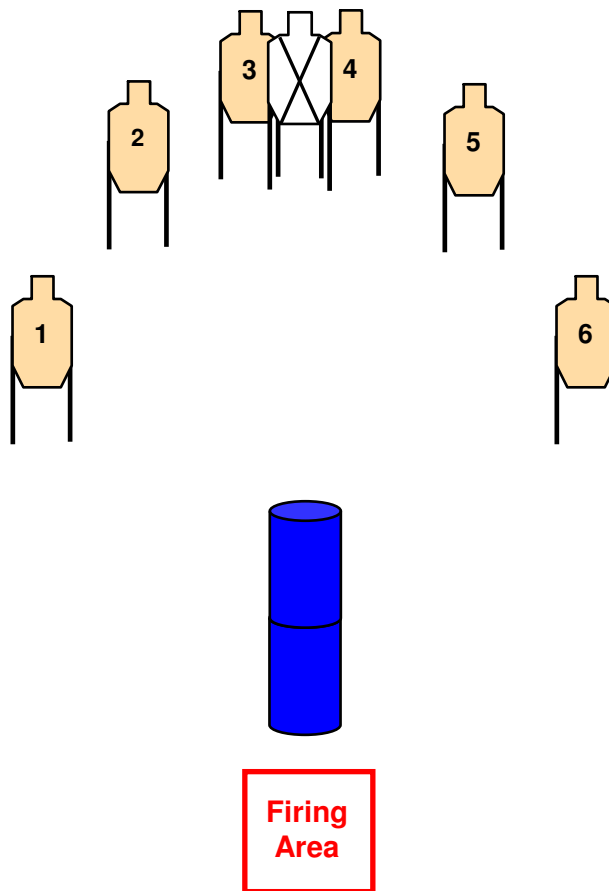


NRA TACTICAL POLICE COMPETITION

Course: 5	Course Name: Shoulder-to-Shoulder Rifle Transition
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot – 180 Max Time
Targets: 6 Paper	Scoring: TPC - Best 4 Hits on Paper
Firearms / Rounds Required: Patrol Rifle = 24 Rounds	
Start Position: Rifle loaded to Cruiser Ready at Ready Position. Standing with heels touching start line.	
Course Description: This Skills Course is a test of accuracy while engaging multiple targets, multiple hit zones, unusual shooting positions, firing around a visual barrier and reloading under time stress. On signal, move to Firing Area and engage Threat Targets 1 thru 6 with 2 rounds to the body and 2 rounds to the head. Threat Target 1 and 2 must be engaged from the left side of the barricade and Threat Target 5 and 6 must be engaged from the right side of the barricade. After engaging Threat Targets on one side of the barricade, prior to engaging targets on the opposite side a Tactical Reload must be completed. Failure to perform a mandatory tactical reload will result in two Procedural Penalties (20 Seconds). Rifle may be charged anytime after Start Signal / Shooter may start on either side / Either shoulder or both shoulders may be used.	



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 5

Course Name: Shoulder-to-Shoulder Rifle Transition

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 (if available) - 2
- ❑ Material To Create Firing Area Boundaries
- ❑ Material to Make Start Line
- ❑ TPC Targets = 7 (6 Threat / 1 Non-Threat)
- ❑ Target Stands = 7
- ❑ Target Stand Spikes
- ❑ Target Stand Sticks = 14 Minimum / Various Lengths
- ❑ Barrels or Other Material to Make Visual Barricade
- ❑ Other:



NRA Law Enforcement Division

NRA TACTICAL POLICE COMPETITION SCORECARD

Patrol Rifle = 24 Rounds

Fired Time →

Each Target Requires 2 Body Hits & 2 Head Hits

	- 0	- 2	- 4	Miss	Hits Required
Target 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Target 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	24

Statistical Office Use

Target Not Engaged → Times 20 =

No Shoot Target Hits → Times 10 =

Procedural Penalties → Times 10 =

Accuracy Loss 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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

0 + + + =

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	NRA Course R 2007 - Shoulder-to-Shoulder Rifle Transition	Course Number:	5
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

