NRA TACTICAL POLICE COMPETITION

 Course:
 4
 Course Name:
 Active Shooter Room-to-Room

 Stage Type:
 Scenario Based
 Start/Stop:
 Shot Timer / Last Shot

 Targets:
 15 Paper
 Scoring:
 TPC - Best 2 Hits on Paper

Jargets. 15 Faper Journal 170 - Dest 2 Hits on Faper

Firearms / Rounds Required: Rifle = 24 Rounds Handgun = 6 Rounds

Start Position: Handgun Loaded & Holstered. Shooter in Start Box with loaded Rifle, safety ON, at Shoulder Ready.

Course Description: You searching for an Active Shooter. On command move to either Firing Point 1 or 2. From Firing Point 1 engage Threats T-1 thru T-4 thru port. From Firing Point 2 engage Threats T-5 thru T-8 thru port. After firing from FP-1 & FP-2 and prior to moving down hallway shooter must perform a Tactical Reload while behind wall for cover. Move down hallway to Firing Point 3 and engage Threats T-9 thru T-12. Move to open top barrel and with safety ON place Rifle muzzle down inside. At Firing Point 4, lift access panel open with two hands, then hold open with one hand and engage Threats T-13 thru T-15 with Handgun. Walls are Cover.

