**Course:** 4  
**Course Name:** Near and Far on the Run  
**Stage Type:** Skill Based  
**Start / Stop:** Shot Timer / Last Shot – 180 Max Time  
**Targets:** 13 Paper & 7 Steel  
**Scoring:** TPC - Best 2 Hits on Paper / Steel Must Fall or Flash  
**Firearms / Rounds Required:** Patrol Rifle = 33 Rounds  

**Start Position:** Unloaded Rifle on ground where marked. Shooter standing with heels on Start Line. All ammunition and magazines must be on shooters person secured in Magazine Pouch or pocket. No magazines in hands, etc.  

**Course Description:** On Start Signal move to Firing Area 1 and engage Steel Threat Targets 1 & 2, move to FA-2 and engage Threat Targets 3 thru 6, move to FA-3 and engage Threat Targets 7 thru 10, move to FA-4 and engage Threat Targets 11 thru 13, move to FA-5 and engage Threat Targets 14 thru 20. RO will call hits on steel.
Course: 4  Course Name: Near and Far on the Run

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 Pastes
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- Paint for Steel
- TPC Targets = 16
- Target Stands = 16
- Target Stand Sticks = 32 Minimum / Various lengths
- Steel Flash Targets / Rifle Grade = 2
- Steel 2 Plate Lolli-Popper / Rifle Grade – 1
- Auto-Set 8 Inch Steel / Rifle Grade = 3
- Cardboard or coraplast to make side visual barriers for targets 3 thru 6
- 4 x 8 foot wall section to make knee wall for visual barrier
- Other:
NRA Tactical Police Competition Scorecard

Patrol Rifle = 33 Rounds

Course Name: NRA Course R 2010 - Near and Far on the Run
Competitor Name: 

□ Patrol □ Tactical

Course Number: 4

Shooter Initial: 
RO Initial: 
Time of Day: 

Fired Time

Target Not Engaged

Statistical Office Use

Times 20

No Shoot Target Hits

Times 10

Procedural Penalties

Times 10

Accuracy Loss Penalty

Final Tactical Score

Fired Time Plus All Penalties

Accuracy Loss Factor

Above Times

Above Times

Above Times

Total

Accuracy Loss Penalty

-0 - 2 - 4 Miss

Hits Required

Steel 1 & 2
Target 3
Target 4
Target 5
Target 6
Target 7
Target 8
Steel 9 & 10
Steel 11 - 13
Target 14
Target 15
Target 16
Target 17
Target 18
Target 19
Target 20

Total Zone Hits

33

Steel 1 & 2
Target 3
Target 4
Target 5
Target 6
Target 7
Target 8
Steel 9 & 10
Steel 11 - 13
Target 14
Target 15
Target 16
Target 17
Target 18
Target 19
Target 20

Total Zone Hits

33

NRA Law Enforcement Division