**NRA Tactical Police Competition**

<table>
<thead>
<tr>
<th>Course</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Course Name:</strong></td>
<td>One Handed Traffic Stop Fight</td>
</tr>
<tr>
<td><strong>Stage Type:</strong></td>
<td>Scenario Based</td>
</tr>
<tr>
<td><strong>Start / Stop:</strong></td>
<td>Shot Timer / Last Shot – 180 Max Time</td>
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<tr>
<td><strong>Targets:</strong></td>
<td>4 Paper</td>
</tr>
<tr>
<td><strong>Scoring:</strong></td>
<td>TPC - Best 2 Hits on Paper</td>
</tr>
<tr>
<td><strong>Firearms / Rounds Required:</strong></td>
<td>Duty Handgun = 8 Rounds</td>
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**Start Position:** Loaded Handgun on the ground with muzzle pointed down range, placement mark visible through trigger guard. Officer sitting on ground, back flat against cruiser, Support elbow on mark on ground with forearm flat on ground, legs outstretched flat on ground as demonstrated by the RO.

**Course Description:** You stopped a violator for a speeding violation. As you began to approach on the passenger side you saw there were five people in the vehicle. The driver’s door abruptly opened, the driver exited with a gun in his hand and as you began to withdraw while drawing your handgun the driver fired. The bullet struck the bicep of your Primary Arm causing you to drop your handgun. As you tried to withdraw you tripped and fell down against your cruiser with your Primary arm and hand totally disabled.

On the Start Signal, using **ONLY YOUR SUPPORT HAND**, retrieve your handgun and engage Threat Targets 1 thru 4 from within the Firing Area.

- You may **NOT** use your Primary hand or arm to get up from the ground, doing so will incur one Procedural Penalty.
- Firing other than one handed with the Support Hand will result in one Procedural Penalty **PER shot fired**.
- For safety reasons, in the event of a firearm malfunction the competitor **WILL NOT** clear the malfunction using one-handed incapacitation clearing techniques. The course of fire **will be stopped**, targets repaired and a re-fire allowed. If there is a malfunction during the re-fire, the course of fire will be stopped and targets scored as if the course had been completed. The malfunction will be noted on the score sheet and five Procedural Penalties will be added in addition to any other penalties.
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 Pasters
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table (if available) - 2
- Material To Create Firing Area Boundaries
- Material to Mark Start Point for Downed Officer – Mark Elbow Contact Point
- TPC Targets = 5 (4 Threat / 1 Non-Threat)
- Target Stands = 4
- Target Stand Spikes
- Target Stand Sticks = 8 Minimum / Various lengths
- Carpet Piece for Staging Handgun / Approximately 12” x 12” / Spiked to Ground
- Range Vehicles = One Cruiser & One POV or Simulated Cut-Outs
- Other:
NRA Tactical Police Competition Scorecard

Course Name: NRA Course H 1018 - One Handed Traffic Stop Fight

Competitor Name: [Name]

- Shooting Initial: [Initial]
- RO Initial: [Initial]
- Time of Day: [Time]

Course Number: 4

Competitor Number: [Number]

- Duty Handgun = 8 Rounds

Fired Time

Target Not Engaged

No Shoot Target Hits

Procedural Penalties

Accuracy Loss Penalty

Statistical Office Use

Total Tactical Score

Fired Time Plus All Penalties

<table>
<thead>
<tr>
<th>Target 1</th>
<th>Target 2</th>
<th>Target 3</th>
<th>Target 4</th>
<th>Miss</th>
<th>Total Zone Hits</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>8</td>
</tr>
</tbody>
</table>

- Zone Hits: [0, 2, 4, 2, 2, 2, 2, 2, 8]

- Accuracy Loss Factor: [1]

- Accuracy Loss Penalty: [1]

- Accuracy Loss Penalty: [Total]

- Final Tactical Score: [Score]