

NRA TACTICAL POLICE COMPETITION

Course: S-3028

Course Name: Combat Load & Go

Course Type: Skill Based

Start/Stop: Shot Timer / Last Shot - 180 Max Time

Targets: 1 Steel & 11 Clay Targets

Scoring: TPC – Steel Must Fall / Clays Must Break

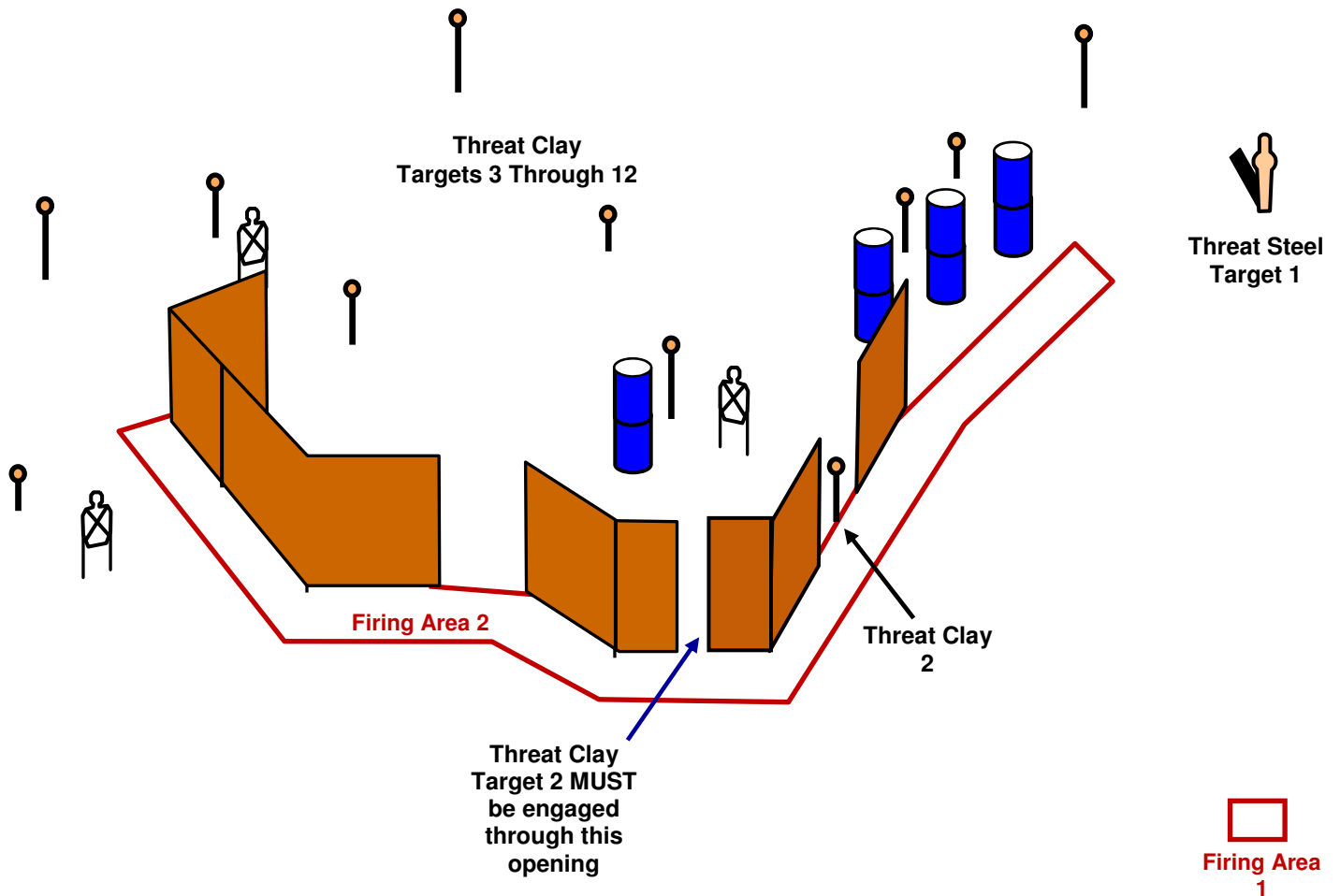
Firearms / Rounds Required: Duty Shotgun = 12 Birdshot Rounds

Start Position: Standing with UNLOADED Shotgun, Bolt open and Safety **OFF**. Standing inside Firing Area 1.

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. First Shot Time Requirement is 4 seconds. 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: Before leaving Firing Area 1 the Combat Load **MUST** be completed and the bolt locked forward. It cannot be done while leaving or while moving. One Procedural will be applied for violation. Penalty for failing to meet First Shot Time Requirement is the actual First Shot Time.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: S- 3028

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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 100 Shooters = 1,100 = 13 Cases (90 Count Box)
9 Cases (135 Count Box)
 - For 180 Shooters = 2,160 = 24 Cases (90 Count Box)
16 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
↓

First Shot Maximum = 4 Seconds

		<i>Statistical Office Use</i>	
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
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
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12

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

RO Name:

Shooter Initial:

Time of Day:

Course Name:	Combat Load & Go	Course Number:	S-3026
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	3