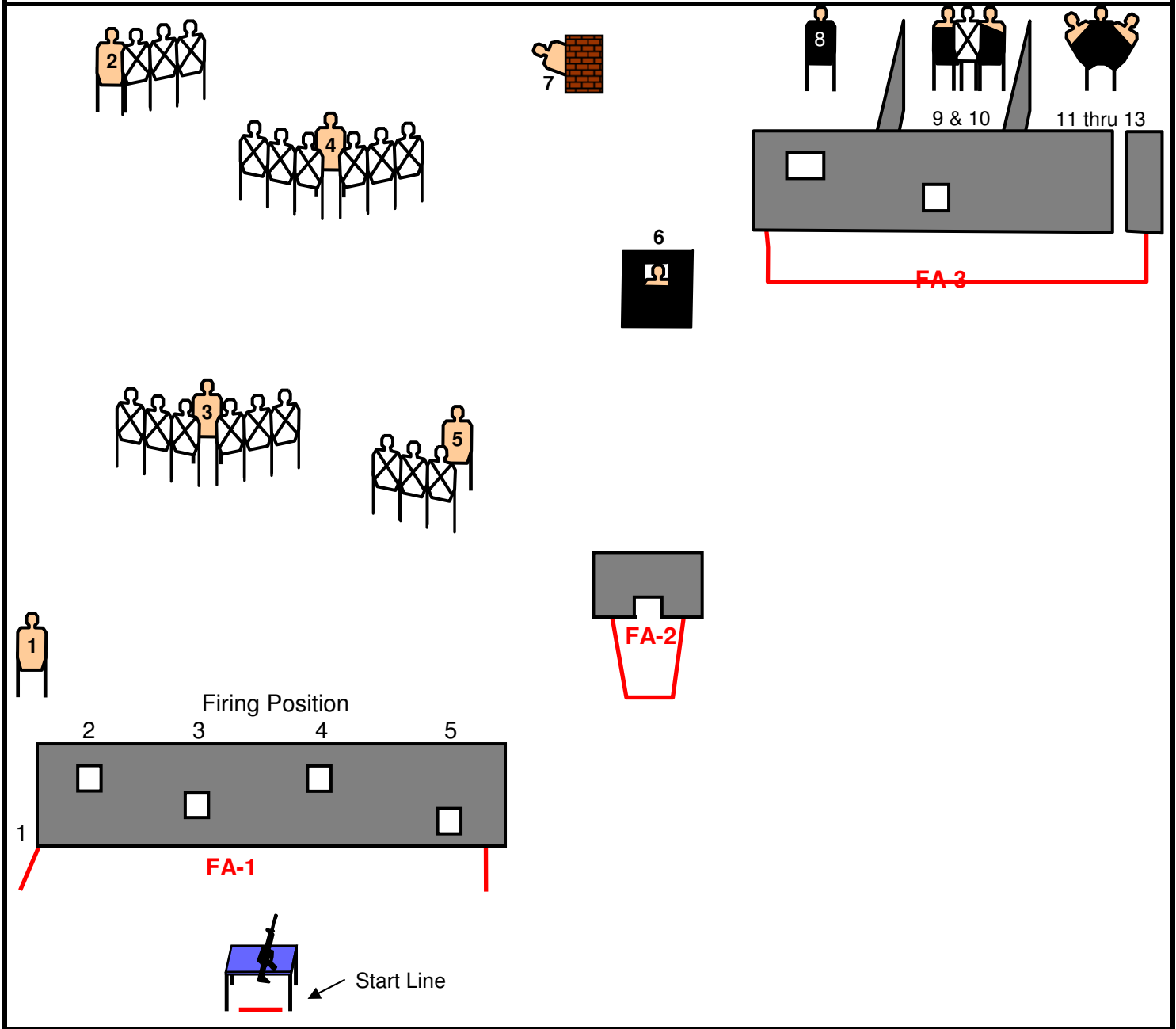


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> Fairfax 3	<b>Course Name:</b> Rifle Run	<b>R-2013</b>
<b>Course Type:</b> Skill Based		<b>Start/Stop:</b> Shot Timer / Last Shot – 180 Max Time
<b>Targets:</b> 13 Paper	<b>Scoring:</b> TPC - Best 2 Hits on Paper	
<b>Firearms / Rounds Required:</b> Patrol Rifle = 26 Rounds		
<b>Start Position:</b> Unloaded Patrol Rifle on table with mark showing thru trigger guard, Bolt forward, and Safety ON. Standing with heels on Start Line. All magazines secured on person in magazine pouch.		
<b>Course Description:</b> This Course will allow you to practice your Patrol Rifle skills from various shooting positions, distances, and handling under stress. On signal, retrieve rifle and load. Move to Firing Position 1 at the left side of the wall of Firing Area 1 and engage Threat Target 1. Then engage Threat Target 2 thru 5 thru Port Positions 2 thru 5. Threat Targets must be engaged thru the corresponding Port Position in order. Move to Firing Area 2 and engage Threat Targets 6 and 7 thru Prone Port. Move to FA-3 and engage Threat Targets 8 thru 13.		



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

**Course:** Fairfax 3

**Course Name:** Rifle Run

**R-2013**

## **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 = 2
- ❑ TPC Targets = 32 (19 for Non-Threats)
- ❑ Target Stands = 17 (The Non Threat arrays of 3 targets will use one stand with the other 2 targets stapled to the sides)
- ❑ Target Stand Spikes
- ❑ Target Stand Sticks = 28 Minimum / Various Lengths
- ❑ Table to Stage Rifle
- ❑ Material to Mark Firing Areas
- ❑ Material to Mark Start Line
- ❑ Wall Sections or Landscape Fabric Wall with Ports for FA-1
- ❑ Horizontal Wall Section with Prone Port for FA-2 / Approximately 7' x 30"
- ❑ Vertical Visual Barrier with Shoot Thru Port to Place in Font of Threat Target 6
- ❑ Wall Sections or Landscape Fabric Wall with Ports for FA-1 / Approximately 7" x 20'
- ❑ Wall Sections for Visual Barriers Between Firing Ports for FA-3 / Approximately 7" x 8' = 2
- ❑ Vertical Visual Barrier to Cover Part of Threat Target 7 / Approximately 5' x 3'
- ❑ Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Patrol Rifle = 26 Rounds

Fired Time →

First Shot Time  
↓

**N/A**

First Shot Maximum = None

	- 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
Target 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 13	<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>26</b>

		<i>Statistical Office Use</i>	
First Shot Penalty	<b>N/A</b> →	→	= <input type="text"/>
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"/>
	→	Loss of Accuracy Penalty	<input type="text"/>
		<b>Final Tactical Score</b>	<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	<b>0</b>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>

Shooter Initial:

RO Initial:

Time of Day:

R-2013	Course Name: <b>Rifle Run</b>	Course Number: <b>3</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: