

NRA TACTICAL POLICE COMPETITION

Course: HS-4029	Course Name: Shotgun Handgun Transition Run	6
Course Type: Scenario Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time	
Targets: 14 Clays / 4 NRA TP-1 / 6 Steel	Scoring: Best 2 Hits on Paper / Steel Must Fall / Clays Must Break	
Firearms / Rounds Required: Duty Shotgun = 14 Birdshot Rounds / Duty Handgun = 14 Rounds		
<p>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 <u>loose</u> in the provided Grab & Go Bag.</p>		
<p>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.</p> <p>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.</p> <ul style="list-style-type: none"> ▪ 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. 		
<p style="text-align: right;">Start Line</p>		



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 14 Rounds / Duty Shotgun = 14 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 = **None**

Statistical Office Use	
First Shot Penalty	→ = <input type="text"/>
Target Not Engaged	→ Times 20 = <input type="text"/>
No Shoot Target Hits	→ Times 10 = <input type="text"/>
Procedural Penalties	→ Times 10 = <input type="text"/>
Loss of Accuracy Penalty	<input type="text"/>
Final Tactical Score	<input type="text"/>
<i>Fired Time Plus All Penalties</i>	

	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
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Steel Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
Clay Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	14
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	28

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

RO Name:

Shooter Initial:

Time of Day:

Course Name:	Shotgun Handgun Transition Run	Course Number:	HS-4029
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	6