

NRA TACTICAL POLICE COMPETITION

Course: 1	Course Name: Bank Alarm - For Once It's Not False	HR - 5016
Course Type: Scenario Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 2 Steel / 16 Paper		Scoring: TPC - Best 2 Hits on Paper / RO Will Call Steel Hits
Firearms / Rounds Required: Duty Handgun = 8 Rounds / Patrol Rifle = 22 Rounds		
<p>Start Position: Holstered loaded handgun. UNLOADED rifle (Safety ON, Bolt closed on empty Chamber – Optics OFF if equipped with On/Off switch) inside carry case in cruiser trunk. NO rifle ammunition on person - all rifle magazines in provided Grab & Go Bag and secured in trunk. Standing with heels on marks and one hand on door handle.</p>		
<p>Course Description: It is 0830 and you just arrived at a local bank for a perimeter alarm. The opening employees routinely set off the alarm when they arrive for work in the morning and have been fined numerous times under the municipal Alarm Ordinance. Communications called ahead and was provided the proper False Alarm Code by an employee so you just need to make Person-to-Person contact to verify the false alarm. While going through the first door of the double front doors you see an individual using the ATM in the unsecured area between the inner and outer doors and decided he is just using the ATM. As you begin to open the second door, you see an employee being held at gunpoint with several other armed suspects inside. As you see them, one raises a handgun towards you. As you fire and withdraw you see the “innocent” at the ATM is actually an armed lookout.</p> <p>On Start Signal, engage Threat Targets 1 thru 3 from within FA-1 with Duty Handgun, while moving engage Threat Target 4 at the ATM as you withdraw from the bank. Obtain your Patrol Rifle from cruiser trunk, move to dumpster enclosure for cover, and from within FA-2 engage Threat Targets 5 thru 16 exiting the bank.</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
- TPC Targets = 18 (2 for Non-Threat)
- Target Stands = 16
- Target Stand Stakes
- Target Stand Sticks = 34 Minimum -Various Heights
- Flash Steel Target - Rifle Grade = 3 (2 for COF and 1 Backup)
- Full Size Fence Sections or Horizontal Walls to make Bank Entrance - 6.5' x 8' = 6
- Full Size Fence Sections or Horizontal Walls to make Dumpster Enclosure - 6.5' x 8' = 3
Coroplast Walls may be Substituted
- Conduit Wall Supports = 10 minimum
- Simulated ATM of Coroplast or Other Material to Create Visual Barrier
- Doors = 2
- Door Hinge Sets = 2
- Door Springs = 2 Sets
- Door Handle = 2
- Artificial Trees = 5
- Hard or Soft Sided Rifle Case = 1
- Grab & Go Bag = 2 (1 for COF and 1 Backup)
- 2 x 2 Lumber for Horizontal Wall Braces
- Paint For Steel
- Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 8 Rounds / Patrol Rifle = 22 Rounds

Fired Time →

First Shot Time
↓
N/A First Shot Maximum = N/A

	- 0	- 2	- 4	Miss	Hits Required
Target 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Steel 9 & 10	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2
Target 11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Total Zone Hits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30

Statistical Office Use

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

Statistical Office Use

Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RO Name:

Shooter Initial:

Time of Day:

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Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: