

NRA TACTICAL POLICE COMPETITION

Course: 2	Course Name: Felony Hot Pursuit	H - 1055
Course Type: Scenario Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 11 Paper Targets		Scoring: TPC - Best 2 Hits on Paper
Firearms / Rounds Required: Duty Handgun = 22 Rounds		
<p>Start Position: Competitor will give the Range Officer one loaded pistol magazine. RO will insert one Dummy Round somewhere in the magazine. Once shooter is standing with heels on the Start Line, shooter will be instructed to load with the magazine prepared by the RO and remain in the Ready Position.</p>		
<p>Course Description: You were the second vehicle in a Felony Vehicle Pursuit of two <u>suspects</u> matching the description of two individuals involved in a shooting of a police officer in the neighboring jurisdiction. The vehicle pursuit ended when the driver crashed their vehicle into a dump truck parked in front of a house under construction in a new sub-division. The officer of the primary chase car moved to control the driver and you are in foot pursuit within 10 feet of the second suspect. At this point the suspect you are chasing has not displayed a weapon. Ignoring your commands to stop, the suspect enters the front door of the vacant house. On the Start Signal enter the house, locate and engage Threat Targets 1 through 11. Muzzle Discipline MUST be maintained at all times by keeping muzzle Down Range and using the Safety Circle Position when moving in a non-down range direction.</p> <p>NOTE: When the Dummy round causes a malfunction clear the malfunction - TAP the magazine to ensure it is fully seated, RACK the canted slide to remove any defective rounds and load a new round, and then be READY to fire if the use of lethal force is still appropriate. All steps must be completed to avoid a Procedural Penalty.</p>		

NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

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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 = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ Material To Make Start Line
- ❑ TPC Targets = 14 (3 for No Shoot Targets)
- ❑ Target Stands = 14
- ❑ Target Stand Spikes = 28 Minimum
- ❑ Material to Construct House
 - 2" x 2" x 8' Lumber for horizontal and vertical framing = 120
 - 1" x 2" x 8' Lumber for top cross braces, Firing Area Boundaries, Start Line and other supports = 30
 - 2" x 4" x 8' Lumber to Create Door Jam = 3
 - 36" Door = 1
 - Door Hinge Set = 1
 - Door Spring Set = 1
 - Door Pull Handle = 1
 - Heavy Plastic Sheeting or Solid Landscape Fabric = 200 feet x 8 feet
 - Conduit Wall Supports or 2" x 2" Wall Supports = 17
 - Raven Corner Brackets or Plywood Corner Braces = 22
 - Raven T-Brackets or Plywood Braces = 48
 - Spikes for Conduit Wall Supports = 17
- ❑ Signage to place on interior walls in each room indicating Down Range direction in case shooter is disorientated to ensure muzzle direction control.
- ❑ Dummy Rounds: 9mm / .40 S&W / .357 SIG / .45 ACP / .38
- ❑ Other:





TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 22 Handgun Rounds

Fired Time →

First Shot Time
↓

First Shot Maximum = N/A

First Shot Penalty

Statistical Office Use

→ =

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
Target 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	22

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

RO Name:

Shooter Initial:

Time of Day:

H-1055	Course Name: Felony Hot Pursuit	Course Number: 2
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: