

NRA TACTICAL POLICE COMPETITION

Course: HRS-6014 **Course Name:** So You Want Some Practice With Three Guns ? **6**

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

Targets: 8 TPC Paper & 15 Steel **Scoring:** Best 2 Hits on Paper / Steel Must Fall or Called Hit by RO

Firearms / Rounds Required: Duty Handgun = 15 Rounds / Duty Shotgun = 10 Rounds / Patrol Rifle = 14

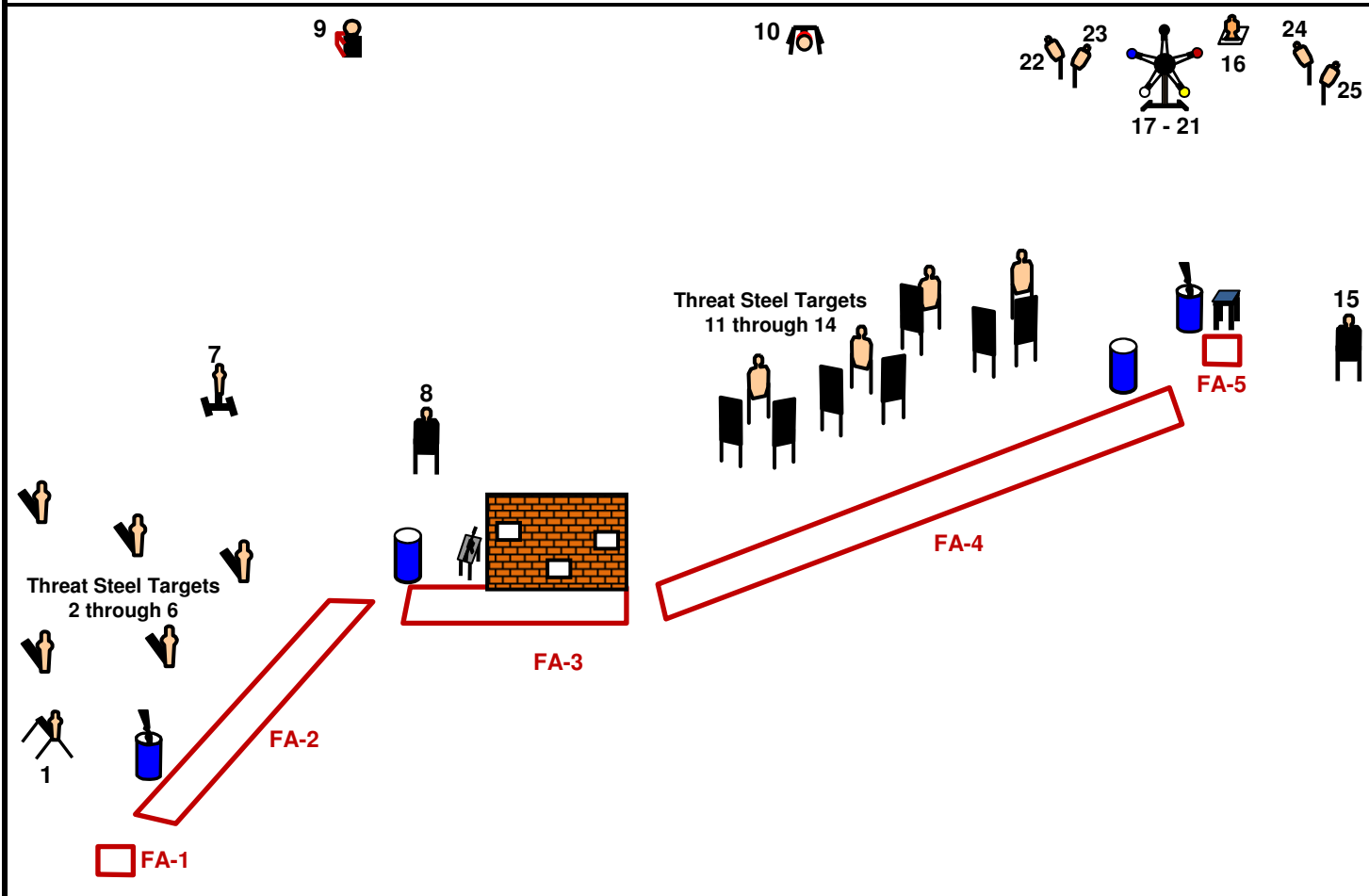
Start Position: Standing in Firing Area 1 with holstered loaded Duty Handgun. Duty Shotgun loaded with 5 rounds with Safety ON staged muzzle down in barrel at Firing Area 2. Patrol Rifle loaded to Cruiser Safe staged to align with marks on table at Firing Area 3. TPC provided Remington 870 pump shotgun loaded to Cruiser Safe with 4 rounds and staged in Barrel at Firing Area 5.

Course Description: On the Start Signal engage Threat Steel 1 with Duty Handgun with First Shot Time Requirement of 4 Seconds. Then move to Firing Area 2, retrieve Duty Shotgun and engage Threat Steel Targets 2 through 6 while **SHOOTING ON THE MOVE**. Transition to Duty Handgun using Muzzle Up or Down Technique and engage Threat Steel 7 with Duty Handgun firing one handed.

Move to Firing Area 3, place Duty Shotgun Muzzle Down with Safety ON in barrel, and engage Threat Target 8 with Duty Handgun. Retrieve Patrol Rifle and engage Threat Steel Targets 9 and 10 from each port. Then move to Firing Area 4 and engage Threat Targets 11 through 14 while **SHOOTING ON THE MOVE**. Place Safety ON and ground Patrol Rifle muzzle down in barrel, and engage Threat Target 15 with your Duty Handgun.

Move to Firing Area 5 and engage Threat Steel Target 16 and holster. Retrieve Duty Shotgun, pick up the Target Identification Card and engage the Texas Star Plate that matches the Target Color on the card **FIRST**. Then engage all the other plates. Ground Duty Shotgun on table with Safety ON with muzzle down range and engage Threat Targets 22 through 25 with Duty Handgun.

NOTES: Failure to shoot on the move where required results in ONE Procedural Penalty for each Threat Target engaged when stationary. Movement speed **MUST** be close to a normal walk pace. Failure to place long gun Safety ON when grounding is TWO Procedural Penalties.



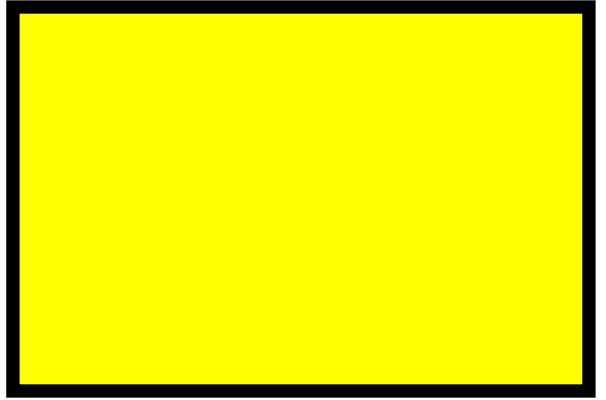
NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: HRS-6014

Course Name: So You Want Some Practice With Three Guns ?

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 Pastes
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ TP-1 Targets = 6
- ❑ TP-2 Targets = 4
- ❑ TPC Cover Targets = 9
- ❑ Target Stands = 17
- ❑ Target & Cover Stand Sticks
- ❑ Full Size Fence Sections = 1
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines & Target Stand Sticks = 57
- ❑ 2" x 2" x 8' Lumber for Wall Braces = 3
- ❑ Spikes for Target Stands, Wall Braces & Firing Areas = 138
- ❑ Mini-Popper Steel Target with Stand {Threat Steel 1}
- ❑ Steel Popper Target = 5 {Threat Steel 2 thru 6}
- ❑ Half Size Steel Popper Target {Threat Steel 7}
- ❑ Steel Flash Target – Rifle Grade = 2 {Threat Steel 9 & 10}
- ❑ 12" Silhouette Steel Target {Threat Steel 16}
- ❑ Texas Star Steel Target {Threat Steel 17 thru 21}
- ❑ Spray Paint for Texas Star = Black / Blue / Red / Yellow / White
- ❑ Set of Target ID Cards with Above Colors
- ❑ Paint for Firing Area Markers
- ❑ TPC Tan Paint for Steel
- ❑ Table to Stage Rifle
- ❑ Table or Barrel for Target ID Cards
- ❑ Open Top Barrels with Carpet in Bottom to Protect Muzzles = 4
- ❑ Other:





TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 15 Rounds / Duty Shotgun = 10 Rounds / Patrol Rifle = 14 Rounds

Did Not Finish Course

Disqualified

List Why For Either

Fired Time →

First Shot Time
↓

First Shot Maximum = **4 Seconds**

	0	2	4	Miss	Hits Required
Steel Threats					19
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
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	39

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

Accuracy Loss Penalty

0 + + + =

Above Times 2 Above Times 4 Above Times 10 Total

RO Name:

Shooter Initial:

Time of Day:

Course Name: <i>So You Want Some Practice With Three Guns ?</i>	Course Number: HRS-6014
Competitor Name: <input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range: 6