

NRA TACTICAL POLICE COMPETITION

Course: 4	Course Name: Two Hit Zones
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot – 180 Max Time
Targets: 8 Paper	Scoring: TPC - Best 4 Hits on Paper
Firearms / Rounds Required: Patrol Rifle = 32 Rounds	
Start Position: Rifle loaded to Cruiser Ready at Ready Position. Standing with heels touching start line.	
<p>Course Description: This Skills Course is a test of accuracy while engaging multiple targets, multiple hit zones, unusual shooting positions, firing around a visual barrier and reloading under time stress.</p> <p>On signal, move to Firing Area and engage Threat Targets 1 thru 8 with 2 rounds to the body and 2 rounds to the head. Shooter may go left to right or right to left.</p> <ul style="list-style-type: none"> ■ Threat Target 1 thru 3 must be engaged from the left side of the barricade. ■ Threat Target 4 thru 6 must be engaged from the center port. ■ Threat Target 7 and 8 must be engaged from the right side of the barricade. <p>After engaging Threat Targets on one side of the barricade a Tactical Reload must be completed prior to engaging any additional targets. Failure to perform a mandatory tactical reload will result in two Procedural Penalties (20 Seconds).</p> <p>Rifle may be charged anytime after Start Signal / Shooter may start on either side / Either shoulder or both shoulders may be used. Magazines may not be downloaded.</p>	

NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 4

Course Name: Two Hit Zones

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 (if available) - 2
- ❑ Material To Create Firing Area Boundaries
- ❑ Material to Make Start Line
- ❑ TPC Targets = 9 Some marked with hard cover
- ❑ ½ Size IPSC targets = 3
- ❑ Target Stands = 10
- ❑ Target Stand Spikes
- ❑ Target Stand Sticks = 20 Minimum / Various Lengths
- ❑ Wall Sections = 2
- ❑ Other:



NRA Law Enforcement Division

NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Rifle = 32 Rounds

Fired Time →

	- 0	- 2	- 4	Miss	Hits Required
Target 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	32

<i>Statistical Office Use</i>	
Target Not Engaged <input type="text"/>	Times 20 = <input type="text"/>
No Shoot Target Hits <input type="text"/>	Times 10 = <input type="text"/>
Procedural Penalties <input type="text"/>	Times 10 = <input type="text"/>
Accuracy Loss Penalty	<input type="text"/>
Final Tactical Score	<input type="text"/>
Fired Time Plus All Penalties	

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

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	NRA Course R 2009 - Two Hit Zones	Course Number:	4
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

