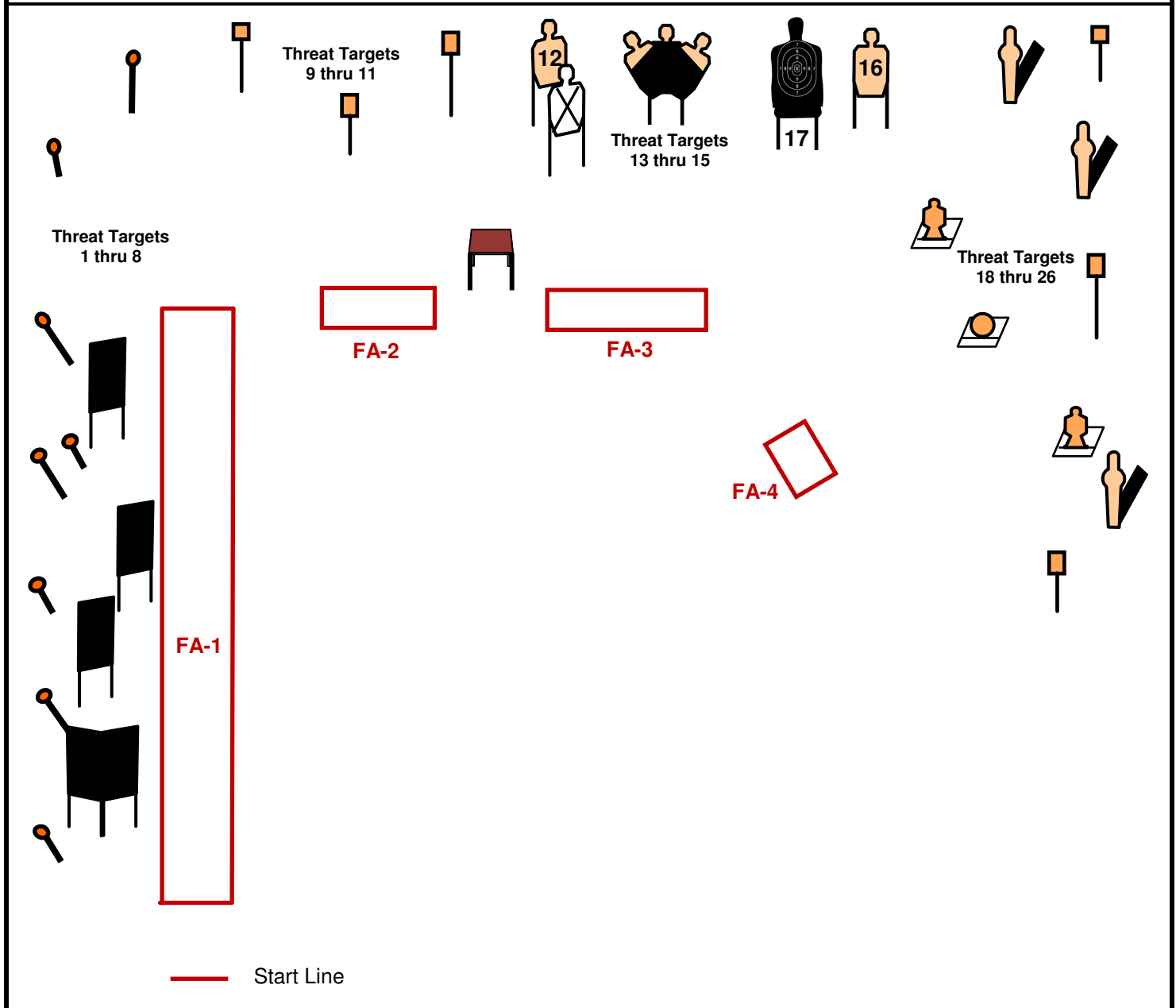


NRA TACTICAL POLICE COMPETITION

Course: 6	Course Name: Let's Do Some Shootin'	HS-4020
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 8 Clays / 5 TPC 1 B-27 / 12 Steel		Scoring: TPC = Best 2 Hits on Paper / B-27 = Face Value Steel Must Fall / Clays Must Break
Firearms / Rounds Required: Duty Shotgun = 8 Birdshot Rounds / Duty Handgun = 28 Rounds		
Start Position: Loaded Duty Handgun in Holster. Shotgun loaded with four rounds, safety ON. Standing with toes on Start Line facing up up-range with Shotgun in Safety Circle Position. Additional shotgun rounds cannot be loaded until one Threat Target has been engaged. Shotgun slings may not be used during this course.		
Course Description: On the Start Signal, move to Firing Area 1 and engage Threat Targets 1 through 8 with Duty Shotgun. Transition to your Duty Handgun using Muzzle Up or Down transition and engage Threat Steel Targets 9 through 11 with Duty Handgun firing ONE HANDED from within Firing Area 2. Ground empty Shotgun on table and move to Firing Area 3. Engage Threat Targets 12 through 16 with two rounds and B-27 Threat Target 17 with a maximum of 6 rounds. Move to Firing Area 4 and engage Threat Targets 18 through 26. Excessive Hits on B-27 = Lowest scoring 6 hits are scored.		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 6

Course Name: Let's Do Some Shootin'

HS-4020

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 Target Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 1
- ❑ Material To Create Firing Area Boundaries – See Below
- ❑ TPC Targets = 6 (some for Non-Threat)
- ❑ TPC Cover Targets = 5
- ❑ B-27 Targets = 30 Full Paper and 100 Repair Overlays / New Center for Each Shooter
- ❑ Target Stands = 10
- ❑ Target Stand & Steel Stand Spikes = Minimum of 28
- ❑ Target Stand Sticks = Various Heights
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines & Target Sticks = 32
- ❑ Spray Glue for B-27 Repair Centers
- ❑ Table to Ground Shotgun On
- ❑ Steel Popper – Handgun Grade = 3
- ❑ Steel Plate Target - Handgun Grade = 5
- ❑ Steel Knockdowns – Handgun Grade = 4



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 8 Birdshot Rounds / Duty Handgun = 28 Rounds

	- 0	- 2	- 4	Miss	Hits Required
Clays (8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8
Steel 9 - 11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3
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
Steel 18 - 26	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9
Total Zone Hits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30

Fired Time →

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

Statistical Office Use

First Shot Penalty → → =

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 TPC Target Penalty

Accuracy Loss Penalty **0** + + + =

B-27 Target

X-10 9 8 7 0 Hits Required **6**

Statistical Office Use

Accuracy Loss Factor Above Times 1 Above Times 2 Above Times 3 Above Times 10 B-27 Target Penalty

Accuracy Loss Penalty **0** + + + + =

RO Name:

Shooter Initial:

Time of Day:

HS-4020	Course Name: Let's Do Some Shootin'	Course Number: 6
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: