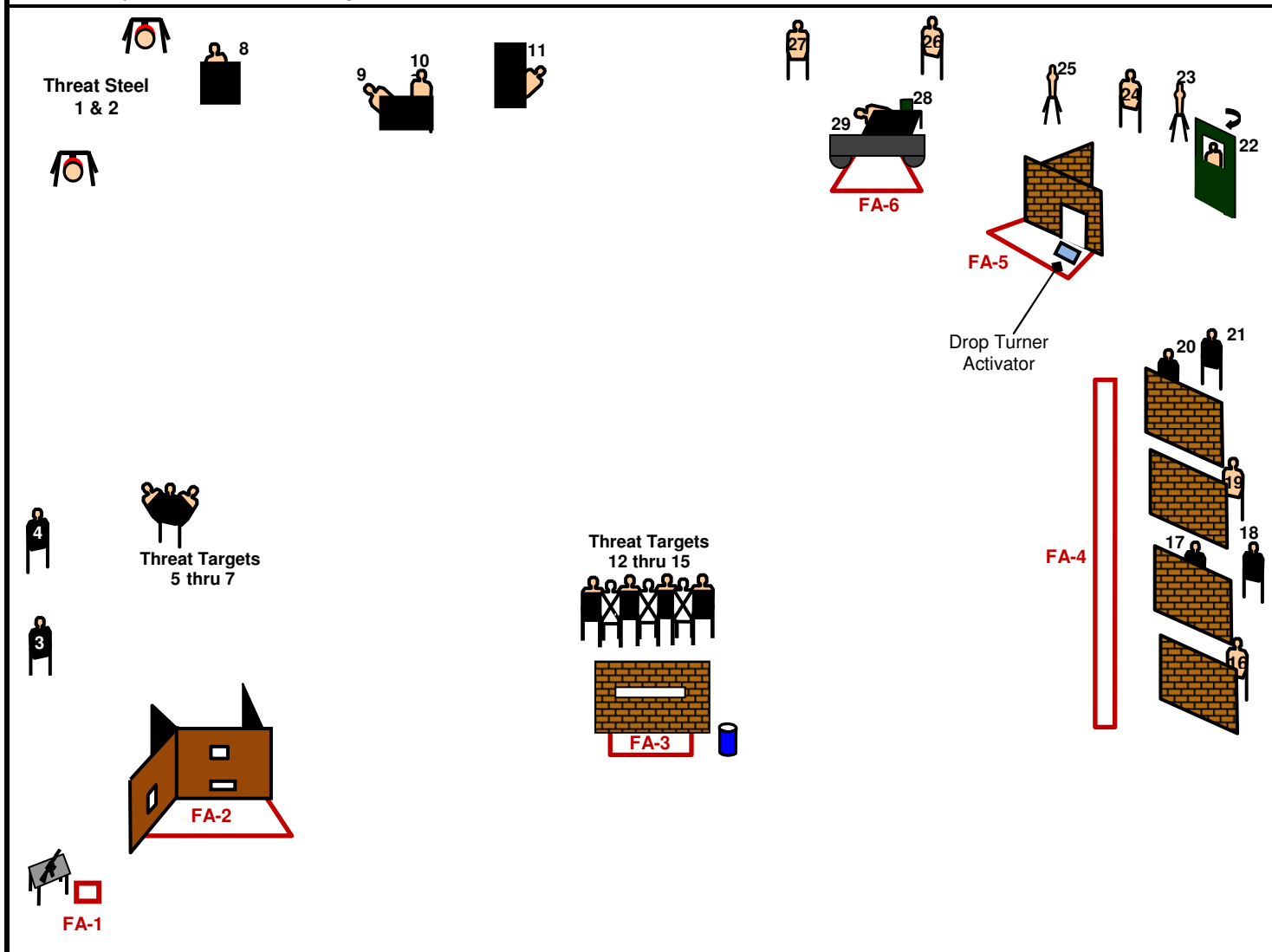


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 3	<b>Course Name:</b> Two Skill Checks In One	<b>RH- XXXX</b>
<b>Course Type:</b> Scenario Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time	
<b>Targets:</b> 24 TPC Paper / 5 Steel	<b>Scoring:</b> TPC - Best 2 Hits on Paper / Steel Must Fall or Flash	
<b>Firearms / Rounds Required:</b> Duty Rifle = 28 Rounds / Duty Handgun = 25 Rounds		
<b>Start Position:</b> Standing inside FA-1 with Duty Handgun Loaded & Holstered. Unloaded Duty Rifle on table with Bolt closed on empty chamber and safety ON. All rifle and handgun ammunition secured on person in pouches. Table cannot be used for support in any way.		
<b>Course Description:</b> On the Start Signal, from within FA-1 engage Steel Threats 1 and 2 and move to FA-2 and engage Threat Targets 3 through 11. Advance to FA-3 and engage Threat Targets 12 through 15. Ground empty Duty Rifle muzzle down in barrel with safety ON and move to FA-4. Move through FA-4 engaging Threat Targets 16 through 21. Move into FA-5 and engage Threat Targets 22 and 23 through wall opening and Threat Targets 24 and 25. Advance to FA-6, and engage Threat Targets 26 through 29. Threat Targets 28 and 29 must be fired from underneath the simulated vehicle with knock down Threat Steel Target 28, simulating a leg and foot, engaged prior to Threat Target 29. If Threat Steel 28 is not hit and knocked down, any hits on Threat Target 29 will not count, nor will hits fired out of order.		



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

**Course:** 3

**Course Name:** Two Skill Checks In One

**RH- XXXX**

## **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 Create Firing Area Boundaries
- Material To Mark Start Line
- TPC Targets = 27 (includes 3 for Non-Threat)
- Target Stands = 21
- Target Stand Spikes = 21 Minimum
- Target Stand Sticks = 42 of Various Lengths
- Drop Turner Target = 1
- Activator Box = 1
- Steel Cable and Fasteners to run from Activator to Drop Turner
