NRA Tactical Police Competition

Course: Fairfax 2   Course Name: A Real Steel Challenge
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

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.
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 Pasters
- 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:
**A Real Steel Challenge**

<table>
<thead>
<tr>
<th>Target</th>
<th>Hits Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duelling Tree</td>
<td>5</td>
</tr>
<tr>
<td>Target 6</td>
<td>2</td>
</tr>
<tr>
<td>Target 7</td>
<td>2</td>
</tr>
<tr>
<td>Steel 8</td>
<td>1</td>
</tr>
<tr>
<td>Target 9</td>
<td>2</td>
</tr>
<tr>
<td>Target 10</td>
<td>2</td>
</tr>
<tr>
<td>Steel 11</td>
<td>1</td>
</tr>
<tr>
<td>Target 12</td>
<td>2</td>
</tr>
<tr>
<td>Lolli-Popper</td>
<td>2</td>
</tr>
<tr>
<td>Head Plate</td>
<td>1</td>
</tr>
<tr>
<td>Drop Swinger</td>
<td>10</td>
</tr>
<tr>
<td>Target 26</td>
<td>2</td>
</tr>
<tr>
<td>Total Zone Hits</td>
<td>32</td>
</tr>
</tbody>
</table>

**Statistical Office Use**

- **Accuracy Loss Factor**
  - Above Times 2
  - Above Times 4
  - Above Times 10
  - Total

- **RO Name:**

- **Shooter Initial:**

- **Time of Day:**

**Course Number:** 2

- **Patrol**
- **Tactical**

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**H-1073**

- **Competitor Name:**
- **Course Name:** A Real Steel Challenge
- **Course Number:** 2