**NRA Tactical Police Competition**

<table>
<thead>
<tr>
<th>Course: 6</th>
<th>Course Name: Guns at the Pawn Shop</th>
<th>HS - 4014</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course Type: Scenario Based</td>
<td>Start/Stop: Shot Timer / Last Shot - 180 Max Time</td>
<td></td>
</tr>
<tr>
<td>Targets: 5 Steel / 9 Paper</td>
<td>Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall</td>
<td></td>
</tr>
<tr>
<td>Firearms / Rounds Required: Duty Shotgun = 5 Birdshot Rounds MAXIMUM / Duty Handgun = 18 Rounds</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Start Position: Holstered loaded Duty Handgun. Shotgun loaded with 5 rounds. Standing with heels touching marks and Shotgun at Shoulder Ready Position. No other Shotgun Rounds may be carried or used.</td>
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</tbody>
</table>

**Course Description:** A caller stated that he saw several subjects enter a pawn shop with guns in hand. Knowing the building layout, you approach the rear door in an effort to see if you can look through the rear window. As you round the building corner you come face to face with an armed individual.

On the Start Signal, from within the Firing Area, engage Threat Target 1, move into the building and engage Threat Steel 2 thru 5 with Duty Shotgun. Place Shotgun Muzzle Down in barrel and secure to barrel using handcuffs (Safety may be OFF since Shotgun is UNLOADED). Transition to duty Handgun and engage Threat Targets 6 thru 14.

Duty Handgun may be used to engage Threat Steel missed after firing all Shotgun Rounds.

**First Shot Time Requirement** = 1.5 Seconds / Failure = Actual First Shot Time is Penalty
## 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
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- TPC Targets = 11 (2 for Non-Threat)
- Target Stands = 11
- Target Sticks = 22 Various Sizes
- Spikes for Target Stands, Poppers and Wall Braces = 40
- Pepper Popper Steel Targets / Pistol-Shotgun Grade = 5
- Fence Sections for Walls – 6.5′ x 8′ = 12 plus 1 Half Section
- Conduit Wall Supports = 14 minimum
- Paint For Steel
- Door
- Spring Loaded Hinges for Door
- 2 x 4 x 8 Lumber to Create Left and Right Door Frame - 2
- 2 x 2 x 8 Lumber for Wall Cross Braces = 8
- 1 x 2 x 8 Lumber for Target Stand Sticks = 22
- Open Top Barrel / Padded with Foam or Carpet
- Training Handcuffs with Speed Release
- Other:
# Tactical Police Competition Score Sheet

Duty Shotgun = 5 Birdshot Rounds / Duty Handgun = 18 Rounds

### Fired Time
- First Shot Time
- Maximum = 1.5 Seconds

### Statistical Office Use
- Target Not Engaged
- No Shoot Target Hits
- Procedural Penalties
- Loss of Accuracy Penalty
- Final Tactical Score

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

### HS - 4014
- Course Name: Guns at the Pawn Shop
- Course Number: 6
- Team Number: 6
- Patrol
- Tactical

### Competition Details
- Competitor Name:
- Time of Day:

### Target Hits and Misses

<table>
<thead>
<tr>
<th>Steel Targets</th>
<th>- 0</th>
<th>- 2</th>
<th>- 4</th>
<th>Miss</th>
<th>Hits Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target 6</td>
<td></td>
<td>2</td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Target 7</td>
<td></td>
<td></td>
<td>2</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Target 8</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Target 9</td>
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<td></td>
<td></td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Target 10</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Target 11</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Target 12</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Target 13</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Target 14</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td><strong>Total Zone Hits</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>23</td>
</tr>
</tbody>
</table>

### Time Scores
- First Shot Time
- Maximum = 1.5 Seconds

### Accuracy Loss Penalties
- Times 20
- Times 10
- Times 10

### Final Tactical Score
- Fired Time Plus All Penalties

### Competitor Information
- RO Name: PRINT
- Shooter Initial:
- Time of Day: