NRA TACTICAL POLICE COMPETITION

Course:SIG 1Course Name:Better Off With A RifleHSR-6012Course Type:Scenario BasedStart/Stop:Shot Timer / Last Shot - 180 Max TimeTargets:5 Clays / 16 Paper / 3 SteelScoring:Best 2 Hits on Paper / Steel Must Fall / Clays Must Break

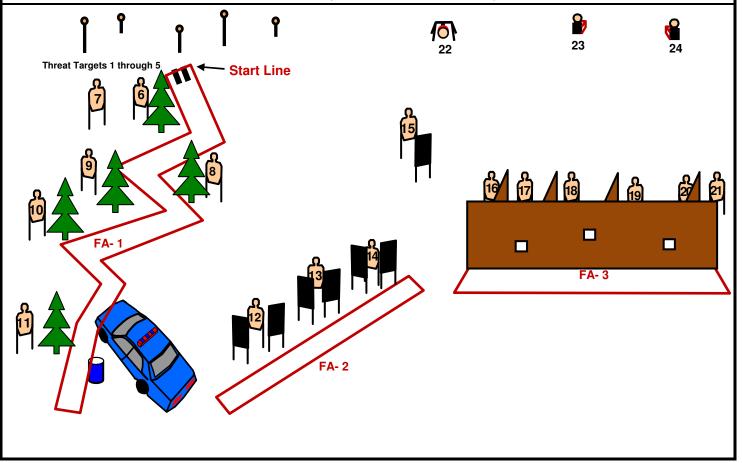
Firearms / Rounds Required: Shotgun = 5 Birdshot MAX / Duty Handgun = 12 Rds / Patrol Rifle = 23 Rds

Start Position: Holstered loaded handgun. Patrol Rifle loaded to Cruiser Safe (Safety ON, bolt closed on empty chamber, loaded magazine locked in place) locked in cruiser trunk. Standing with toes on Start Line with Duty Shotgun loaded with 5 rounds held in primary hand with arm fully extended down by side.

Course Description: About an hour ago units had chased a group of gang members from the scene of a burglary. You decide to check the far side of a park in your assigned area that adjoins one of the streets near the area the gang members were seen on. You think there is a chance they passed through the park and stashed the stolen property there so they would not be caught with it if stopped and will come back for it later. Due to the dense vegetation in the park you decided to take your Duty Shotgun with you. You are on the path leading to the back section when you suddenly come up on three of the gang members who see you at the same time. They immediately begin to pull handguns from their waistbands.

On the Start Signal, engage Threat Targets 1 through 5 with your Duty Shotgun from within Firing Area 1. First Shot Time Requirement is 2 seconds. Transition to your Duty Handgun and make your way back to your cruiser engaging Threat Targets 6 through 11 as you move through Firing Area 1. Move to your cruiser and secure your empty Duty Shotgun Muzzle Down in the barrel and get your Patrol Rifle from the trunk. Move through Firing Area 2 engaging Threat Targets 12 through 14 with your Patrol Rifle to get to cover at Firing Area 3. Continuing with your Patrol Rifle engage Threat Targets 15 through 24 from within Firing Area 3. Only one Steel Threat Target may be engaged from each port.

NOTES: 1. For transition from Duty Shotgun to Duty Handgun you may use a sling, Muzzle Up, or Muzzle Down Transition methods. 2. First Shot Time Requirement failure = Penalty is Actual First Shot Time.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: SIG 1 Course Name: Better Off With a Rifle HSR = 6012

Course Material & Supplies

	urse of Fire Kit: RO Radio / Shot Timer with Random & Max Time Functions / Timer Spare
Bat	teries / RO Clipboard / Score Sheets / Completed Score Sheet Folder / Staple Gun &
Sta	ples / Pens / Markers / Tan & White Target Pasters

- □ RO Table & Pop Up Tent for Shelter
- □ Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- □ TPC Targets = 16
- □ TPC Cover Target = 7
- □ Target Stands = 23
- □ Target Stand Stakes = 40 Minimum
- □ Target Stand Sticks = 46 Minimum Various Heights
- □ Full Size Fence or Landscape Walls for FA-3
- □ Large Size Rifle Grade Flash Steel Target = 1
- Medium Size Rifle Grade Flash Target = 2
- Cruiser
- Open Top Barrel
- □ 2" x 2" x 8' Lumber

Wall Framing, Wall Braces and Cross Braces = 55

- □ 1" x 2" x 8' Lumber for Firing Area Lines, & Target Stand Sticks = 85
- □ Spikes for Walls, Supports. Firing Area lines, Target Stands, etc. = 120
- □ Clay Bird Stands = 7 (COF plus 2 extra)
- □ Clay Birds: 5 Per Shooter

For 100 Shooters = 500 Clays / 90 Count Box = 6 Cases

For 130 Shooters = 650 Clays / 90 Count Box = 8 Cases

Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 5 Birdshot MAX / Duty Handgun = 12 Rounds / Patrol Rifle = 23 Rounds

