**Course:** BC 5
**Course Name:** Street Accuracy & Speed / Stage 1

**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
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 ID’s. 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
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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.
STAGE 4: Duty Handgun = 4 Rounds

Start Position: Loaded Handgun at Ready Position, heels on Start Line.

Stage Description: Active Shooter. You went by the high school to meet with your friend who is the School Resource Officer there. While waiting for him in the hallway you hear gunfire down the hallway instantly followed by screaming and a rush of students running towards you and away from the sound of the gunfire.

On the Start Signal advance toward the Threat Targets following the marked path and engage Threat Targets 1 and 2 from within the Firing Area.

NOTE: Stepping out of the marked path = One Procedural Penalty for each violation
Knocking down any Non-Threat Target = One Procedural Penalty for each violation
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
- 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**

<table>
<thead>
<tr>
<th>Stage</th>
<th>Target 1</th>
<th>Target 2</th>
<th>Target 3</th>
<th>Target 4</th>
<th>Target 5</th>
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**TOTAL Fired Time & Any First Shot Time Penalties will be computed by the Statistical Office**

**TOTAL Fired Time:**

**Statistical Office Use**
- First Shot Penalty
- Target Not Engaged
- No Shoot Target Hits
- Procedural Penalties
- Loss of Accuracy Penalty

**Final Tactical Score**

**Street Accuracy & Speed**

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<tr>
<th>Accuracy Loss Factor</th>
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**Competitor Name:**

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Team Number: