

NRA TACTICAL POLICE COMPETITION

Course: HS-4028 | **Course Name:** A Real Alarm | **2**

Course Type: Scenario Based | **Start/Stop:** Shot Timer / Last Shot - 180 Max Time

Targets: 5 Steel / 8 Paper | **Scoring:** TPC - Best 2 Hits on Paper / Steel Must Fall

Firearms / Rounds Required: Duty Shotgun = 5 Birdshot Rounds **MAXIMUM** / Duty Handgun = 16 Rounds

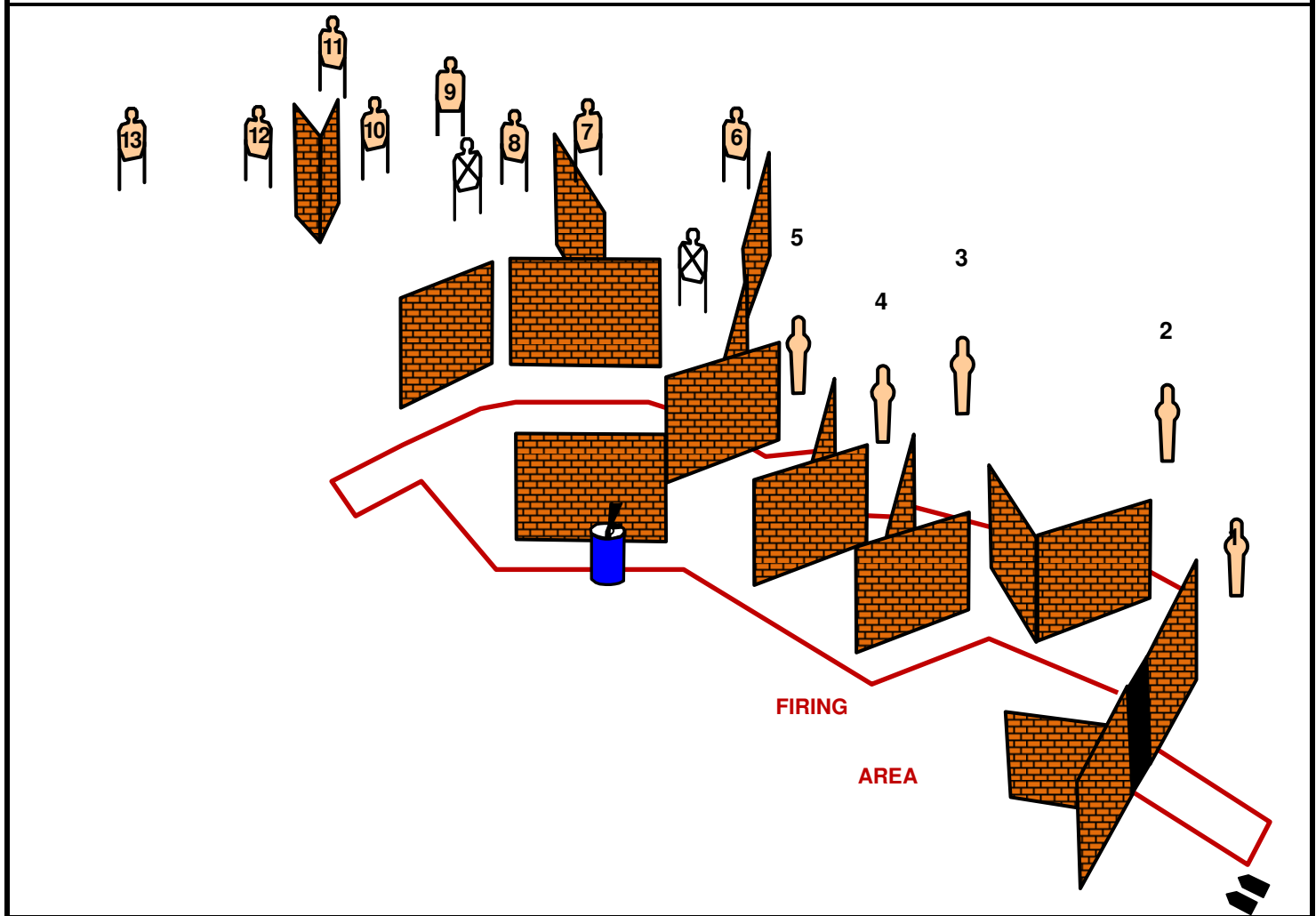
Start Position: Holstered loaded Duty Handgun. Shotgun loaded with 5 rounds. Standing with heels touching marks and Shotgun at Shoulder Ready Position. No other Shotgun Rounds may be carried or used.

Course Description: A caller told communications that he thought several subjects hanging around the front of Epping Brothers Pawn Shop just didn't look right. When asked what he meant, he said that two were off to the sides of the front door but didn't go in and it looked more like they were watching the parking lot. He also thought that two others in the parking lot along the side of the building acted like they were with the other two but were trying to act like they were not.

You were dispatched to check the area. After seeing nothing suspicious out front you drove down the back alley to check the back. As you did, Communications advised that they had a report of a Silent Alarm inside the shop. You parked, grabbed your Duty Shotgun and approached the rear door in an effort to see if you could look through the rear window. As you rounded the building corner you came face to face with an armed individual.

On the Start Signal, immediately engage Threat Steel 1, enter the building and engage Threat Steel 2 thru 5 with your Duty Shotgun. Place your empty Shotgun Muzzle Down in barrel with Safety ON and secure it with handcuffs. Duty Handgun may be used to engage any missed Threat Steel after firing all Shotgun Rounds at threats.

First Shot Time Requirement = 1.5 Seconds. Failure penalty is the actual First Shot Time.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: HS-4028

Course Name: A Real Alarm

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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 Mark Start Line
- TPC Targets = 10 (2 for Non-Threat)
- Target Stands = 10
- Target Sticks = 20 Various Sizes
- Pepper Popper Steel Targets / Pistol-Shotgun Grade = 6 (1 is for backup)
- Fence Sections for Walls Full Size – 6.5' x 8' = 16
- Fence Sections – Hinged Half Set = 1
- Paint For Steel
- Door
- Spring Loaded Hinges for Door
- Door Handle
- 2 x 4 x 8 Lumber to Create Door Frame = 3
- 2 x 2 x 8 Lumber for Wall Supports and Cross Braces = 20
- 1 x 2 x 8 Lumber for Target Stand Sticks, Firing Area Lines = 49
- Open Top Barrel / Padded with Foam or Carpet
- Training Handcuffs with Speed Release
- Spikes for Target Stands, Poppers, Firing area Lines & Wall Supports = 100
- Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 5 Birdshot Rounds **MAXIMUM** / Duty Handgun = 16 Rounds

Max Time Exceeded = Plus 1000

Did Not Finish Course = Plus 1500

Disqualified = Plus 2000

Penalty Will be Added by the Statistical Office

Fired Time →

First Shot Time
↓

First Shot Maximum = 1.5 Seconds

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

	0	2	4	Miss	Hits Required
Threat Steel 1-5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
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
Target 12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 13	<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"/>	21

Statistical Office Use

Accuracy Loss Factor

Accuracy Loss Penalty

0 + + + =

Above Times 2 Above Times 4 Above Times 10 Total

RO Name: Print Your Name Here

Shooter Initial:

Time of Day:

Course Name:	A Real Alarm	Course Number:	HS-4028
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	2