



**NDPOA Police Shotgun Course Course
August 16th & 17th
Fried Family Marksmanship Complex
13839 262 St. SE, Moffit, ND**

Stage 1: That's A lot of Loading

Competitor will start with shotgun on the table unloaded. Competitor will place ammunition needed to complete the stage on each of the three tables.

On the start command competitor will load shotgun from the left table and engage the left two popper targets. The competitor will then transition to the center table, load shotgun with ammunition from the table and engage the center two popper targets. The competitor will then transition to the right table load shotgun with ammunition from the table and engage the right two popper targets.

If shot clean this stage will require a minimum of 6 rounds of birdshot.

Total points available: 120

Stage 2: Don't Be a Slug

Competitor will start in a designated shooting area with shotgun loaded and magazine fully loaded. Extra ammunition may be stored on person or within the shooting area.

On the start command competitor will engage all 10 popper targets from left to right from the designated shooting area. The competitor will then move to the right shooting area and engage the steel target with two slug rounds. Slug rounds will be fired between 50 and 80 yards.

If shot clean this stage will require 10 rounds of birdshot and 2 rounds of slugs.

Total points available: 240

Stage 3: Plates and Poppers

Competitor will start in a standing position within the designated shooting area. Shotgun will be loaded, and magazine will be fully loaded. Extra ammunition may be stored on person or within the shooting area.

On the start command competitors will engage the popper targets from left to right. The competitor will then move to the right designated shooting area and engage the plate rack from left to right.

Total Points for this stage: 100

If shot clean this stage will require 10 rounds total.

Scoring:

Popper targets will be worth 20 points each. In order to be awarded points, the popper targets must be knocked over. Slug rounds will be awarded 20 points. In order to be awarded points the slug rounds must impact the designated steel target. Competitors may engage the targets with as many rounds as needed to (acquire points IE misses)

All scoring will be calculated using hit factor (Points /Time= HF score). For example, if a competitor shoots stage 1 cleanly and accumulates 120 points in 32 seconds ($120/32= 3.75$). The competitor's hit factor for that stage would be 3.75.

Competitors will shoot each stage twice. The hit factor score for each stage will be the average between the competitors first run and second run. Final score will be the hit factor average of all three stages.

Rules:

All competitors will adhere to the 4 fundamental firearm safety rules. If any of these rules are violated the RO may disqualify the competitor.

Failure to engage targets from designed shooting areas, positions, or in order will result in no points awarded.

Birdshot is recommended.

Total Round Count: Minimum of 52 rounds of birdshot and 4 rounds of slug. It should be noted that this round count is if the competitor has no misses. More ammunition may be required to complete the course if competitor wants to accrue maximum points.