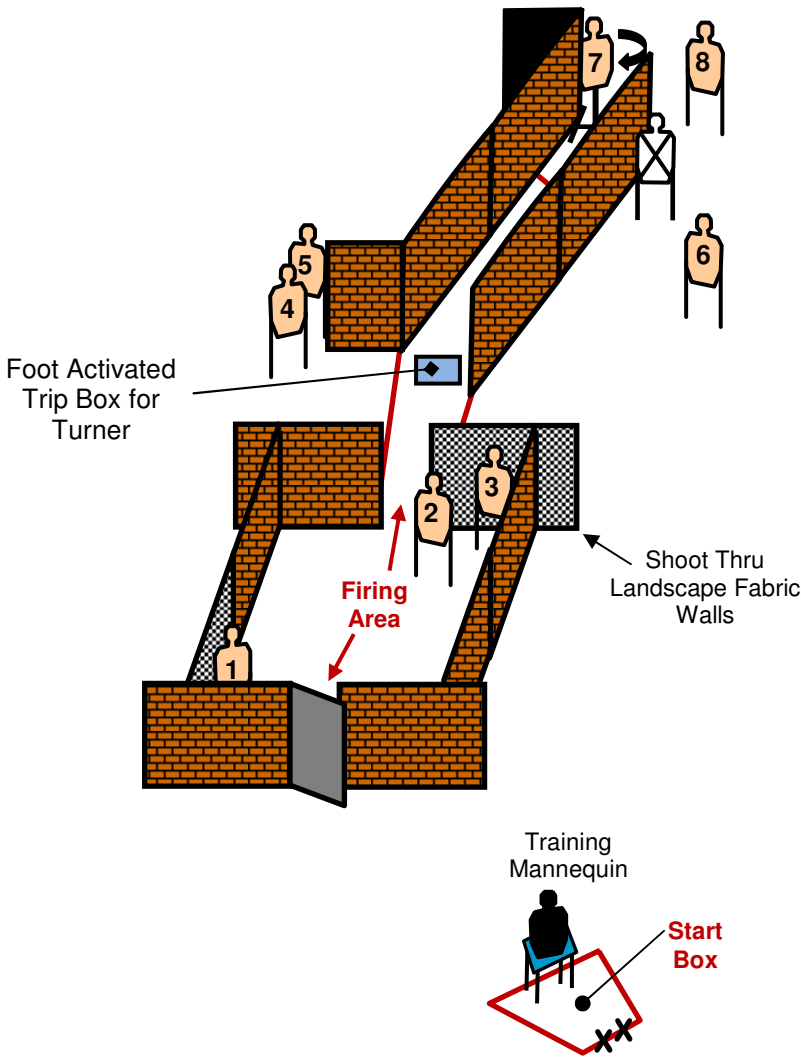


NRA TACTICAL POLICE COMPETITION

Course: 6	Course Name: Vandalism Report With a Bonus	H - 1048
Course Type: Scenario Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time	
Targets: 8 Paper	Scoring: TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Duty Handgun = 16 Rounds		
Start Position: Holstered loaded handgun. Holstered Expandable Baton. Heels on marks on rear of Start Box, holding clipboard in Support Hand and pen in Primary Hand. Pen tip touching mark indicated on incident report on clipboard. Shooter may use their baton carrier but must use provided baton. Front door MUST be locked.		
Course Description: You are outside a residence taking a report from a person whose vehicle was vandalized. You remember being at the residence before on disorderly loud party calls and that the house is shared by several persons. While in the process of taking the information for the report an individual exits the house and heads your way. As he approaches you recognize him as being wanted for felonious assault and narcotics violations. You ask him for his ID and he immediately reaches underneath his t-shirt as if reaching for a handgun and runs towards the house. You command him to stop and start to move towards him when the subject you were taking the report from steps in front of you, blocks your path and tries to push you down. On the Start Signal, deploy and extend your Expandable Baton and knock the training dummy completely off the table from within the Start Box using baton strikes. You cannot push the dummy off with your hands. Enter the house and search for suspect engaging any Threat Targets found from within the Firing Area.		
 <p>The diagram illustrates the course layout. It features a residence with a front door on the left. A 'Firing Area' is defined by 'Shoot Thru Landscape Fabric Walls'. A 'Foot Activated Trip Box for Turner' is located near the entrance. A 'Training Mannequin' is positioned on a table within the 'Start Box'. Eight numbered targets (1-8) are placed throughout the scene. A red arrow points from the 'Start Box' towards the 'Firing Area'.</p>		

NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 6

Course Name: Vandalism Report With a Bonus

H – 1048

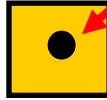
Course Material & Supplies

- 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 Pastors
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- TPC Targets = 9 (1 for Non-Threat)
- Target Stands = 8
- Target Stand Stakes
- Target Stand Sticks = 18 Minimum -Various Heights
- Drop Turn Target = 1
- Stomp Box Activator = 1
- Steel cable and attachments for Above
- Full Size Fence Sections = 10
- Shoot Thru Walls = 2 Full Size and 2 Half-Size (Wood Frames with Landscape Fabric)
- Small Table for "Training Dummy" = 1
- Door = 1
- Door Hinge Sets = 1
- Door Springs = 1 Sets
- Door Handle = 1
- Bags of Compressed Peat Moss to Make Training Dummy = 3 (1 + 2 Back-ups)
- Black Duct Tape to Wrap Peat Moss Bags = 3
- Table to Place Training Dummy On = 1
- Expandable Baton = 2 (1 for course and 1 spare)
- Clipboard, Pens, and Laminated Incident Report Prop
- 2" x 2" x 8' Lumber
 - Wall Braces = 11
 - Framing for Shoot Through Walls = 10
- 2" x 4" x 8' Lumber to Hang Door = 2
- 1" x 2" x 8' Lumber for Firing Area Lines and Wall Cross Braces = 12

Case Number:	Reporting Date:	Time:	Patrol Area:
Incident Classification:		Type of Incident:	
Complainant Name:		Date of Birth:	
Street Address:			
City, State, Zip:			
Suspect 1:			
Suspect 2:			

Narrative:

Place Pen Tip Here





TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 16 Rounds

Fired Time →

First Shot Time
↓

N/A First Shot Maximum = N/A

First Shot Penalty

N/A → → = **N/A**

Target Not Engaged

→ Times 20

No Shoot Target Hits

→ Times 10 =

Procedural Penalties

→ Times 10 =

Loss of Accuracy Penalty

Final Tactical Score

Fired Time Plus All Penalties

	- 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

Total Zone Hits **16**

Statistical Office Use

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

Accuracy Loss Penalty **0** + + + =

RO Name: PRINT

Shooter Initial:

Time of Day:

H - 1048	Course Name: Vandalism Report With a Bonus	Course Number: 6
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: