2012 NRA Police Pistol Combat Rule Book

EXTRACT

SECTION D NATIONAL POLICE SHOOTING CHAMPIONSHIPS SHOTGUN MATCH

The following is provided as reference for competitors attending the annual National Police Shooting Championships (NPSC) and for Tournament Directors who may want to add the NRA Law Enforcement Shotgun Match to their Tournament. As with any tournament, the NPSC Official Tournament Program will set forth the Conditions and course of fire for the match and must be checked by competitors.

- **D1. Firearm:** Competitors must furnish their own shotgun or use a shotgun provided by the NRA. Shotgun must be factory manufactured, 12 gauge, barrel length not to exceed 22 1/4 inches, metallic sights only, and no modifications. Barrel is to be cylinder or improved cylinder bore; constriction at the choke may not exceed 0.0149. No back boring is allowed. Removable Chokes may be used. Shotgun barrels will be checked for choke and inspected. All safety devices provided by the manufacturer must function as designed.
- **D2. Sling:** Shotgun may be equipped with a sling but it cannot have sling cuffs or other devises that attach to the arm. Slings may only be used in Stage 4.
- **D3. Ammunition:** Must be 12-gauge, 00 lead Buckshot with nine pellets per shell, and 1 ounce rifled slugs. Ammunition will be inspected and a sample shell may be required for disassembly and examination. Reloaded or sabot ammunition will not be allowed.

D4. Scoring Values:

Buckshot: Each hit within the 7 Ring and in are worth 5 Points. Hits outside the 7 Ring are zero. Slugs: Hits are scored using the B-27 target X, 10, 9, 8, and 7 Point face value scoring rings.

D5. Tie Breaking:

If competitors have the same total score and X count, the scores off of their scorecards will be used in the following order until a tie can be broken:

50 Yard Slug Stage Total Score

50 Yard Slug Stage Total Score - Highest number of X Ring Hits

25 Yard Slug Stage Total Score

25 Yard Slug Stage Total Score – Highest number of X Ring Hits

50 Yard Slug Stage Total Score – competitor with the most 9 Ring Hits

50 Yard Slug Stage Total Score - competitor with the most 8 Ring Hits

50 Yard Slug Stage Total Score – competitor with the most 7 Ring Hits

25 Yard Slug Stage Total Score – competitor with the most 9 Ring Hits

25 Yard Slug Stage Total Score – competitor with the most 8 Ring Hits

25 Yard Slug Stage Total Score – competitor with the most 7 Ring Hits

Highest Buckshot Stage Total Score

If the tie can still not be broken, the highest score in the first match of the Championship in which all tied shooters fired will be used. If a tie still exists, the next match that both shooters fired in will be used and the process repeated as necessary. If any of the shooters who are tied with each other did not fire in any of the NPSC Handgun Matches, a coin toss by someone who did not fire the Shotgun Match who will be appointed by the Tournament Director and be used to determine the tie break.

D6. Course of Fire: An Aggregate of the following Stages;

Stage 1:

15 yards from the hip or shoulder, 5 rounds of 12 gauge nine pellet 00 buckshot, fired at four B-27 targets in 10 seconds. Fire one round at three of the targets and two rounds at one target of choice. Gun stock must be held under the arm until the targets start to turn. Gun may then be brought to the shoulder or fired from the underarm position.

Stage 2:

20 yards, from the shoulder, 5 rounds of 12 gauge nine pellet 00 buckshot fired at four B-27 targets in 5 seconds. Fire one round at three of the targets and two rounds at one target of choice. Gun may be placed against the shoulder before the targets start to turn.

Stage 3:

25 yards, from the shoulder, 5 rounds of rifled slugs fired at one B-27 target in 10 seconds. Gun must be held under the arm until the targets start to turn.

Stage 4:

50 yards, from the shoulder, from either the kneeling or standing position, 5 rounds of rifled slugs fired at one B-27 target in 60 seconds. Gun stock must be held under the arm until targets start to turn. Sling may be used but cannot be wrapped around the arm or otherwise attached in any manner to the competitor's body until after the targets start to turn.