- Rifle Grade Flash Targets = 2
- Handgun Grade 12" Mini-Poppers = 2
- Handgun Grade Steel Plate, Approximately 3" Wide x 12" Tall. Will be inserted in a rubber boot, or placed behind a cut out representation to simulate leg and foot of suspect. Plate section of a 12" Mini-Popper can be used.
- Spikes for Walls & Wall Braces
- Conduit Wall Supports
- Wall Fence / 6.5' x 8' = 9
- Visual Barriers for Targets 8, 9/10, 11, and 22
- Simulated Vehicle: Only Needs to go from waist level down. Must have bottom at elevation equal to a full size sedan and as wide so that the view is the same as looking under a car. Made of Coroplast or Other Material.
- Simulated Building Windows Made Using Coroplast or Other Material = 3
- 2" x 2" x 8' Lumber to Wall Framing, Port Openings, Vehicle Framing & Cross Braces = 18
- 1" x 2" x 8' Lumber for Firing Areas Boundaries & Target Sticks = 18
- Rubber Boot or Other Boot or Material to Simulate Leg & Foot of Suspect. Must hold Handgun Grade Steel Plate.
- Barrel with Carpet at Bottom for Grounding Rifle
- Table for Staging Rifle
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Rifle = 28 Rounds  
Duty Handgun = 25 Rounds

	- 0	- 2	- 4	Miss	Hits Required
Steel Targets					5
Target 1					2
Target 2					2
Target 3					2
Target 4					2
Target 5					2
Target 6					2
Target 7					2
Target 8					2
Target 9					2
Target 10					2
Target 11					2
Target 12					2
Target 13					2
Target 14					2
Target 15					2
Target 16					2
Target 17					2
Target 18					2
Target 19					2
Target 20					2
Target 21					2
Target 22					2
Target 23					2
Target 24					2

Fired Time →

First Shot Time

↓

First Shot Maximum = **None**

First Shot 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

Total Zone Hits     38

*Statistical Office Use*

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

0 +

+

+

=

RO Name:

Shooter Initial:

Time of Day:

<b>RH - XXXX</b>	Course Name: <b>Two Skill Checks In One</b>	Course Number: <b>3</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: