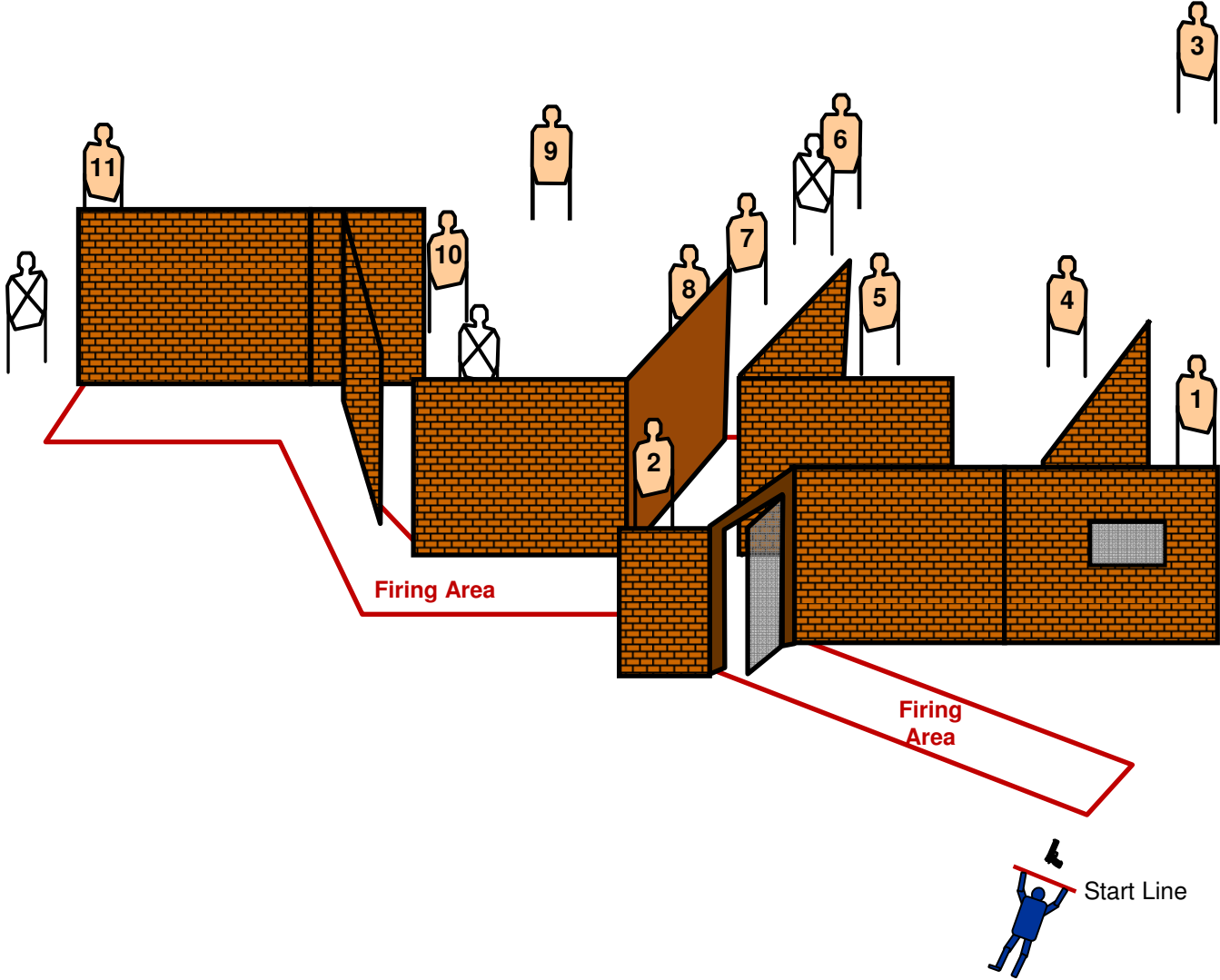


NRA TACTICAL POLICE COMPETITION

Course: 4	Course Name: Trip Up at the Jewelry Store Silent Alarm	H-1060
Course Type: Scenario Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time	
Targets: 11 Paper	Scoring: TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Duty Handgun = 22 Rounds		
Start Position: Loaded Duty Handgun on ground with muzzle down range, Left side UP for Right handed shooters – Right side UP for Left hand shooters, with mark showing through Trigger Guard. Shooter prone with arms FULLY extended and fingertips touching Start Line.		
Course Description: You have responded to a silent alarm at a strip mall jewelry store that has frequent false alarms. You parked a distance away. Just as you reach the sidewalk at the far right side of the store someone who looks like a store employee opens the door and yells “Help we’re being robbed”, waves to you to come in and goes back inside. As you move towards the door you see a person in the window with a face mask bring a handgun up and fire. As you draw and move towards the wall for cover you trip on the curb, fall forward, and drop your handgun as you fall face down on the sidewalk. On the Start Signal, retrieve your Duty Handgun, and engage Threat Target 1 through the shattered window from the Firing Area. Then engage immediate Threat Target 2 through the glass door and enter the store, locating and engaging Threat Targets 3 through 11 as seen.		
 <p>The diagram illustrates the course layout. A brick building is shown with a door and a window. A red line indicates the 'Firing Area' starting from a 'Start Line' where a shooter is positioned. The building has a window with a shattered pane and a door. 11 numbered targets (1-11) are placed at various locations: Target 1 is in the window; Target 2 is in the door; Targets 3-11 are placed on the roof and walls of the building. A red line also indicates the 'Firing Area' extending from the door area towards the targets.</p>		

NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 4

Course Name: Trip Up at the Jewelry Store Silent Alarm

H-1060

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 Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 1
- ❑ Material To Create Firing Area Boundaries – See Below
- ❑ TPC Targets = 14 Full Size (3 used for Non-Threat)
- ❑ Target Stands = 14
- ❑ Target Stand Spikes = Minimum of 14
- ❑ Target Stand Sticks = 28 Minimum - Various Heights
- ❑ Fence Section Walls / 6.5' x 8' = 9 One will be cut in half to create two sections
- ❑ Visual Barrier Shoot Thru Wall / Framed with 2" x 2" lumber and covered with Landscape Fabric, Coroplast or Other Material / Approximately 6.5' tall by 8' long = 1
- ❑ 2" x 2" x 8' Lumber for Wall Framing and Wall Supports = 18
- ❑ 1" x 2" x 8' Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 15
- ❑ Landscape Fabric for Visual Barriers and to Cover Lower Half of Screen Door
- ❑ 2" x 4" x 8' Lumber to Create Door Jamb = 3
- ❑ Screen Door = 1
- ❑ Door Hinge Set
- ❑ Door Handle
- ❑ Door Spring Set
- ❑ Translucent Plastic Sheeting to Cover Window and To Section of Screen Door
 - Pre-Cut Sheets to Spray Glue onto Window After Each Shooter = 100
 - Pre-Cut Sheets to Spray Glue onto Door After Each Shooter = 100
- ❑ Shooting Mat to Place at Start Position
- ❑ Carpet Square to Place Handgun On
- ❑ Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 22 Rounds

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

	- 0	- 2	- 4	Miss	Hits Required
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
Target 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	22

Statistical Office Use

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty 0 + + + =

RO Name: Print Name Here

Shooter Initial:

Time of Day:

H - 1060	Course Name: Trip Up at the Jewelry Store Silent Alarm	Course Number: 4
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: