**Course:** R-2031  
**Course Name:** All the Rifle Basics and Some Not So Basic  
**Course Type:** Skill Based  
**Start/Stop:** Shot Timer / Last Shot - 180 Max Time  
**Targets:** 13 TP-1 Targets and 6 Steel  
**Scoring:** Best 2 Hits on Paper / Steel Must Fall or be Called by RO  

**Firearms / Rounds Required:** Patrol Rifle = 32 Rounds

**Start Position:** Patrol Rifle loaded to Cruiser Safe (Safety ON, Bolt Closed on EMPTY chamber with loaded magazine locked in place). Shooter starts facing up range with toes on Start Line with Patrol Rifle on Support Side shoulder in Safety Circle Position

**Course Description:** This Skills Course is a test of accuracy while engaging multiple targets, multiple hit zones, unusual shooting positions, support shoulder shooting, firing around visual barriers, loading & reloading under time stress, multiple distances, and shooting on the move.

On the Start Signal, left shouldered shooters go to the left side on Firing Area 1 and engage Threat Targets 1 through 3 and right shouldered shooters move to the right side of Firing Area 1 and engage Threat Targets 4 through 6. Shooter then conducts a Tactical Reload while still on the holding the rifle in their support hand, transitions the rifle to their Primary shoulder and engages the three remaining Threat targets. Then move to Firing Area 2 and engage Threat Targets 7 through 11 as seen shooting ON THE MOVE. Enter Firing Area 3 and engage Threat Targets 12 & 13, and then enter Firing Area 4. From within Firing Area 4 engage Threat Steel Targets 14 through 19 through ports. Only two Threat Steel Targets can be engaged from any one port.

**Note:**
1. Failure to conduct Support side mandatory tactical reload results in two Procedural Penalties (20 Seconds).
2. You MUST shoot on the move in Firing Area 2. ONE Procedural Penalty will be assessed for each Threat Target engaged when stationary. Movement speed MUST be at least close to a normal walk pace.
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
- TP-1 Full Size Targets = 16 (3 for Non-Threats)
- TPC Cover Targets 5
- Target Stands = 21
- Target Stand Sticks = 42 Minimum - Various Heights
- Rifle Grade Steel Flash Target = 4
- Rifle Grade Lolli-Popper Target = 1
- Material to Construct Firing Area 4 Structure = Approximately 30” high x 12’ wide by 8’ deep. Made with 2” x 2” lumber material with sides covered in Coroplast, Landscape fabric or other material. Top covered with black plastic snow fence or construction warning fence.
- 2” x 2” x 8’ Lumber For above = 18
- 1” x 2” x 8’ Lumber for firing Area Lines & Target Sticks = 55
- Spikes for Grounding Structure, Target Stands, & Firing Area Lines = 76
- Plastic Barrels for Visual Barriers = 6 to 10
- Bags of Compressed Peat Moss to place in front of any Steel Target that has a protective steel cover plate on the lower half. This will prevent any metallic hit sound if the shooter hits the protective plate and not the target area so that the RO and shooter do not get confused by the rapport.
- Other:
NRA Law Enforcement Division

Tactical Police Competition Score Sheet
Patrol Rifle = 32 Rounds

Course Name: All the Rifle Basics and Some Not So Basic
Course Number: R-2031
Competitor Name: [Blank]
Range: 5

- 0 - 2 - 4 Miss Hits Required
Target 1 [Blank] [Blank] [Blank] 2
Target 2 [Blank] [Blank] [Blank] 2
Target 3 [Blank] [Blank] [Blank] 2
Target 4 [Blank] [Blank] [Blank] 2
Target 5 [Blank] [Blank] [Blank] 2
Target 6 [Blank] [Blank] [Blank] 2
Target 7 [Blank] [Blank] [Blank] 2
Target 8 [Blank] [Blank] [Blank] 2
Target 9 [Blank] [Blank] [Blank] 2
Target 10 [Blank] [Blank] [Blank] 2
Target 11 [Blank] [Blank] [Blank] 2
Target 12 [Blank] [Blank] [Blank] 2
Target 13 [Blank] [Blank] [Blank] 2
Steel Targets [Blank] [Blank] [Blank] 6

Total Zone Hits [Blank] [Blank] [Blank] 32

Statistical Office Use
Accuracy Loss Factor
Accuracy Loss Penalty
Above Times 2
Above Times 4
Above Times 10
Total

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 Penalty
N/A First Shot Maximum ➔ N/A

Statistical Office Use
Target Not Engaged ➔
Times 20
No Shoot Target Hit ➔
Times 10
Procedural Penalties ➔
Times 10
Loss of Accuracy Penalty ➔

Final Tactical Score
Fired Time Plus All Penalties

RO Name: [Print Your Name Here]
Shooter Initial:
Time of Day: