

# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> Fairfax 4	<b>Course Name:</b> Just Don't Miss & You'll Have Plenty of Ammo	<b>HS-4023</b>
<b>Course Type:</b> Skill Based		<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time
<b>Targets:</b> 11 Steel / 9 Paper / 15 Clays		<b>Scoring:</b> Best 2 Hits on Paper / Steel Must Fall / Clays Must Break
<b>Firearms / Rounds Required:</b> Duty Shotgun = 21 Birdshot / Duty Handgun = 23 Rounds		
<p><b>Start Position:</b> Holstered loaded Duty Handgun. Shooter's Duty Shotgun loaded to Cruiser Safe with Safety ON staged on table in FA-2, mark on table showing through trigger guard. Shooter standing with FN provided SLP Semi-Automatic Shotgun at Shoulder Ready with Safety ON, loaded with 8 Birdshot Rounds, and muzzle resting on mark on top of reference post.</p>		
<p><b>Course Description:</b> From Firing Area 1 engage Threat Targets 1 through 6. The First Shot Time Requirement is 1.25 Seconds. Move to Firing Area 2 and engage Threat Targets 7 through 21. When FN SLP Shotgun is empty place it Muzzle Down in first barrel in FA-2, retrieve your shotgun from table and complete Firing Area 2 engagements. Place your Duty Shotgun Muzzle Down in second barrel and move to Firing Area 3. Pick up Target ID Card from table, <b>then draw</b> and engage the steel spinner target plates. The first and last plates you drop must match the colors on the Target ID Card. Move to Firing Area 4 and engage Threat Targets 27 through 35.</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>◆ FN SLP can only be used to fire the 8 rounds in it at the Start Signal</li> <li>◆ Shotgun cannot be loaded with additional rounds until one target has been engaged and hit.</li> <li>◆ Firing incorrect first or last steel spinner targets = 1 Procedural each. If the last target falls accidentally there will be no Procedural.</li> </ul>		
<p>The diagram illustrates the course layout. It features four firing areas: FA-1, FA-2, FA-3, and FA-4. FA-1 is a small area with a handgun target. FA-2 is a larger area with a table containing a shotgun and a handgun, and a brick wall with Threat Targets 7 through 21. FA-3 is a small area with a spinner target. FA-4 is a large area with a brick wall and Threat Targets 27 through 35. Threat Targets 1 through 6 are located in the upper left area. Threat Targets 22 through 26 are located in the upper middle area. Spinner targets 27 through 35 are located in the lower right area. A red line indicates the path from FA-1 to FA-2 to FA-3 to FA-4.</p>		

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

**Course:** Fairfax 4

**Course Name:** Just Don't Miss & You'll Have Plenty of Ammo

**HS-4023**

## **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 = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ TPC Targets = 11 Two for Non-Threat Targets
- ❑ TPC Cover Targets = 1
- ❑ Target Stands = 12
- ❑ Target Stand Sticks = 24 Minimum -Various Heights
- ❑ Steel Spinner Target (Texas Star or MGM Whirly-Gig) = 1
- ❑ Steel Pepper Popper Targets = 5
- ❑ Steel Head Plate Target = 1
- ❑ Clay Bird Stands = 17 (2 for spare)
- ❑ TPC Tan Paint for Steel
- ❑ Spray Paint for Steel Spinner = Black, Red, White, Yellow and Blue
- ❑ Target ID Cards = 2 sets
- ❑ FNH SLP Shotgun - Police Model with 8 Round Magazine
- ❑ Table to Stage Shotgun
- ❑ Table to Stage Target ID Cards = 1
- ❑ Full Size Fence Sections = 15
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines, Start Line, Target Stand Sticks = 33
- ❑ 2" x 2" x 8' Lumber = 48 Total  
Wall Braces and Cross Braces
- ❑ Spikes for Target Stands, Steel, Wall Braces & Firing Areas = 150 Minimum
- ❑ Clay Birds: For 150 Shooters = 2,250 Clays / 90 Count Box = 25 Cases
- ❑ Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 21 / Duty Handgun = 23 Rounds

- 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 = **1.25 Seconds**

	0	+ 2	+ 4	Miss	Hits Required
Shotgun Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
Clays	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	15
Handgun Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
Target 27	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 28	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 29	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 30	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 31	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 32	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 33	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 34	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 35	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>44</b>

**Statistical Office Use**

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

**Statistical Office Use**

Accuracy Loss Factor

Accuracy Loss Penalty

Above Times 2   Above Times 4   Above Times 10

**0** +  +  +  =  **Total**

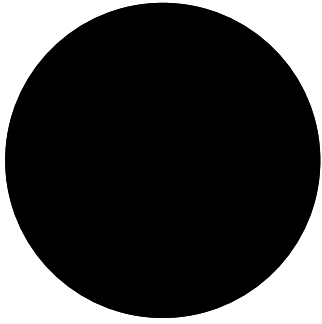
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**Shooter Initial:**

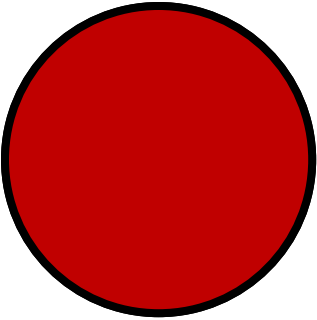
**Time of Day:**

<b>HS- 4023</b>	Course Name: <b>Just Don't Miss &amp; You'll Have Plenty of Ammo</b>	Course Number: <b>4</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number:

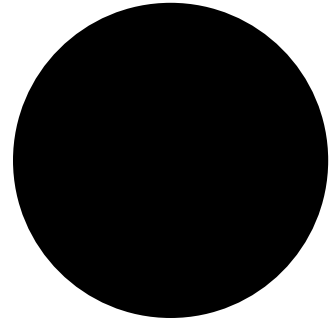
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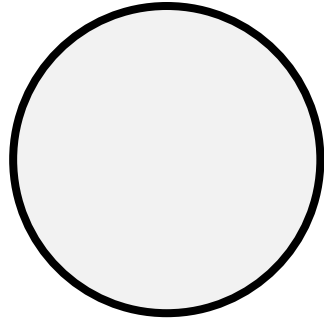
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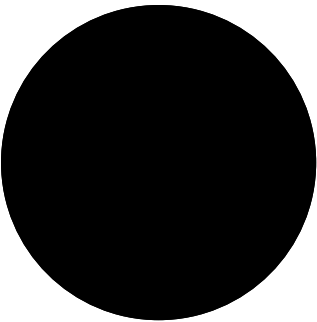
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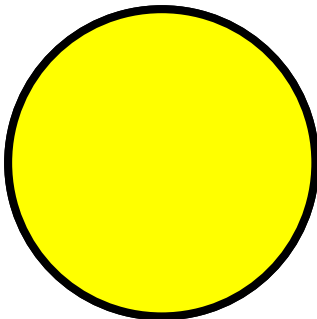
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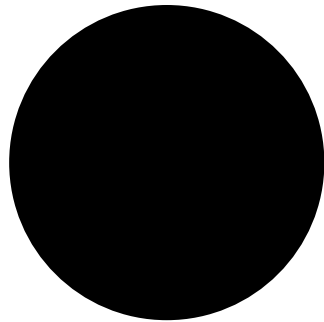
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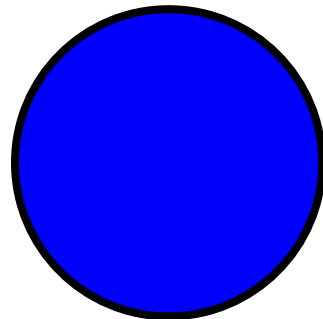
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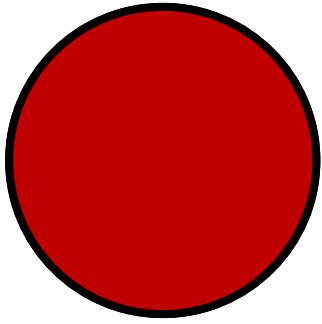
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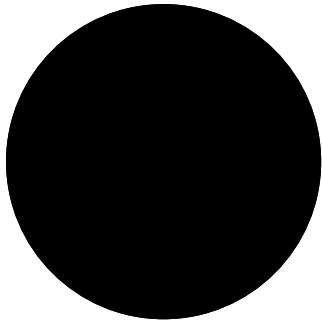
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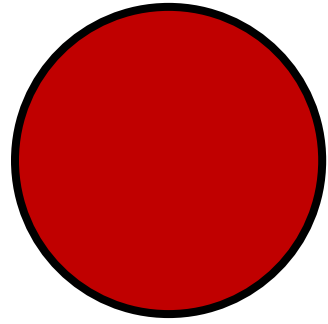
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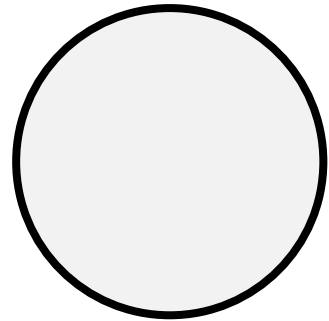
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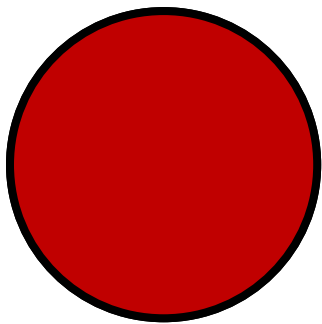
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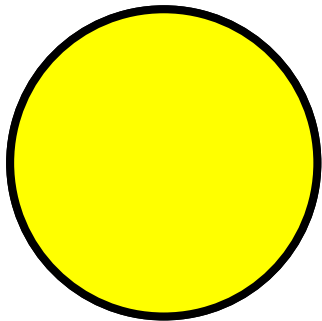
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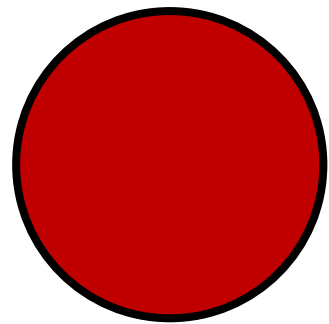
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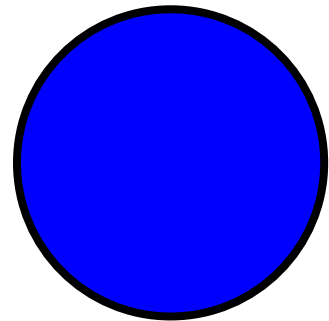
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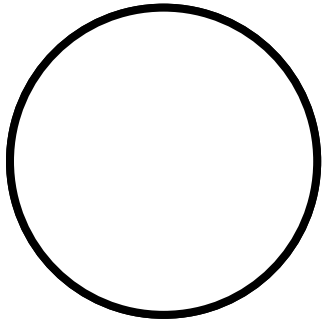
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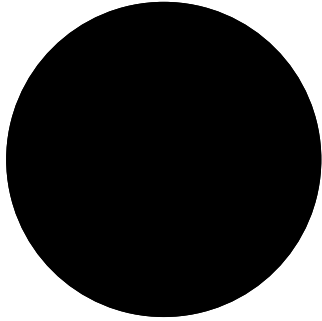
