

NRA TACTICAL POLICE COMPETITION

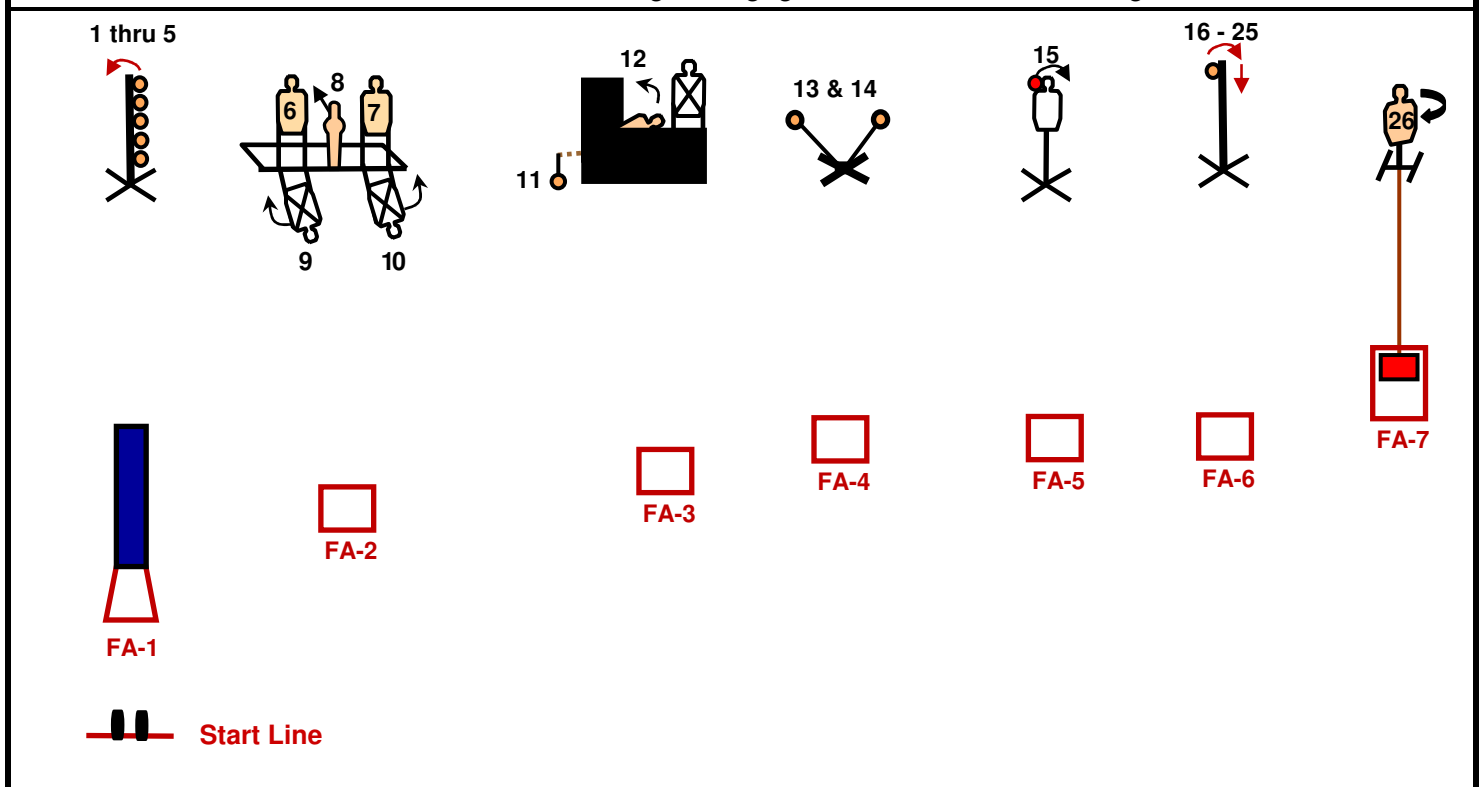
Course: Fairfax 2	Course Name: A Real Steel Challenge	H-1073
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 20 Steel / 6 Paper	Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall or Swing	
Firearms / Rounds Required: Duty Handgun = 32 Rounds		
Start Position: Loaded holstered Duty 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. This is also a great test to see if you can make that critical head shot that may be necessary to save a hostage or can make a hit when you can only see a small portion of a threat target that must be engaged. It will also challenge you with moving targets, using target-to-target transition skills, and accuracy with speed.

On the Start Signal, in order, move to each Firing Area and engage the Threat Targets for that position.

- Firing Area 1 = From either side of the barricade, engage Threat Steel 1 through 5 to swing them to the opposite side. To count as a Hit the plate must be moved **fully** to the opposite side.
- Firing Area 2 = Engage Threat Targets 6 and 7, then Threat Steel 8, and Threat Targets 9 and 10 when they appear.
- Firing Area 3 = Engage Steel Target 11 then swinging Threat Target 12 when it appears.
- Firing Area 4 = Engage Lolli-Popper Steel Targets 13 and 14.
- Firing Area 5 = Engage the Threat Steel Head Plate. Hitting the Non-Threat Steel is one Procedural per hit. Moving on to the next Firing Area without hitting the Head Plate will result in 4 Procedural Penalties.
- Firing Area 6 = Engage the Threat Steel Swinging Drop Plate until it falls to the bottom of the rail. This takes 10 correct hits.
- Firing Area 7 = Step on the activator box and engage Drop Turn Threat Target 26.

NOTE: ♦ No Hits will be counted for Threat Targets engaged from the incorrect Firing Area.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: Fairfax 2

Course Name: A Real Steel Challenge

H-1073

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 Pastes
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ TPC Targets = 7 (1 for Non-Threat)
- ❑ Target Stands = 2
- ❑ Target Stand Sticks = 14 Minimum - Various Heights
- ❑ Dueling Tree Steel Target (FA-1)
- ❑ NEVCO Double Pop Up Target Stand (FA-2)
- ❑ Swinger Target Stand with Steel Plate Activator (FA-3)
- ❑ MGM Steel Lolli-Popper Target (FA-4)
- ❑ Steel Hostage Target with Head Threat Plate (FA-5)
- ❑ Spinner Drop Steel Target (FA-6)
- ❑ Drop Turn Target (FA-7)
- ❑ Activator Stomp Box
- ❑ L Shape Wall for FA-3 made with 2" x 2" framing and covered with CoroPlast, Plywood or Landscape Fabric
- ❑ 2" x 2" x 8' Lumber For FA-3 Framing = 8
- ❑ 1" x 2" x 8' Lumber for firing Area Lines and Target Sticks, and Start Line = 22
- ❑ Barricade for FA-1
- ❑ Spikes for Walls, Wall Supports, Target Stands, Firing Area Lines, Steel Target anchors = 65
- ❑ Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 32 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
↓

N/A First Shot Maximum = **N/A**

First Shot Penalty

N/A →

Statistical Office Use

→ =

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

	- 0	- 2	- 4	Miss	Hits Required
Dueling Tree	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5
Target 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Steel 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1
Target 9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Steel 11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1
Target 12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Lolli-Popper	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Head Plate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1
Drop Swinger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10
Target 26	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	32

Statistical Office Use

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

RO Name: **PRINT**

Shooter Initial:

Time of Day:

H-1073	Course Name: A Real Steel Challenge	Course Number: 2
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: