## NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

Course:3Course Name:One Handed Traffic Stop FightStage Type:Scenario BasedStart / Stop:Shot Timer / Last ShotTargets:4 PaperScoring:TPC - Best 2 Hits on PaperFirearms / Rounds Required:Duty Handgun = 8 Rounds

**Start Position:** Loaded Handgun on the ground with muzzle pointed down range, placement mark visible through trigger guard. Officer lying supine, with top/back of head touching rear start line with feet facing downrange. One leg must be touching leg start line as directed by the RO.

**Course Description:** You just stopped a violator for a speeding violation. As you begin your approach you see that it appears there are five people in the vehicle. The driver's door abruptly opens and the driver exits with a gun in his hand. As you drew your handgun the driver fires and a bullet strikes you in the bicep of your support arm, totally disabling your support arm and hand. As you attempt to move to cover you trip backwards, falling on your back and dropping your handgun.

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

- You may not use your Support Hand or arm to get up from the ground, doing so will incur one Procedural Penalty.
- Firing other than one handed using the Primary Hand will result in one Procedural Penalty PER shot fired.
- In the event of a firearm malfunction, the competitor **WILL NOT** clear malfunction using one-handed incapacitation clearing techniques. The course of fire will be stopped, targets repaired and re-fire allowed. If there is a malfunction on 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.