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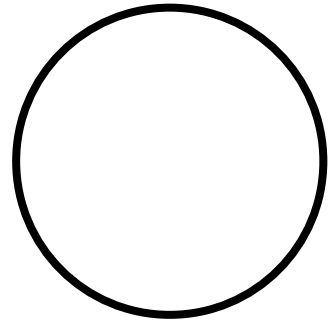
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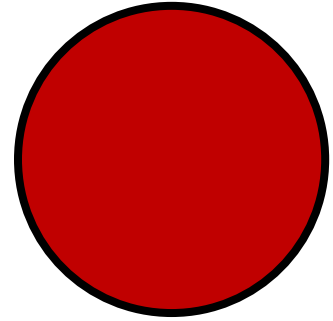
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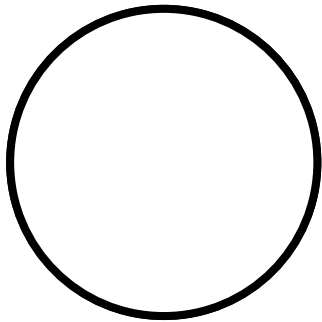
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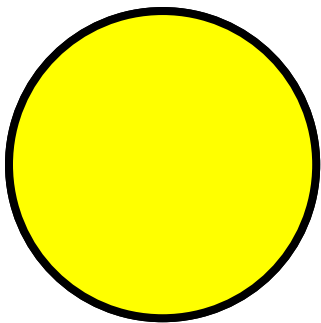
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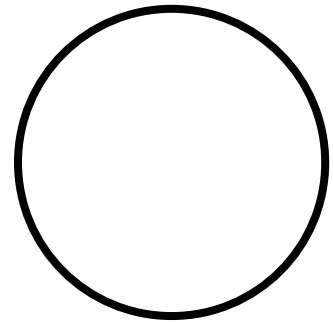
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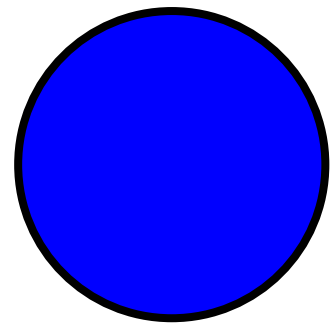
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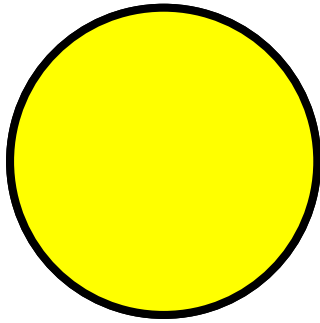
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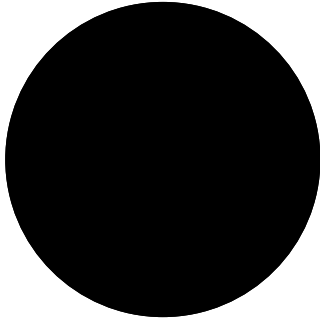
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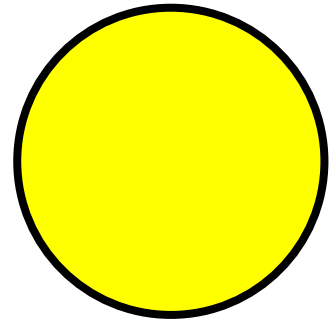
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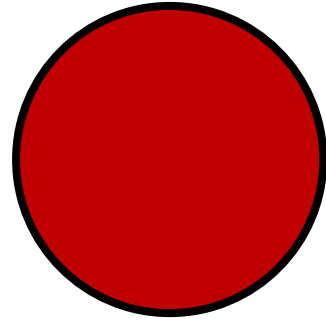
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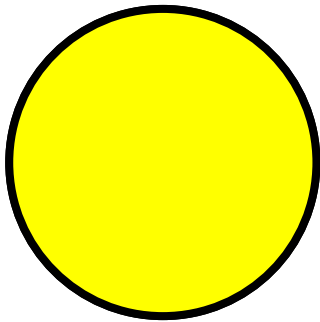
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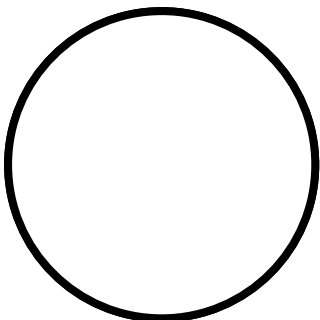
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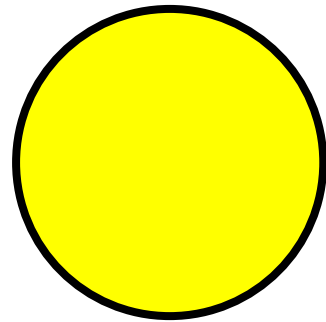
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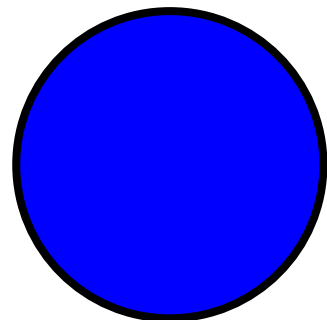
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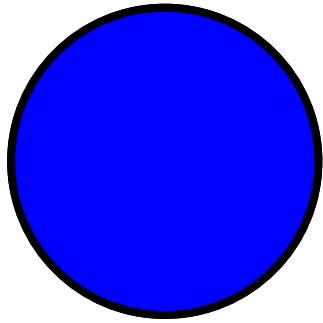


