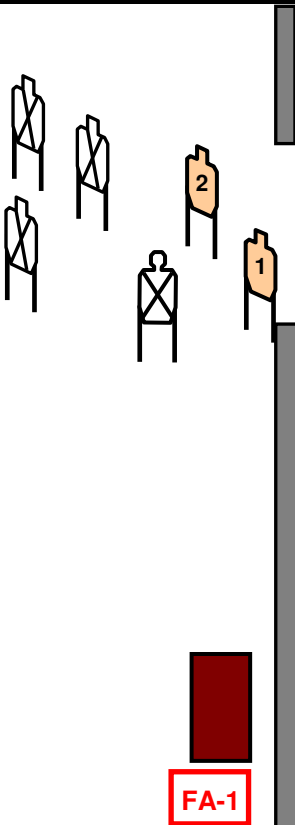


NRA TACTICAL POLICE COMPETITION

Course: BC 5	Course Name: Street Accuracy & Speed / Stage 1	H-1040
Course Type: Scenario Based		Start/Stop: Shot Timer / Last Shot – 180 Max Time
Targets: Paper	Scoring: TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Duty Handgun = 24 Rounds for All Stages		
Start Position: See Below.		
Course Description: This Course will challenge you in four separate patrol based Stages where Accuracy and Speed of Engagement are critical. The Time and Score for each Stage will be added together for the Course Final Tactical Score. There will be NO walk throughs for any of these Stages. When someone is shooting a Stage, all other competitors MUST face up range.		
STAGE 1: Duty Handgun = 4 Rounds Start Position: Loaded Handgun at the Ready Position. Body and handgun concealed behind cover, head positioned in order to observe Threat Area by looking between wall and soda machine. Stage Description: Wal-Mart armed robbery call. You parked approximately 70 yards off to the side of the front doors and walked to a group of soda machines along the front wall, the only position of cover and concealment. You discover that the soda machines are approximately 10 inches away from the wall and you can clearly see behind them along the wall and since the store front doors are recessed you can see anyone entering and exiting. You estimate the entrance is approximately 30 yards away. Prior to other units arriving two gunman come out the front door with handguns pointed in the air and fire numerous rounds while screaming as customers run in all directions towards the parking lot. You then see the gunman level their handguns towards the fleeing crowd and realize you must take immediate action before they shoot someone. On the Start Signal, from within the Firing Area engage Threat Target 1 & 2 with two rounds each. First Shot Time Requirement = 3.5 Seconds / Failure = Actual First Shot Time is Penalty		
 <p>The diagram illustrates the layout for Stage 1. At the bottom center, there is a red rectangular area labeled 'FA-1' in a red box, representing the firing area. A vertical grey line represents a wall. To the left of the wall, there is a line of soda machines. Two of these machines are marked with yellow tags labeled '1' and '2', representing the targets. The targets are positioned at different distances from the wall and the firing area.</p>		

NRA TACTICAL POLICE COMPETITION

Course: BC 5

Course Name: Street Accuracy & Speed / Stage 2

H-1040

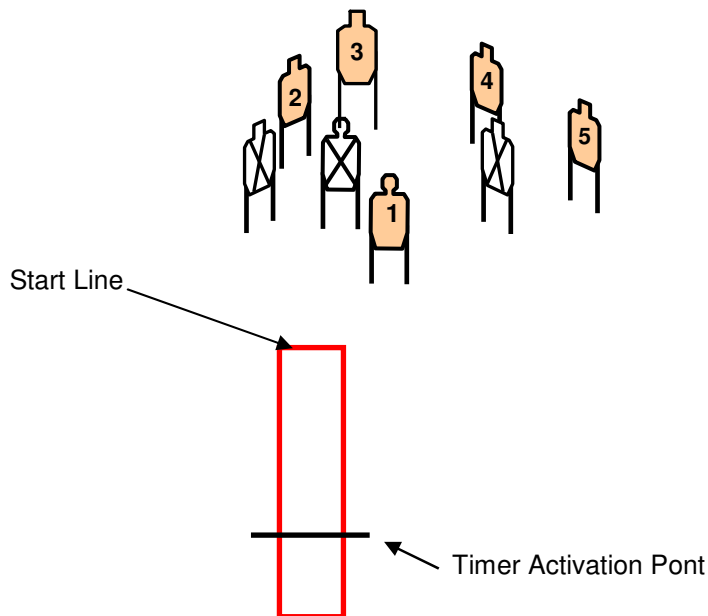
STAGE 2: Duty Handgun = 10 Rounds

Start Position: Loaded & Holstered Handgun. Facing up range, heels on Start Line, and holding Portable Radio in one hand and ID's in the other hand.

Stage Description: Contact & Cover. The officer from the patrol area adjacent to yours stopped a group of eight suspects, some wearing gang colors, loitering behind a shopping center. You responded as back up and took the position of Cover Officer while he was obtaining the subjects IDs. Because you have had dealings with two of the suspects before you change roles and become the Contact Officer. After radioing in for Wanted Checks, the dispatcher calls you and gives you the department's 10-code for Confidential Message, usually meaning there is a possible warrant hit and detailed information needs to be confirmed. You advise the Cover Officer you need to check the In Car Computer and begin to walk back to your cruiser. About half way to your cruiser you hear someone scream "KILL EM". As you turn your head you see several suspects pulling guns and moving towards your partner while he is drawing his handgun.

On the command of Advance, begin walking up range. When you hear the Start Signal, pivot and engage Threat Targets 1 thru 5 from within the Firing Area.

First Shot Time Requirement = 3 Seconds / Failure = Actual First Shot Time is Penalty



NRA TACTICAL POLICE COMPETITION

Course: BC 5

Course Name: Street Accuracy & Speed / Stage 3

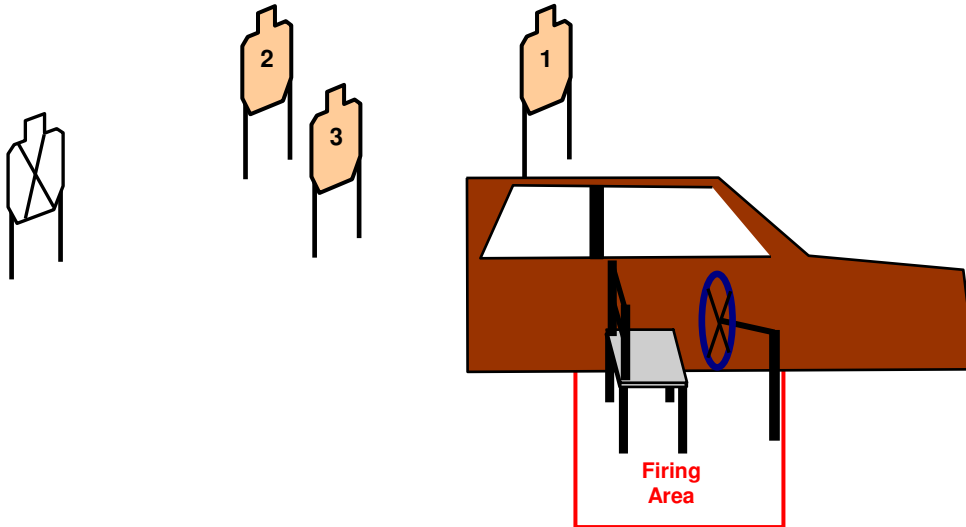
H-1040

STAGE 3: Duty Handgun = 6 Rounds

Start Position: Loaded & Holstered Handgun. Sitting in Chair, back against chair, feet flat on ground with legs covered with Ballistic Safety Blanket. Radar Unit held in left hand outside of driver's window pointing towards front of cruiser.

Stage Description: Surprise Attack. You are sitting on the side of the road monitoring traffic speed with a Radar unit when you see four subjects walking down the sidewalk heading in your direction. You see nothing out of the ordinary in their behavior or dress. When they reach you one asks about the location of a check cashing store nearby and you give them directions. As they walk away you hear them talking but cannot understand what is being said and you keep them in view using the side rear mirror. When they are approximately 15 feet past your cruiser you hear one yell "NO WAY" and sprint away from the other three and your cruiser. You then see the others draw handguns and move toward you.

On the Start Signal draw and engage Threat Targets 1 thru 3 while seated from within the Firing Area.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: BC 5

Course Name: Street Accuracy & Speed

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
- Material to mark Firing Areas
- Material to mark Walking Path
- TPC Targets = 34 (22 for Non-Threats)
- Target Stands = 34
- Target Stand Spikes
- Target Stand Sticks = 68 Minimum / Various Lengths
- Visual Barrier – Material for simulated Soda Machine
- Visual Barrier Wall – Material for simulated Wal-Mart façade
- Visual Barrier – Cut for outline of simulated Police Cruiser
- Chair & Steering Wheel– Simulated Police Cruiser seat and steering wheel
- Ballistic Safety Blanket
- Simulated Radar Unit
- Black Paint to Mark Hard Cover on Paper Targets
- Blue Training Radio
- Simulated Photo ID
- Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 24 Rounds

	- 0	- 2	- 4	Miss	Hits Required
STAGE 1					
Fired Time:					
First Shot Requirement = 3.5 Seconds					
First Shot Time =					
Target 1					2
Target 2					2
STAGE 2					
Fired Time:					
First Shot Requirement = 3 Seconds					
First Shot Time =					
Target 1					2
Target 2					2
Target 3					2
Target 4					2
Target 5					2
STAGE 3					
Fired Time:					
Target 1					2
Target 2					2
Target 3					2
STAGE 4					
Fired Time:					
Target 1					2
Target 2					2
Total Zone Hits					24

TOTAL Fired Time & Any First Shot Time Penalties will be computed by the Statistical Office

TOTAL Fired Time:

	Statistical Office Use
First Shot Penalty	→ = <input type="text"/>
Target Not Engaged	Times 20 → <input type="text"/>
No Shoot Target Hits	Times 10 = <input type="text"/>
Procedural Penalties	Times 10 = <input type="text"/>
Loss of Accuracy Penalty	<input type="text"/>
Final Tactical Score	<input type="text"/>

Statistical Office Use				
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:

H-1031	Course Name: Street Accuracy & Speed	Course Number: 5
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: