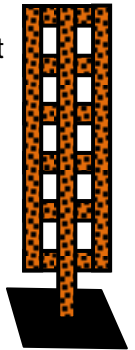


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> ABQ 1	<b>Course Name:</b> Be Accurate – It's Virginia Count	<b>HSR - 6013</b>
<b>Course Type:</b> Skill Based		<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time
<b>Targets:</b> 25 TPC Paper /2 Steel / 8 Clays	<b>Scoring:</b> Best 2 Hits on Paper/Steel Must Fall/Clay Must Break	
<b>Firearms / Rounds Required:</b> Duty Handgun = 30 Rounds / Duty Shotgun 8 MAX / Patrol Rifle = 26 MAX		
<p><b>Start Position:</b> Empty Patrol Rifle staged on table with mark showing through trigger guard. Shotgun Safety ON and loaded with 5 rounds staged muzzle down in barrel. Holstered loaded Duty Handgun. Standing with heels on rear of FA-1. Support Hand holding OC simulator, finger on trigger and arm FULLY extended aiming at Threat Target 1.</p> <p>The course uses Virginia Count for the Duty Shotgun and Patrol Rifle. The MAXIMUM shotgun rounds that can be fired is 8 and the MAXIMUM number of rifle rounds that can be fired is 26. You may carry additional rounds in case you have a malfunction but one Procedural Penalty will be added for each round over the maximum. If a Threat Target has an extra hit, one of the highest scoring hits will be considered a miss and not counted. As always, dropped rounds may not be left behind.</p>		
<p><b>Course Description:</b> On the Start Signal drop aerosol simulator and engage Threat Targets 1 and 2 with Duty Handgun. First Shot Time Requirement is 1.5 Seconds.</p> <p>Move to Firing Area 2 and engage Threat Targets 3 through 7 then retrieve Duty Shotgun and engage Threat Targets 8 through 15 within Firing Area 3.</p> <p>Ground empty shotgun in barrel, move to Firing Area 4 and load Patrol Rifle. At Firing Area 4 engage Threat Target 16 &amp; 17 with 1 round from each assigned firing port as listed below. Target 16 will be engaged from RIGHT side ports and Threat Target 17 from the LEFT side ports. Each Target is to be engaged four times with only 1 round per position port. When firing the muzzle MUST be past the inside edge of the port opening and all rounds fired unsupported with NO part of the rifle or hands touching any part of the Position Port Tree. One Procedural Penalty per port where support is used.</p> <p>Position Port Assignments: Each side has five ports. You will use four on each side. The first round <b>must be fired standing from the uppermost LEFT side port</b> that the shooter can sight through without squatting or lowering your body. After firing 1 round at Threat Target 17, move to the corresponding RIGHT side port and fire 1 round at Threat Target 16. You will then fire 1 round from the next lower port on the LEFT side and 1 round on the corresponding RIGHT side port from a high squat position. Then drop one port level and fire the same 1 round LEFT-RIGHT sequence from a low squat, and then the same sequence from the next lower port from a low kneeling position. Fired correctly, four rounds will have been fired from the left side ports at Threat Target 17 and 4 rounds from the right side ports at Threat Target 16 for a total of 8 rounds.</p> <p>After firing the Position Post Tree move to Firing Area 5 and engage reduced size Threat Targets 18 through 26.</p> <p>Keeping EMPTY Patrol Rifle in hand using Muzzle Up or Muzzle Down technique or slung, move to Firing area 6 and engage Threat Targets 27 through 35 <b>AS SEEN</b>.</p>		
<p><b>NOTE:</b></p> <ul style="list-style-type: none"><li>* First Shot Time Requirement Penalty is the Actual First Shot Time.</li><li>* No additional shotgun rounds may be loaded until after the first shotgun Threat Target has been engaged. 1 Procedural for each round loaded in violation.</li><li>* Failing to engage targets AS SEEN in Firing Area 6 will result in one Procedural Penalty.</li><li>* Per TPC Standards, long guns left behind do not have to have the Safety ON when left <b>if the firearm is UNLOADED</b>. If a round is found to be in the gun 2 Procedural Penalties will be assessed.</li></ul>		
~ Course Diagram on next Page ~		

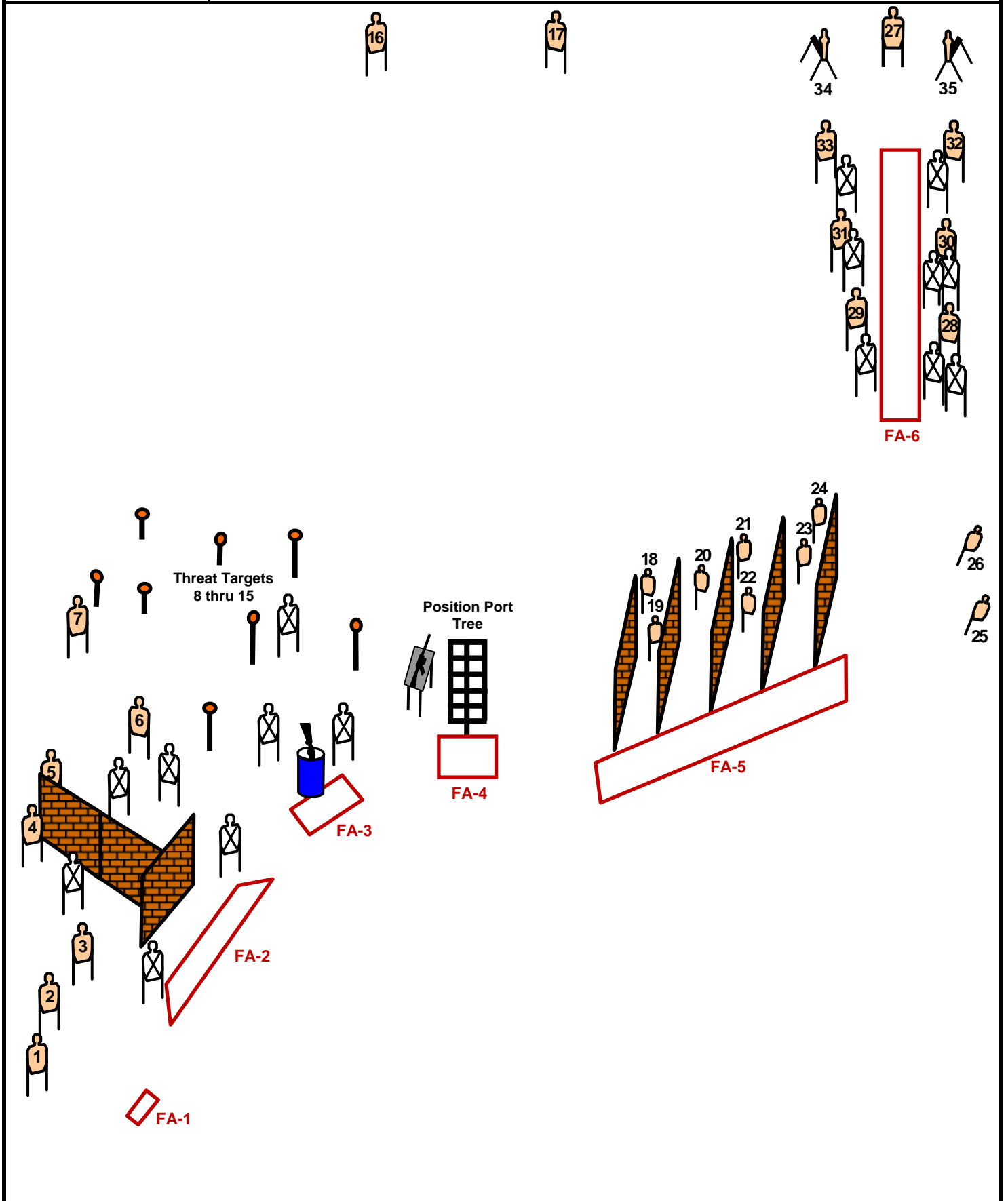


# NRA TACTICAL POLICE COMPETITION

Course: 1

Course Name: Be Accurate – It's Virginia Count

HSR - 6013



# NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: ABQ 1

Course Name: Be Accurate – It's Virginia Count

HSR-6013

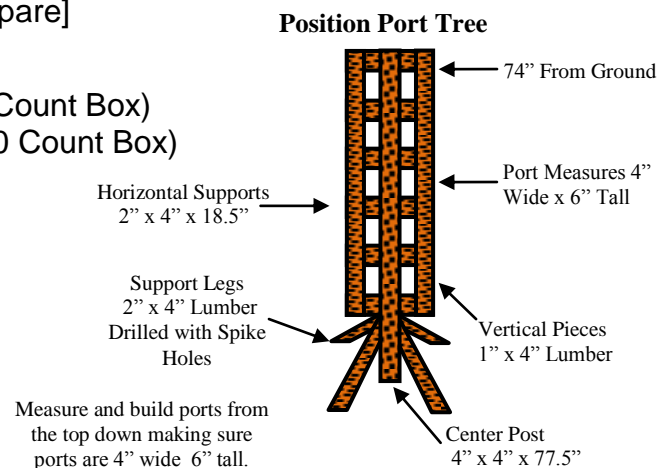
## Course Material & Supplies

- ❑ 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 Target Pastes
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ TPC Targets = 32 (16 for Non-Threat Targets)
- ❑ TP-2 Reduced Size Targets = 9
- ❑ Target Stands = 41
- ❑ Target Stand Sticks
- ❑ Full Size Fence Sections = 8
- ❑ OC Training Simulator Canister
- ❑ Table to Stage Rifle
- ❑ Open Top Barrel With Padding in Bottom to Stage Shotgun
- ❑ Steel Mini-Popper = 2
- ❑ 2" x 2" x 8' Lumber = 22 Total
  - For Wall Supports, Cross Braces, and Position Port Support
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines, Start Line, Target Stand Sticks = 109
- ❑ Material to Make Position Port Tree
  - 4" x 4" x 8' Lumber = 1
  - 1" x 4" x 8" Lumber = 2 (will provide enough material to replace shot boards)
  - 2" x 4" x 6' Lumber = 3
- ❑ TPC Tan Paint for Steel
- ❑ Spikes for Target Stands, Steel, Wall Braces & Firing Lines = 172 Minimum
- ❑ Clay Target Stands = 10 [8 for course and 2 spare]
- ❑ Clay Bird Targets = 8 per Shooter

For 120 Shooters = 960 = 11 Cases (90 Count Box)

For 160 Shooters = 1,440 = 16 Cases (90 Count Box)

- ❑ Other:





# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 30 Rounds / Duty Shotgun = 8 Birdshot MAXIMUM / Patrol Rifle = 26 Rounds MAXIMUM

	- 0	- 2	- 4	Miss	Hits Required
Target 1					2
Target 2					2
Target 3					2
Target 4					2
Target 5					2
Target 6					2
Target 7					2
Clays 8 - 15					8
Target 16					4
Target 17					4
Target 18					2
Target 19					2
Target 20					2
Target 21					2
Target 22					2
Target 23					2
Target 24					2
Target 25					2
Target 26					2
Target 27					2
Target 28					2
Target 29					2
Target 30					2
Target 31					2
Target 32					2
Target 33					2
Steel 34 & 35					2

Total Zone Hits					<b>64</b>
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- Max Time Exceeded = Plus 1000
- Did Not Finish Course = Plus 1500
- Disqualified = Plus 2000

Penalty Will be Added by the Statistical Office

**Fired Time** →

First Shot Time ↓  
 First Shot Maximum = **1.5 Seconds**

		Statistical Office Use
First Shot Penalty	→	→ = <input style="width: 50px; height: 20px;" type="text"/>
Target Not Engaged	→	Times 20 <input style="width: 50px; height: 20px;" type="text"/>
No Shoot Target Hits	→	Times 10 = <input style="width: 50px; height: 20px;" type="text"/>
Procedural Penalties	→	Times 10 = <input style="width: 50px; height: 20px;" type="text"/>
Loss of Accuracy Penalty	→	<input style="width: 50px; height: 20px;" type="text"/>
<b>Final Tactical Score</b>		<input style="width: 50px; height: 20px;" type="text"/>
Fired Time Plus All Penalties		

Statistical Office Use				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<input style="width: 30px; height: 20px; background-color: black; color: white; text-align: center; font-size: 24px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
	+	+	+	=

**RO Name:**

**Shooter Initial:**

**Time of Day:**

<b>HSR-6013</b>	Course Name:	<b>Be Accurate – It's Virginia Count</b>	Course Number: <b>1</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical		Team Number: