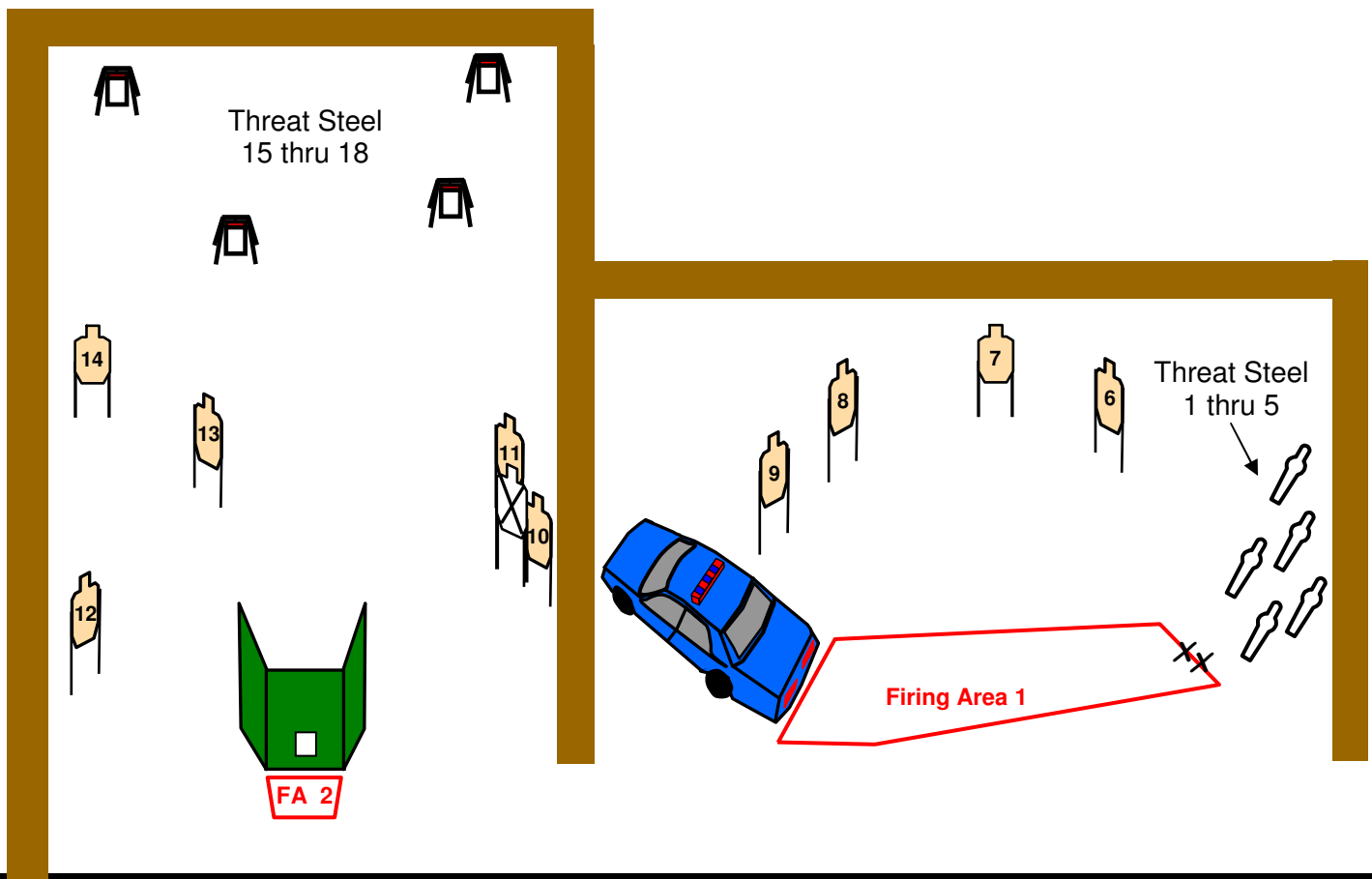


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 8	<b>Course Name:</b> Outer Perimeter Security
<b>Course Type:</b> Scenario Based	<b>Start/Stop:</b> Shot Timer / Last Shot – 180 Max Time
<b>Targets:</b> 9 Paper & 9 Steel	<b>Scoring:</b> TPC – Best 2 Hits on Paper / Steel Must Fall
<b>Firearms / Rounds Required:</b> Duty Shotgun = 4 Birdshot / Handgun = 9 Rounds / Patrol Rifle = 14 Rounds	
<b>Start Position:</b> Patrol Rifle in trunk loaded to Cruiser Ready. Loaded holstered handgun. Shotgun loaded with 4 rounds. Standing, toes touching marks on Start Line with Shotgun at Shoulder Ready position.	
<p><b>Course Description:</b> You have been assigned outer perimeter duties on a SWAT mission executing narcotics search and arrest warrants at two adjacent houses in a high crime area. You elected to take your Shotgun with you on post. While on perimeter you see an angry group approach your front carrying axes, machetes and handguns and they charge and begin to surround your position despite verbal challenges. On the Start Signal, engage Threat Steel Target 1 thru 4 with your Shotgun, transition to Handgun and engage Threat Steel Target 5 and Threat Targets 6 thru 9 from within Firing Area 1. Any Threat Steel missed with the Shotgun can be engaged with the Handgun. After transition to Handgun, Shotgun must be secured with Support hand at all times until placed in cruiser and <b>may not</b> be placed on the ground. Slings may NOT be used.</p> <p>With threats down you decide to exchange your empty Shotgun for your Patrol Rifle in your cruiser. Ground the Shotgun in trunk with <b>Safety ON</b> and secure your Patrol Rifle. When you do you hear gunfire inside the outer perimeter, which is to the left of your cruiser, and you move to assist. Move to Firing Area 2 and engage Threat Targets 10 thru 14 and Threat Steel 15 thru 18 from within Firing Area 2. RO will call hits on flash steel.</p> <p><b>NOTE:</b> Two Procedural Penalties will be assessed for: Grounding Shotgun other than in cruiser; Failing to place Shotgun safety ON before grounding in trunk.</p>	



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

**Course:** 8 | **Course Name:** Outer Perimeter Security

## **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 Pastes
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table (if available) = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ Material To Mark Start Lines
- ❑ TPC Targets = 10 (1 One for Non –Threat)
- ❑ Target Stands = 10
- ❑ Target Stand Stakes
- ❑ Target Stand Sticks = 20 minimum / Various lengths
- ❑ Pepper Popper Steel Targets / Pistol-Shotgun Grade = 5
- ❑ Flash Steel Targets / Rifle Grade = 4
- ❑ Spray Paint For Steel
- ❑ Wall Sections = 3 Full, 1 with Prone Port
- ❑ Range Cruiser with Operational Trunk Lid - will not be locked so no locking mechanism necessary
- ❑ Other:



NRA Law Enforcement Division

# NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Shotgun = 4 Birdshot Rounds / Duty Handgun = 9 Rounds / Patrol Rifle = 14 Rounds

Fired Time →

	- 0 A/B	- 2 C	- 4 D	Miss	Hits Required
SG/HG Steel = 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
Target 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Rifle Steel = 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>27</b>

**Statistical Office Use**

Target Not Engaged  → Times 20 =

No Shoot Target Hits  → Times 10 =

Procedural Penalties  → Times 10 =

Accuracy Loss Penalty

**Final Tactical Score**

Fired Time Plus All Penalties

**Statistical Office Use**

Accuracy Loss Factor		Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<b>0</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	<b>NRA Course HRS 6006 - Outer Perimeter Security</b>	Course Number:	<b>8</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

