### NRA Tactical Police Competition

**Course:** 5  
**Course Name:** Head Shot Steel Challenge  
**Course Type:** Skill Based  
**Start/Stop:** Shot Timer / Last Shot - 180 Max Time  
**Targets:** 22 Steel Targets  
**Scoring:** TPC – Steel Must Fall or Declared Hit by RO

**Firearms / Rounds Required:** Duty Handgun = 33 Rounds

**Start Position:** Loaded holstered handgun. Standing with heels on Start Line.

**Course Description:** This course will challenge your ability to focus on the two most important firearm fundamentals, Sight Picture and Trigger Control. You will also be tasked with shooting through ports, firing at moving targets, using target-to-target transition skills, and firing from unusual shooting positions. On the Start Signal move to any position and engage the Threat Steel Targets for that position.

- Position 1 = Texas Star  
- Position 2 = Dueling Tree  
- Position 3 = Head Plate Targets  
- Position 4 = Swinging Drop Plate  
- Position 5 = Mini-Poppers  
- Position 6 = Double Lolli-Popper  
- Position 7 = Knock Down Steel

Hit Requirements: The five Dueling Tree Plates must be moved fully to the opposite side. The plate on the Swinging Drop Plate Target must be hit until it falls to the bottom position. The Lolli Popper plates must be hit **twice per plate**. All other targets require hits until they fall.

**NOTE:**
- No Hits will be counted for targets engaged from the incorrect port.
- Positions 3 and 4 must be fired from the elevated platform. Stepping onto the elevated platform can only be done at the ends. If you fall off the platform you must return to the end and get back on.
- Remember, when moving the muzzle must be down range with the trigger finger out of the trigger guard and resting on the frame – pay close attention to this when on the elevated platforms.
## 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 Pasters
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- Material To Make Start Line
- Target Stand Spikes = 22 Minimum
- Wall Sections with Ports / 8’ x 7’ = 4
  - 2” x 2” x 8’ to Make Above = 16
  - Landscape Fabric or Coroplast to Cover Wall Frames
- 1” x 2” x 8’ Lumber for Firing Area Boundary, Start Line, and Port Framing = 14
- Double Lolli Poper Target = 1
- Texas Star Target = 1
- Head Plate Steel Targets with Stands = 4
- Six Plate Dueling Tree = 1 Only five plates will be used with one held in reserve for breakage
- Swinging Drop Plate Steel Target = 1
- Mini-Popper targets with Stands = 4 (3 for course and 1 spare)
- Knock Down Steel Targets = 2
- Elevated Platform / 10” high x 10” Wide x 10’ Long = 1
- Elevated Platform with Chain Suspended Shooting Platform = 1
- Other:
## Tactical Police Competition Score Sheet

**Duty Handgun = 33 Handgun Rounds**

<table>
<thead>
<tr>
<th>Star Target</th>
<th>- 0</th>
<th>- 2</th>
<th>- 4</th>
<th>Miss</th>
<th>Hits Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duelling Tree</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>5</td>
</tr>
<tr>
<td>Head Plates</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>5</td>
</tr>
<tr>
<td>Drop Plate</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>Mini Poppers</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>10</td>
</tr>
<tr>
<td>Lolli Popper 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Lolli Popper 2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Knock Down 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>Knock Down 2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>

| Total Zone Hits |     |     |     |     | 33           |

### Statistical Office Use

- **Accuracy Loss Factor**
  - Above Times 2
  - Above Times 4

- **Accuracy Loss Penalty**
  - Above Times 10

- **Total**

### Final Tactical Score

- Fired Time Plus All Penalties

### Results

- **Head Shot Steel Challenge**
  - Competitor Name:
  - Patrol: No  
  - Tactical: No
  - Team Number:

- **Course Name:** Head Shot Steel Challenge
- **Course Number:** 5

- **Fired Time**
  - First Shot Time
  - First Shot Maximum = N/A

- **Target Not Engaged**
  - Times 20

- **No Shoot Target Hits**
  - Times 10

- **Procedural Penalties**
  - Times 10

- **Loss of Accuracy Penalty**

- **Final Tactical Score**

- **RO Name:** PRINT
- **Shooter Initial:**
- **Time of Day:**