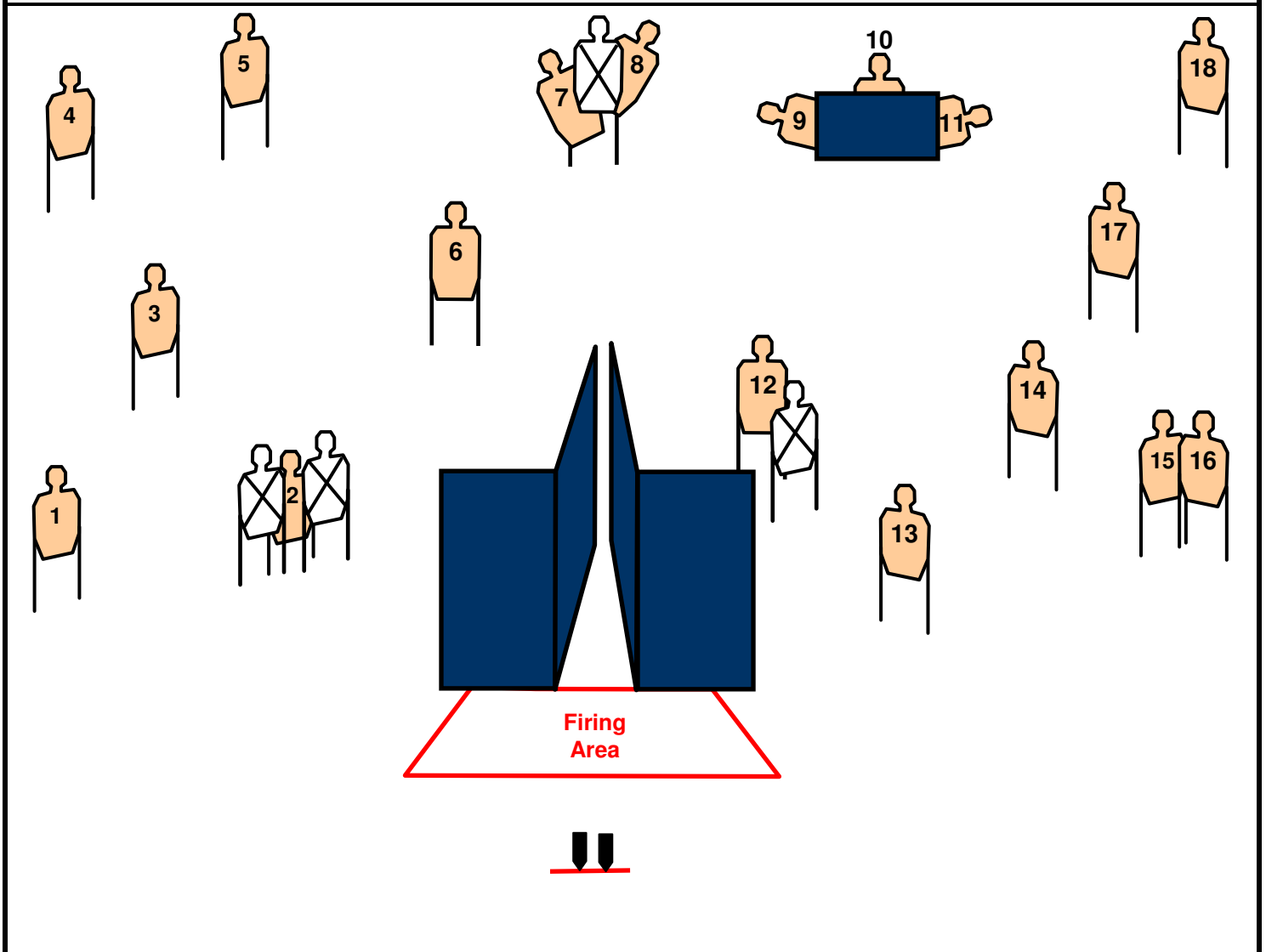


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 2	<b>Course Name:</b> Basic Corner Shooting & Malfunction Skills	<b>R-2017</b>
<b>Course Type:</b> Skill Based		<b>Start/Stop:</b> Shot Timer / Last Shot – 180 Max Time
<b>Targets:</b> 18 Paper	<b>Scoring:</b> TPC - Best 2 Hits on Paper	
<b>Firearms / Rounds Required:</b> Patrol Rifle = 36 Rounds		
<b>Start Position:</b> The RO will mix one Dummy Round into a fully added magazine you provide somewhere from Round 5 to Round 10. Rifle loaded to Cruiser Ready with the magazine the RO loaded with a Dummy Round (Safety ON, Bolt Closed on Empty Chamber, Magazine Locked in Place). Facing up range with toes touching Start Line.		
<b>Course Description:</b> This Skills Course is a test of accuracy while engaging multiple targets, multiple hit zones, unusual shooting positions, firing around building corners, Immediate Action Procedures and reloading under time stress. On signal, move to Firing Area and engage Threat Targets 1 thru 16 from within the Firing Area. Rifle may be charged anytime after Start Signal / Shooter may start on either side. If a malfunction occurs, perform Immediate Action, also known as Tap-Rack-Ready and continue the course. TAP the magazine to ensure it is seated; RACK the bolt to seat a new round, and you are Ready to Engage Threats. Failure to use basic Immediate Action Procedures will result in a Procedural Penalty. There is <b>NO ALIBI</b> if the shooter causes a double feed, blockage, or feeding problems because of taking improper Immediate Action Procedures. As in real life, the shooter must clear the blockage, or transition to their Duty handgun, and continue the course.		



# **NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES**

**Course:** 2

**Course Name:** Basic Corner Shooting & Malfunction Skills

**R-2017**

## **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 Pastors
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table (if available) - 2
- TPC Targets = 20 (4 for Non-Threat)
- Target Stands = 17
- Target Stand Spikes
- Target Stand Sticks = 24 Minimum / Various Lengths
- Simulated Low Wall Made of Coroplast, Plywood or other Material - 8' x 30" = 1
- Coroplast Walls or Plywood Walls
  - 7' Tall x 4' Wide = 2
  - 7' Tall x 8' Wide = 2
- Coroplast or Plywood for above – 4' x 8' Sheets = 7
- Conduit Wall Supports = 4 minimum
- 2 x 2 x 8 Lumber for Framing Coroplast Walls and Low Wall = 24
- Dummy Rounds: Calibers - 5.56, 7.62, 9mm, .45 ACP, .40 S&W, .357 SIG, 10mm
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Patrol Rifle = 36 Rounds

	- 0	- 2	- 4	Miss	Hits Required
Target 1					2
Target 2					2
Target 3					2
Target 4					2
Target 5					2
Target 6					2
Target 7					2
Target 8					2
Target 9					2
Target 10					2
Target 11					2
Target 12					2
Target 13					2
Target 14					2
Target 15					2
Target 16					2
Target 17					2
Target 18					2
<b>Total Zone Hits</b>					<b>36</b>

Fired Time →

First Shot Time  
↓

**N/A**

First Shot Maximum = None

First Shot Penalty

**N/A**

*Statistical Office Use*

→ = **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

<i>Statistical Office Use</i>				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<b>0</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>

RO Name:

Shooter Initial:

Time of Day:

<b>R-2017</b>	Course Name: <i>Basic Corner Shooting &amp; Malfunction Skills</i>	Course Number: <b>2</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: