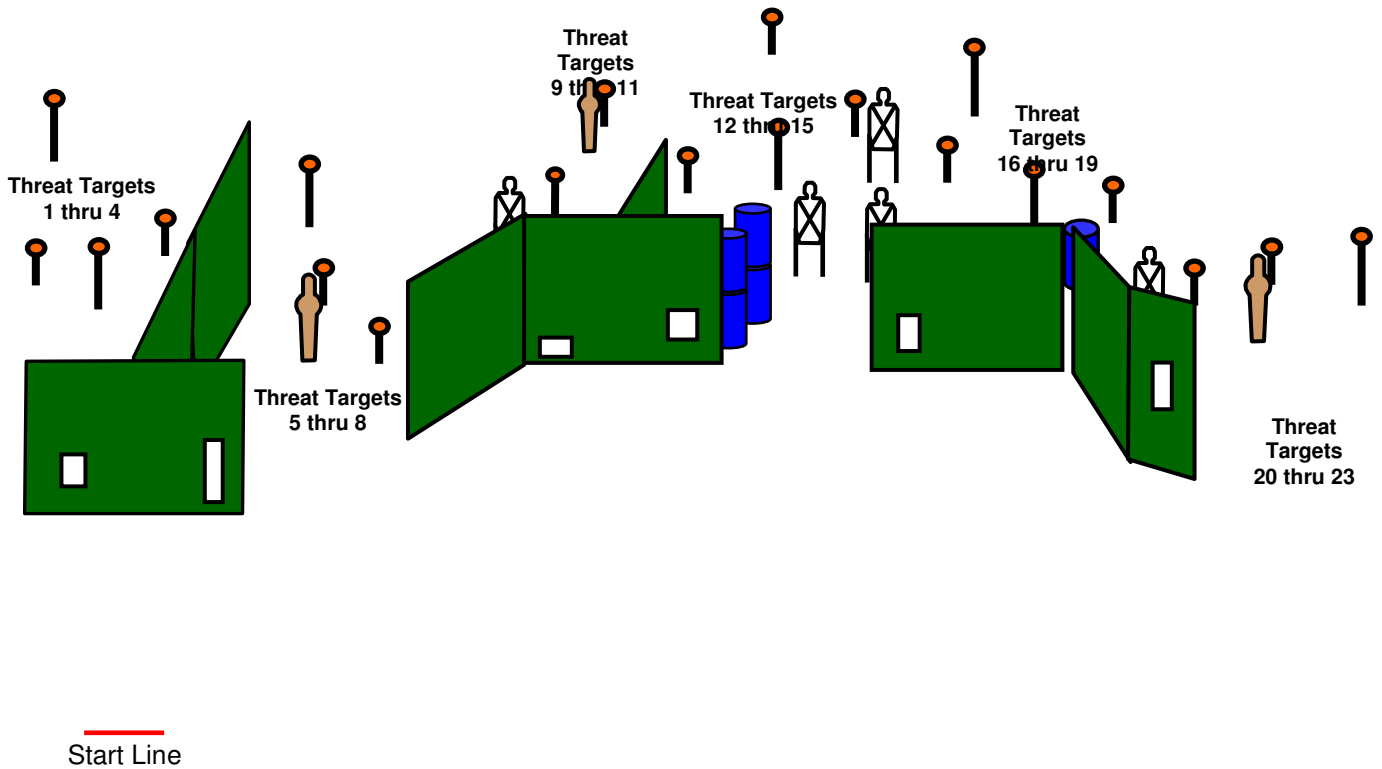


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> BC 3	<b>Course Name:</b> Low Down Shotgun	<b>S - 3013</b>
<b>Course Type:</b> Skill Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time	
<b>Targets:</b> 20 Clays / 3 Steel	<b>Scoring:</b> Steel Must Fall / Clays Must Break	
<b>Firearms / Rounds Required:</b> Duty Shotgun = 23 Birdshot Rounds		
<b>Start Position:</b> Shotgun loaded to Cruiser Safe with 3 rounds (Safety ON, Bolt Locked on Empty Chamber, and Magazine Tube Loaded with 3 Rounds). Facing Up Range with Shotgun in Safety Circle Position with toes touching Start Line.		
<b>Course Description:</b> On the Start Signal engage all Threat Targets. All targets must be engaged thru a wall port.		
<b>NOTES:</b> Duty Shotgun cannot be loaded with additional rounds until one Shotgun Target has been engaged and hit. = 2 Procedurals for Violation		



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

**Course:** BC 3

**Course Name:** Low Down Shotgun

**S - 3013**

## **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 Pastors
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Mark Start Line
- TPC Targets = 5 for Non-Threat
- Target Stands = 5
- Target Stand Stakes
- Target Stand Sticks = 10 Minimum
- Pepper Popper Steel Targets - Pistol-Shotgun Grade = 3
- Clay Bird Stands = 20 plus 2 Spare
- Fence Sections for Horizontal Visual Barriers – 6.5' x 8' = 9
- Conduit Wall Supports = 20 minimum
- Barrels or Other Devices for Visual Target Barriers
- Paint For Steel
- Clay Birds: For 100 Shooters = 2,000 Clays / 90 Count Box = 23 Cases  
For 120 Shooters = 2,400 Clays / 90 Count Box = 27 Cases  
For 140 Shooters = 2,800 Clays / 90 Count Box = 32 Cases
- Other:



NRA Law Enforcement Division

# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 23 Birdshot Rounds

Fired Time →

First Shot Time  
↓

First Shot Maximum =

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

	- 0	- 2	- 4	Miss	Hits Required
Shotgun Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
Clay Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	20
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>23</b>

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

Shooter Initial:

RO Initial:

Time of Day:

S - 3013	Course Name: <i>Low Down Shotgun</i>	Course Number: <b>3</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: