**NRA Tactical Police Competition**

<table>
<thead>
<tr>
<th>Course</th>
<th>S-3026</th>
<th><strong>Course Name:</strong></th>
<th>Combat Loading</th>
<th>Range 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Course Type:</strong></td>
<td>Skill Based</td>
<td><strong>Start/Stop:</strong></td>
<td>Shot Timer / Last Shot - 180 Max Time</td>
<td></td>
</tr>
<tr>
<td><strong>Targets:</strong></td>
<td>1 Steel &amp; 11 Clay Targets</td>
<td><strong>Scoring:</strong></td>
<td>TPC – Steel Must Fall / Clays Must Break</td>
<td></td>
</tr>
<tr>
<td><strong>Firearms / Rounds Required:</strong></td>
<td>Duty Shotgun = 12 Birdshot Rounds</td>
<td><strong>Start Position:</strong></td>
<td>Standing with UNLOADED Shotgun, Bolt open and Safety OFF. Standing inside Firing Area 1.</td>
<td></td>
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</tbody>
</table>

**Course Description:** 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 through 12. Threat Clay Target 2 can ONLY be engaged from opening designated on the course diagram.

**NOTE:** 1. Before leaving Firing Area 1 the Combat Load MUST be completed and the bolt locked forward. It cannot be done while leaving. One Procedural will be applied for violation.

![Course Diagram](attachment:image.png)
## 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 Pastes
- **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**

<table>
<thead>
<tr>
<th>Steel Target</th>
<th>-0</th>
<th>-2</th>
<th>-4</th>
<th>Miss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clay Targets</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Total Zone Hits</strong></td>
<td></td>
<td></td>
<td></td>
<td><strong>12</strong></td>
</tr>
</tbody>
</table>

- **Fired Time**
  - First Shot Time
  - First Shot Maximum = N/A

- **Statistical Office Use**
  - Target Not Engaged
  - No Shoot Target Hits
  - Procedural Penalties
  - Loss of Accuracy Penalty

- **Final Tactical Score**
  - Fired Time Plus All Penalties

### Accuracy Loss Factor

<table>
<thead>
<tr>
<th>Accuracy Loss 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>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Course Information

- **Course Name:** Combat Loading
- **Course Number:** S-3026
- **Competitor Name:**
- **Shooter Initial:**
- **Time of Day:**

**Course Options:**
- Patrol
- Tactical

**Range:** 1

**Penalties:**
- Max Time Exceeded = Plus 1000
- Did Not Finish Course = Plus 1500
- Disqualified = Plus 2000

Penalty Will be Added by the Statistical Office