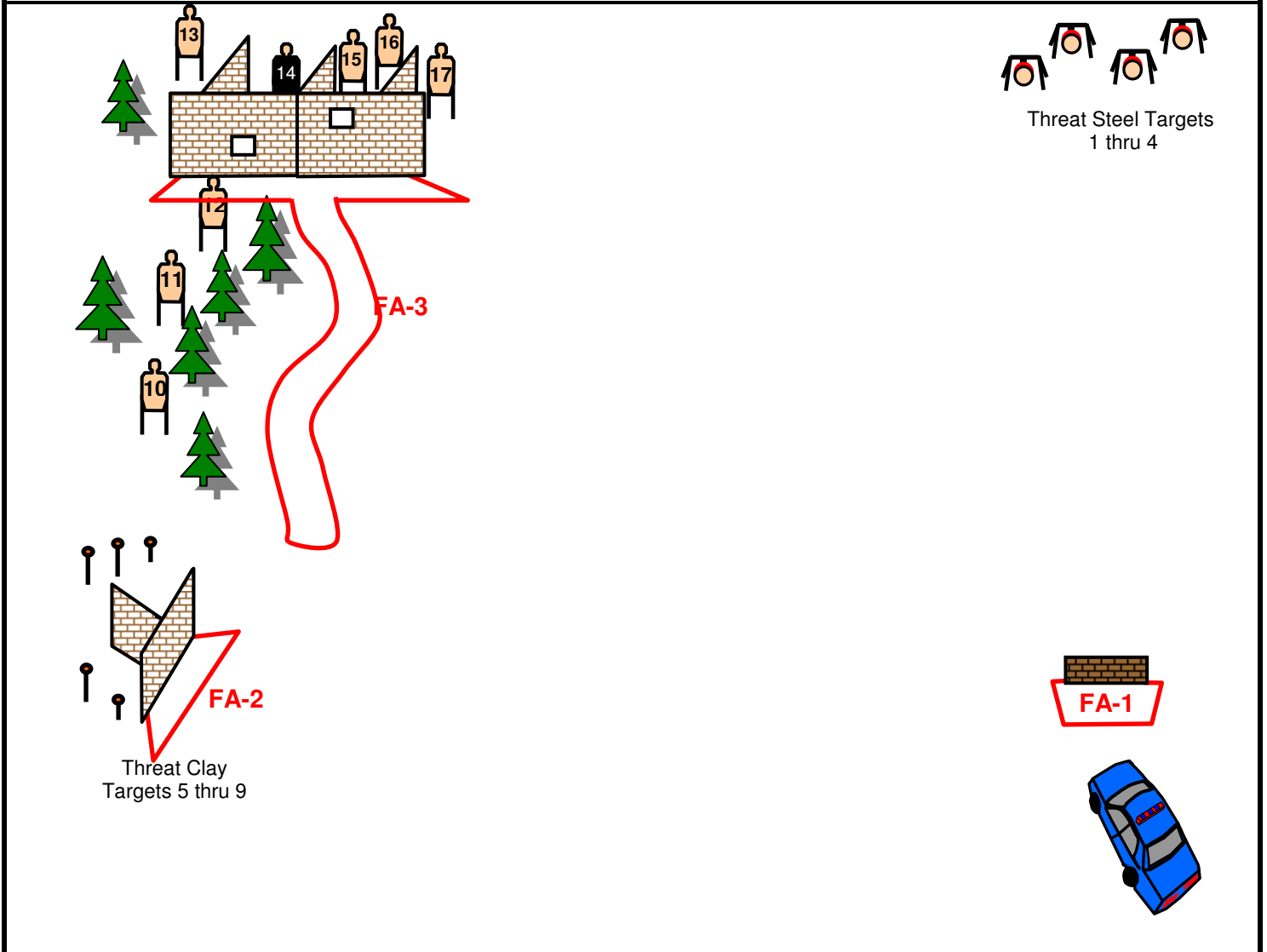


NRA TACTICAL POLICE COMPETITION

| | | |
|--|---|--|
| Course: Fairfax 8 | Course Name: Gang Shoot in the Park | HRS- 6010 |
| Course Type: Scenario Based | | Start/Stop: Shot Timer / Last Shot – 180 Max Time |
| Targets: Steel / Clays / Paper | Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall / Clays Must Break | |
| Firearms / Rounds Required: Patrol Rifle 4 Rounds / Duty Shotgun 4 Birdshot Rounds / Duty Handgun = 17 | | |
| Start Position: Duty Handgun loaded and holstered. Patrol Rifle Loaded to Cruiser Safe with 4 Rounds in Cruiser. Duty Shotgun loaded to Cruiser Safe with 4 Rounds in trunk. Seated in cruiser, seatbelt on, hands on steering wheel at 10 and 2 o'clock positions. NO additional rifle or shotgun ammunition is allowed. | | |
| <p>Course Description: This Course will allow your to practice with all three law enforcement firearms, and incorporates position to position movement, unusual shooting positions, Shotgun-to-Handgun transition, and a cruiser bail out. You just arrived as the second officer on the scene at a small recreation park in a Section 8 housing project for a fight call involving two groups of individuals. You do not see the other officer near his cruiser and conclude he is already checking the park. Just after pulling up you come under fire from four individuals.</p> <p>On signal, retrieve your Patrol Rifle, bail out and move to the brick wall Cover at FA-1. Engage Threat Steel 1 thru 4 from within FA-1, <u>firing a maximum of 1 round per target</u>. When your Patrol Rifle goes empty it simulates that an internal part has broken and your rifle is useless. Return to your cruiser, secure rifle in trunk and retrieve your Duty Shotgun. Move to Cover at FA-2 to search for the other officer and engage Threat Clays 5 thru 9. When your Duty Shotgun goes empty immediately transition to your handgun and engage any remaining Threat Clays. Then move thru FA-3 and engage all Threat Targets with your Duty Handgun. Shotgun cannot be abandoned, must be carried Muzzle Up, Muzzle Down or Slung.</p> <p>NOTE: No <u>Fail To Engage Penalties</u> will be assessed on Threat Steel Targets 1 thru 4 for running out of ammunition but Miss Penalties will apply.</p> | | |



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: Fairfax 8

Course Name: Gang Shoot in the Park

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 Pastors
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- TPC Targets = 8
- Target Stands = 8
- Target Stand Spikes
- Target Stand Sticks = 16 Minimum / Various Lengths
- Flash Target / Rifle Grade = 4
- Material to Mark Firing Areas / Wood, Survey Flags, and Rope
- Horizontal Low Wall Sections For FA-1 = 1
- Horizontal Wall Sections For FA-2 = 3
- Horizontal Wall Sections with Ports for FA-3 = 2
- Horizontal Wall Sections for FA-3 = 3
- Real or simulated trees for Visual Barriers = 6 to 10
- T-Post to Secure Trees = 6 to 10
- Cable Ties to Attach Trees to T-Post
- Range Cruiser or simulated vehicle
- Tan & Black Paint for Steel
- Clay Birds: For 100 Shooters = 500 Clays / 90 Count Box = 6 Cases
For 120 Shooters = 600 Clays / 90 Count Box = 7 Cases
For 140 Shooters = 700 Clays / 90 Count Box = 8 Cases
- Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Patrol Rifle = 4 Rounds / Duty Shotgun = 4 Birdshot Rounds / Duty Handgun = 17 Rounds

NOTE: No Fail To Engage Penalties will be assessed on Threat Steel Targets 1 thru 4 for running out of ammunition but Miss Penalties will apply.

If Shooter fires rifle rounds without intent to hit the steel in a calculated effort to "game" the time versus miss penalties, the shooter will be stopped, warned, and allowed one re-fire. Fail to comply a second time will result in the shooter being disqualified from the Course

Fired Time →

First Shot Time

First Shot Maximum = None

First Shot Penalty

Target Not Engaged

No Shoot Target Hits

Procedural Penalties

Statistical Office Use

→ =

Times 20

Times 10 =

Times 10 =

Loss of Accuracy Penalty

Final Tactical Score

Fired Time Plus All Penalties

| | - 0 | - 2 | - 4 | Miss | Hits Required |
|------------------------|----------------------|----------------------|----------------------|----------------------|---------------|
| Steel 1 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 1 |
| Steel 2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 1 |
| Steel 3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 1 |
| Steel 4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 1 |
| 5 Clays | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 5 |
| 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 |
| Target 12 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| Target 13 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| Target 14 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| Target 15 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| Target 16 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | 2 |
| Target 17 | <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"/> | 25 |

Statistical Office Use

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

0

Shooter Initial:

RO Initial:

Time of Day:

| | | |
|------------------|---|-------------------------|
| HRS- 6010 | Course Name: Gang Shoot in the Park | Course Number: 8 |
| Competitor Name: | <input type="checkbox"/> Patrol <input type="checkbox"/> Tactical | Team Number: |