**NRA Tactical Police Competition**

<table>
<thead>
<tr>
<th>Course: H-1086</th>
<th><strong>Course Name:</strong> Breakfast Get Together</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Course Type:</strong> Scenario Based</td>
<td><strong>Start/Stop:</strong> Shot Timer / Last Shot - 180 Max Time</td>
</tr>
<tr>
<td><strong>Targets:</strong> 7 Paper</td>
<td><strong>Scoring:</strong> TPC - Best 2 Hits on Paper</td>
</tr>
</tbody>
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| **Firearms / Rounds Required:** Duty Handgun = 14 Rounds |

| **Start Position:** Handgun Loaded & Holstered. Sitting on bench between marks indicated. Head forward, elbows on table with both hands holding simulated sandwich approximately 2 inches from mouth. Legs covered with Ballistic Safety Blanket. |

| **Course Description:** Two civilian friends have joined you for breakfast and coffee at the local café your officers like to visit. You picked up your food and are seated in one of the side rooms. The table and seats are fixed to the floor as one unit. You are seated on the inside seat and one of your friends is seated to your left. Your other friend is seated opposite the two of you. While eating you hear screaming and someone yelling about a gun from the front of the café and then see a man behind you in your peripheral vision. You turn your head to see what is going on and see he has a gun and he begins firing. Because of the person seated next to you, you cannot immediately get up to fire. On the Start Signal, while seated engage Threat Targets 1 and 2. Your friend seated next to you has been shot and you need to move him to get up and get him on the floor for his safety. Then move to Firing Area 2 and engage Threat Targets 3 through 7. |

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![Diagram of the breakfast get together course layout](image)

- Shoot Through Visual Barrier
- Stomp Box Activates Swinger Target
- FA-1
- FA-2
- Stomp Box Activates Swinger Target
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 Pasters
- 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 = 9 (2 for Non-Threat)
- Target Stands = 9
- Target Stand Spikes = 18
- Target Stand Sticks = 18 Minimum -Various Heights
- Full Size Fence Sections or Horizontal Wall Visual Barriers - 6.5' x 8' = 7
- Shoot Through Visual Barrier Wall = 1
  Frame made of 2” x 2” x 8” Lumber Covered with Commercial Landscape Fabric
- Tables to place inside FS-2 for Props
- Counter Prop
- Conduit Wall Supports or 2” x 2” Lumber Supports = 18 minimum
- 50 Pound Bag of Compressed Peat Moss to simulate seated civilian. Wrap with Duct Tape to add strength to bag. If available, a Training Drag Dummy should be used.
- Picnic Bench or other Type Table for FA-1
- Sandwich and Coffee Cup Props
- Stomp Box
- Swinger Target
- Cable to connect Stomp Box to Swinger Target
- Duck Tape for Peat Moss Bag = 2 Rolls
- 1” x 2” x 8’ Lumber For Target Stand Sticks and Firing Areas = 25
- 2” x 2” x 8’ Lumber for Wall Supports, Cross Braces, and to Frame Shoot Through Visual Barrier Wall = 23
- Landscape Fabric for Shoot Through Wall = 8’ x 10” Piece
- Spikes = 50
- Other:
**Tactical Police Competition Score Sheet**

**Duty Handgun = 14 Rounds**

<table>
<thead>
<tr>
<th>Target</th>
<th>2</th>
<th>4</th>
<th>Miss</th>
<th>Hits Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target 1</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Target 2</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Target 3</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Target 4</td>
<td></td>
<td></td>
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<td>2</td>
</tr>
<tr>
<td>Target 5</td>
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<td>2</td>
</tr>
<tr>
<td>Target 6</td>
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<td></td>
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<td>2</td>
</tr>
<tr>
<td>Target 7</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
<td></td>
<td><strong>14</strong></td>
</tr>
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**Statistical Office Use**

- Accuracy Loss Factor
- Above Times 2
- Above Times 4
- Above Times 10
- Total

**Fired Time**

**First Shot Time**

**First Shot Maximum** = None

**First Shot Penalty**

**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

**H - 1086**  
**Course Name:** Breakfast Get Together  
**Course Number:** 5

**Competitor Name:**  
**Team Name:**  
**Patrol**  
**Tactical**

**RO Name:** Print Name Here  
**Shooter Initial:**

**Time of Day:**