

# NRA TACTICAL POLICE COMPETITION

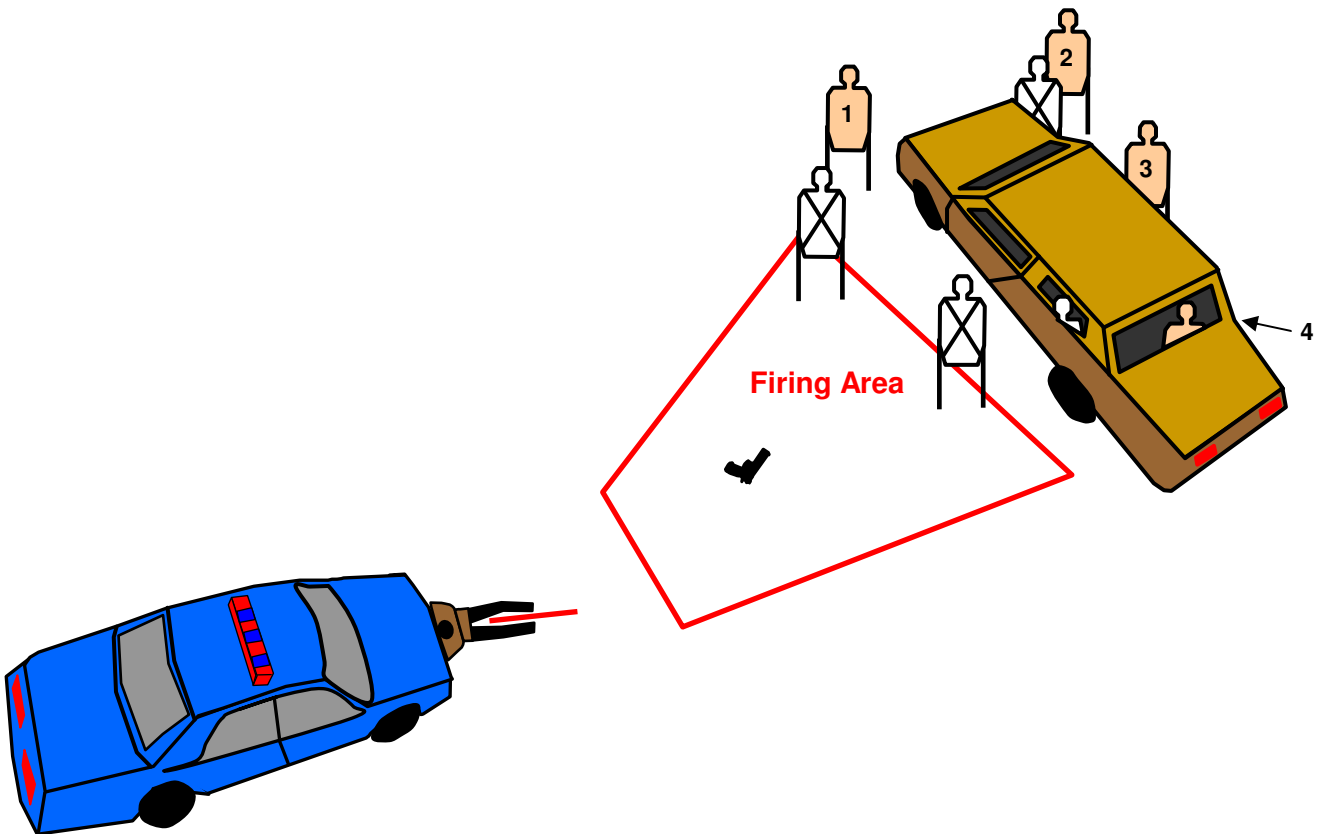
<b>Course:</b> 3	<b>Course Name:</b> Routine Accident
<b>Stage Type:</b> Scenario Based	<b>Start / Stop:</b> Shot Timer / Last Shot – 180 Max Time
<b>Targets:</b> 4 Paper	<b>Scoring:</b> TPC - Best 2 Hits on Paper
<b>Firearms / Rounds Required:</b> Duty Handgun = 8 Rounds	

**Start Position:** Loaded Handgun on the ground with muzzle pointed down range, placement mark visible through trigger guard. Officer sitting on ground, back flat against simulated cruiser, Support elbow touching ground with forearm flat, legs outstretched flat on ground as demonstrated by the RO.

**Course Description:** You are on day shift and were dispatched to a single car motor vehicle accident. As you pulled up you saw several subjects in and around the vehicle and as you began to approach the driver's door abruptly opened. The driver exited with a gun in his hand and as you began to withdraw while drawing your handgun the driver fired. The bullet struck the bicep of your Primary Arm causing you to drop your handgun and trip and fall backwards. You came to rest against the front of the cruiser with your Primary arm and hand totally disabled.

On the Start Signal, using **ONLY YOUR SUPPORT HAND**, retrieve your handgun and engage Threat Targets 1 thru 4 from within the Firing Area.

- You may **NOT** use your Primary hand or arm to get up from the ground, doing so will incur one Procedural Penalty.
- Firing other than one handed with the Support Hand will result in one Procedural Penalty **PER shot fired**.
- For safety reasons, in the event of an empty gun or malfunction the competitor **WILL NOT** reload or clear the malfunction using one-handed incapacitation clearing techniques. The competitor will use **TWO HANDS** to reload or clear the malfunction, then revert back to one hand and complete the course of fire.



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

**Course:** 3

**Course Name:** Routine Accident

## **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 = 1
- Material To Create Firing Area Boundaries
- Material to Mark Start Point for Downed Officer – Mark Elbow Contact Point
- TPC Targets = 8 (Threat & Non-Threat)
- Target Stands = 7
- Target Stand Spikes
- Target Stand Sticks = 14 Minimum / Various lengths
- Carpet Piece for Staging Handgun / Approximately 12" x 12" / Spiked to Ground
- Range Vehicles = One Cruiser or wall to lean against to simulate front of car & one POV or Simulated Cut-Outs
- Other:



NRA Law Enforcement Division

# NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Handgun = 8 Rounds

Fired Time →

	- 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
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>8</b>

**Statistical Office Use**

Target Not Engaged  → Times 20 =

No Shoot Target Hits  → Times 10 =

Procedural Penalties  → Times 10 =

Accuracy Loss Penalty

**Final Tactical Score**   
Fired Time Plus All Penalties

**Statistical Office Use**

Accuracy Loss Factor		Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<b>0</b>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	<b>NRA Course H1015 - Routine Accident</b>	Course Number:	<b>3</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

