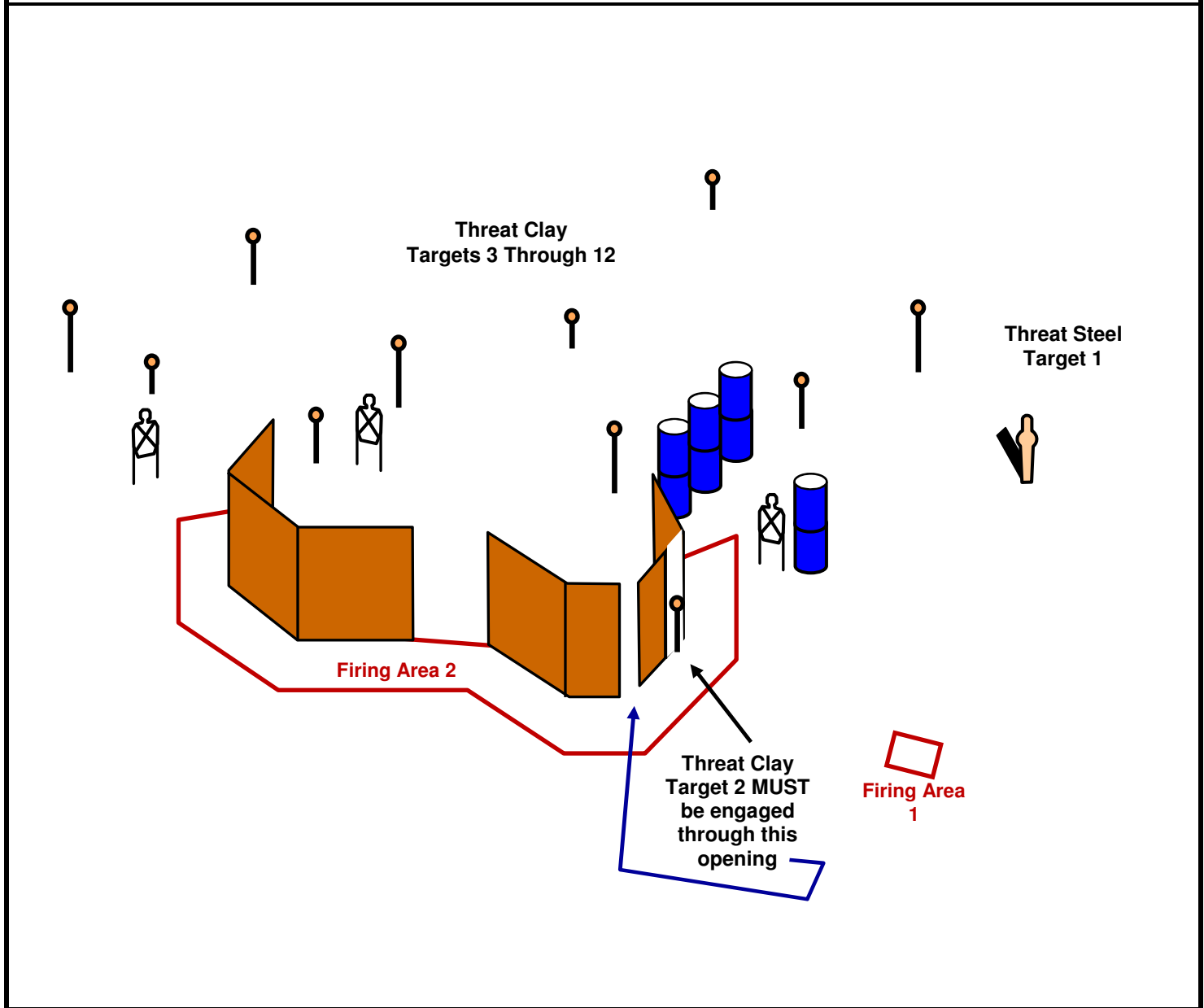


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> S-3026	<b>Course Name:</b> Combat Loading	Range 1
<b>Course Type:</b> Skill Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time	
<b>Targets:</b> 1 Steel & 11 Clay Targets	<b>Scoring:</b> TPC – Steel Must Fall / Clays Must Break	
<b>Firearms / Rounds Required:</b> Duty Shotgun = 12 Birdshot Rounds		
<b>Start Position:</b> Standing with UNLOADED Shotgun, Bolt open and Safety <b>OFF</b> . Standing inside Firing Area 1.		
<b>Course Description:</b> This is Duty Shotgun handling skills course that will evaluate your skills while under time created stress. On the Start Signal Combat Load one round and engage Threat Steel Target 1. Then Combat Load another round while still within Firing Area 1 and move to Firing Area 2. Before loading any additional rounds you must fire one round. From Firing Area 2 engage Threat Clay Targets 2 though 12. Threat Clay Target 2 can <b>ONLY</b> be engaged from opening designated on the course diagram. <b>NOTE:</b> 1. Before leaving Firing Area 1 the Combat Load <b>MUST</b> be completed and the bolt locked forward. It cannot be done while leaving. One Procedural will be applied for violation.		



# **NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES**

**Course:** S- 3026

**Course Name:** Combat Loading

## **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 = 2
- Material To Create Firing Area Boundaries
- TP-1 Full Size Targets = 3 for Non-Threat
- Target Stands = 3
- Target Stand Sticks = 6
- Wall Sections: Fence or Landscape = 6 Full Size / 1 Half Size
- 2" x 2" x 8' Lumber For Wall Supports = 12
- 1" x 2" x 8' Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 20
- Spikes for Walls, Wall Supports, Target Stands, Firing Area Lines & Barrel Anchors = 48
- Plastic Barrels for Visual Barriers = 8 to 12
- Handgun-Shotgun Grade Pepper Popper = 1
- Clay Target Stands = 12 (1 is a spare)
- Clay Targets = 11 Per Shooter
  - For 150 Shooters = 1,650 = 19 Cases (90 Count Box)
  - 13 Cases (135 Count Box)
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 12 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  
↓

**N/A** First Shot Maximum = N/A

First Shot Penalty  
**N/A** → → =

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
Steel Target	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Clay Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	11
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>12</b>

**Statistical Office Use**

Accuracy Loss Factor

Accuracy Loss Penalty

0 +  +  +  =

Above Times 2    Above Times 4    Above Times 10    Total

**RO Name:**  Print Your Name Here

**Shooter Initial:**

**Time of Day:**

Course Name:	<b>Combat Loading</b>	Course Number:	<b>S-3026</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	<b>1</b>