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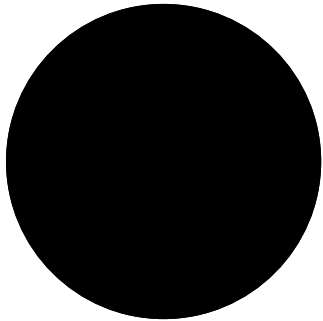


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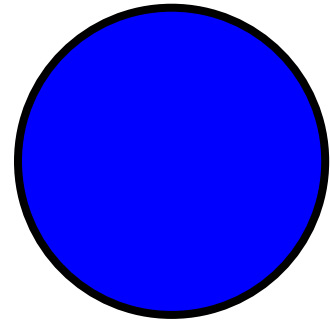




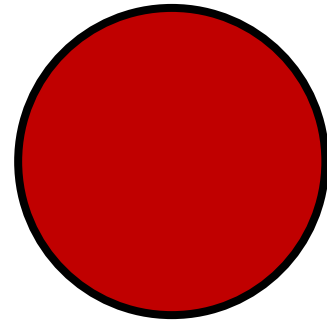
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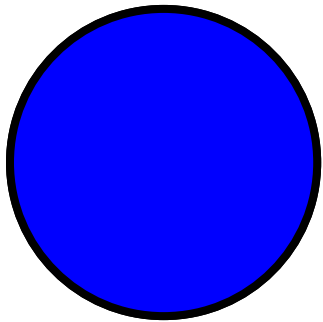
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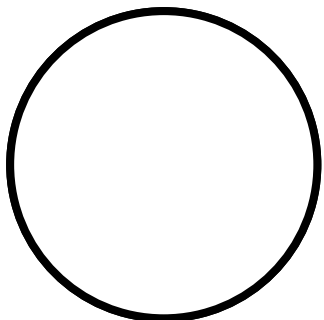
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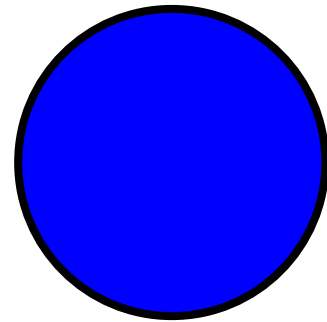
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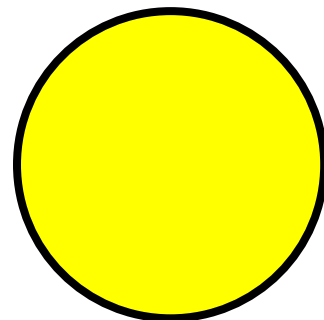
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