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.
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 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:
NRA Law Enforcement Division

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

First Penalty

Statistical Office Use

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

RO Name: Print Your Name Here

Shooter Initial:

Time of Day:

Course Name: Combat Load & Go

Course Number: S-3026

Competitor Name: Patrol Tactical

Range: 3