Course: SIG 2  
Course Name: Check the Corners  
Course Type: Scenario Based  
Start/Stop: Shot Timer / Last Shot - 180 Max Time  
Targets: 15 TPC Paper  
Scoring: TPC - Best 2 Hits on Paper  

<table>
<thead>
<tr>
<th>Firearms / Rounds Required:</th>
<th>Patrol Rifle = 28 Rounds MAXIMUM / Duty Handgun = 2 Rounds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start Position:</td>
<td>Loaded Holstered Duty Handgun. Loaded Patrol Rifle at Shoulder Ready position. Maximum rifle rounds that can be fired is 28 rounds.</td>
</tr>
</tbody>
</table>

Course Description: You are first on the scene for a call at a doctor’s office for a male believed to be on drugs who entered the office, demanded pain killers and when refused pushed past the nurse’s station pushing staff members down and threatening to “slice them up” if they did not tell him where to find pain pills. The employees and patients rushed out of the office as he made his way down the hallway and one called 911 from a cell phone.  
On the Start Signal, enter the structure and engage Threat Targets 1 through 15 as seen from within the Firing Area. When Patrol Rifle is empty transition to Duty Handgun and engage any remaining Threat Targets using Muzzle Up, Muzzle Down or sling the rifle exercising proper muzzle control.  
Firing more than 28 rifle rounds will result in ONE procedural per round fired and any corresponding hits will be scored as Misses.  

Shoot Thru = Landscape Fabric  
Walls

Firing Area
<table>
<thead>
<tr>
<th>Course</th>
<th>SIG 2</th>
<th>Course Name</th>
<th>Check the Corners</th>
<th>Course Material &amp; Supplies</th>
</tr>
</thead>
</table>

**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
- TPC Targets = 18  (3 for Non-Threat)
- TPC Cover Target = 7
- Target Stands = 25
- Target Stand Stakes
- Target Stand Sticks
- Full Size Fence Sections = 14  (Some will be cut into half sections)
- Shoot Thru Walls = 2 Full Size (Wood Frames with Landscape Fabric)
- 2” x 2” x 8’ Lumber = 35
  - Wall Supports, Cross Braces & Framing for Shoot Through Walls
- 1” x 2” x 8’ Lumber for Firing Area Lines, Start Line & Target Stand Sticks = 67
- Landscape Fabric for Shoot Through Walls
- Spikes for Target Stands, Wall Supports and Firing Area Lines = 85
- Other
**Tactical Police Competition Score Sheet**

Patrol Rifle = 28 Rounds / Duty Handgun = 2 Rounds

<table>
<thead>
<tr>
<th>Target 1</th>
<th>Target 2</th>
<th>Target 3</th>
<th>Target 4</th>
<th>Target 5</th>
<th>Target 6</th>
<th>Target 7</th>
<th>Target 8</th>
<th>Target 9</th>
<th>Target 10</th>
<th>Target 11</th>
<th>Target 12</th>
<th>Target 13</th>
<th>Target 14</th>
<th>Target 15</th>
</tr>
</thead>
<tbody>
<tr>
<td>- 0</td>
<td>- 2</td>
<td>- 4</td>
<td>Miss</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td>Hits Required: 2</td>
<td>Hits Required: 2</td>
<td>Hits Required: 2</td>
<td>Hits Required: 2</td>
<td>Hits Required: 2</td>
<td></td>
</tr>
</tbody>
</table>

**Total Zone Hits**

- 0 - 2 - 4 Miss

<p>| | | | | | | | | | | | | | | |</p>
<table>
<thead>
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</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>0</td>
<td>0</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**Accuracy Loss Factor**

- 0 + Above Times 2 + Above Times 4 + Above Times 10 = Total

**Check the Corners**

H-5024

Course Name: Check the Corners

<table>
<thead>
<tr>
<th>Competitor Name:</th>
<th>Patrol</th>
<th>Tactical</th>
<th>Team Number:</th>
</tr>
</thead>
</table>

Course Number: 2

<table>
<thead>
<tr>
<th>RO Name: PRINT</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Shooter Initial:</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Time of Day:</th>
</tr>
</thead>
</table>

**Statistical Office Use**

- 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 Penalty
- N/A

- Target Not Engaged
- N/A

- No Shoot Target Hits
- N/A

- Procedural Penalties
- N/A

- Loss of Accuracy Penalty
- N/A

**Final Tactical Score**

Fired Time Plus All Penalties