Firearms / Rounds Required: Duty Shotgun = 14 Birdshot Rounds / Duty Handgun = 14 Rounds</td>
<td></td>
</tr>
</tbody>
</table>

**Start Position**: Holstered loaded Duty Handgun. Shotgun loaded to Cruiser Safe with 4 rounds (Safety ON, Bolt Locked on Empty Chamber, and Magazine Tube Loaded with 4 Rounds). Standing facing up range, Shotgun in Safety Circle Position with toes touching Start Line. All shotgun ammunition must be carried loose in the provided Grab & Go Bag.

**Course Description**: This course involves transitioning from the Duty Shotgun to Duty Handgun numerous times so you can evaluate your transition skills and requires you to integrate handgun and shotgun load awareness changing weapon systems based on the Threat Target involved.

On the Start Signal enter the Firing Area and engage Threat Targets 1 through 24. Paper and Steel Threat Targets must be engaged with the Duty Handgun and Clay Threat Targets with the Duty Shotgun.

- Duty Shotgun cannot be loaded with additional rounds until one Shotgun Target has been engaged and hit. One Procedural for Violation
- Targets engaged with the incorrect weapon system will be scored as misses and as a Failure to Engage unless engaged later with the correct weapon system.
- You cannot run through the course using one weapon system and then run back through the course using the second weapon system.
- Shotgun can be secured during Handgun Transition using Muzzle Up or Muzzle Down Technique, or Slung. Handgun may be fired one or two handed.
### 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 Pasters
- 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 = 8 (4 for Non-Threat)
- Target Stands = 8
- Target Stand Spikes = 16
- Target Stand Sticks = 16 Minimum - Various Heights
- Full Size Fence Sections or Horizontal Wall Visual Barriers - 6.5’ x 8’ = 10
- 1” x 2” x 8’ Lumber For Target Stand Sticks and Firing Areas = 33
- 2” x 2” x 8’ Lumber for Wall Supports and Cross Braces = 22
- Spikes for Target Stands, Wall Supports and Firing Area Markers = 62
- Handgun Grade Steel Head Plates with Stands = 7 (one serves as a spare)
- Barrels for Visual Barriers = 2 - 6
- Clay Target Stands = 16 (two serve as spares)
- Clay Targets / For 125 Shooters = 1,750  
  20 cases of 90 Count
  13 Cases of 135 Count

- Other:
### Tactical Police Competition Score Sheet

**Duty Handgun = 14 Rounds / Duty Shotgun = 14 Birdshot Rounds**

<table>
<thead>
<tr>
<th>Steel Targets</th>
<th>0</th>
<th>2</th>
<th>4</th>
<th>Miss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target 1</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Target 2</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Target 3</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Target 4</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Clay Targets</td>
<td></td>
<td></td>
<td></td>
<td>6</td>
</tr>
</tbody>
</table>

**Total Zone Hits**: 28

**Fired Time**: [Blank]

**First Shot Penalty**: [Blank]

**Target Not Engaged Times**

**No Shoot Target Hits Times**

**Procedural Penalties Times**

**Loss of Accuracy Penalty**

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**Course Name**: Shotgun Handgun Transition Run

**Competitor Name: [Box]**

- [ ] Patrol
- [ ] Tactical

**Range**: 6

**Course Number**: HS-4029

**Statistical Office Use**

<table>
<thead>
<tr>
<th>Accuracy Factor</th>
<th>Above Times 2</th>
<th>Above Times 4</th>
<th>Above Times 10</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accuracy Loss Penalty</td>
<td>[Blank]</td>
<td>[Blank]</td>
<td>[Blank]</td>
<td>[Blank]</td>
</tr>
</tbody>
</table>

**RO Name**: Print Name Here

**Shooter Initial**: [Box]

**Time of Day**: [Box]