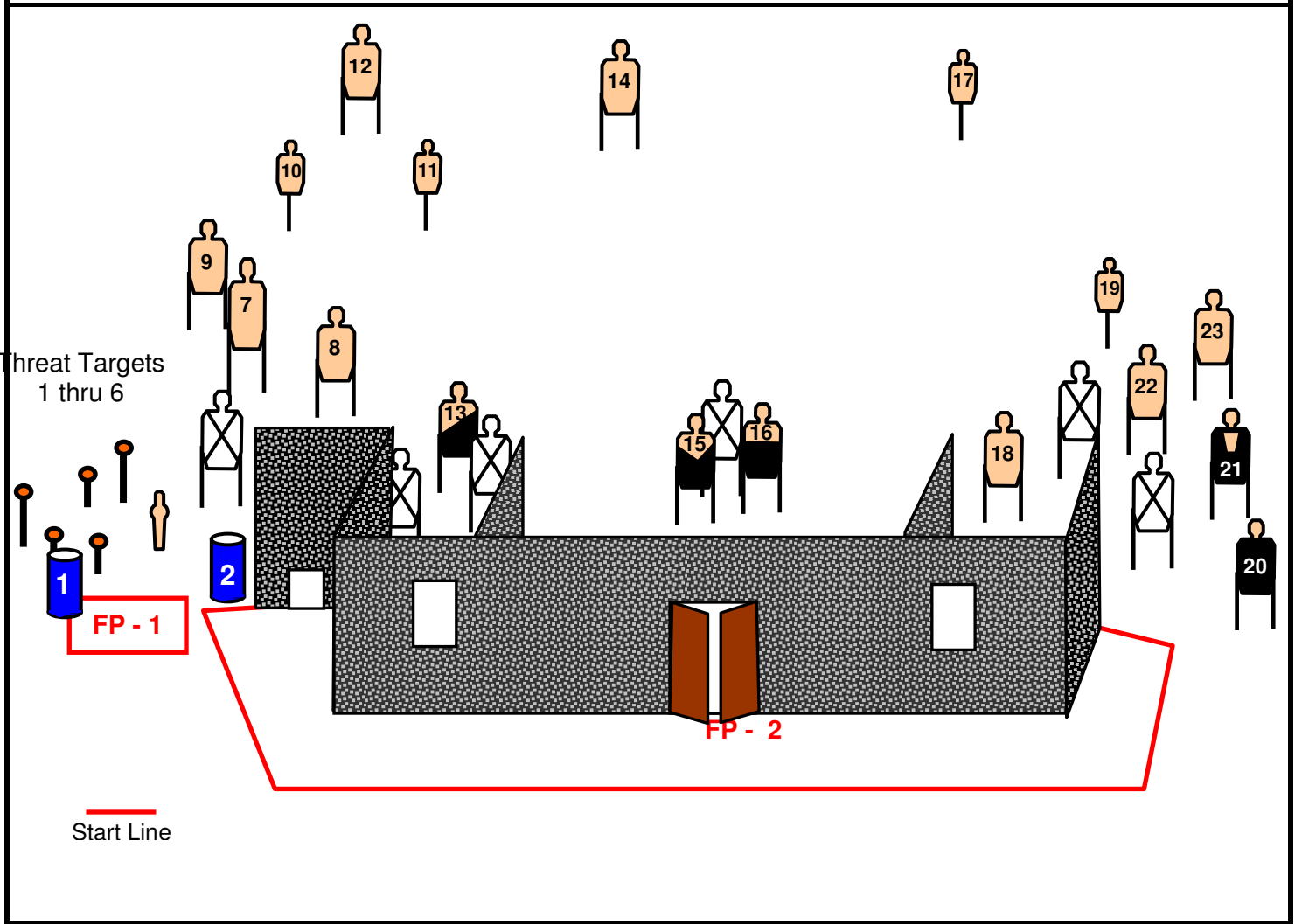


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 6	<b>Course Name:</b> Lets Try All Three
<b>Course Type:</b> Skill Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time
<b>Targets:</b> 17 Paper / 5 Clays / 1 Steel	<b>Scoring:</b> Best 2 Hits on Paper / Steel Must Fall / Clays Must Break
<b>Firearms / Rounds Required:</b> Shotgun = 6 Birdshot / Patrol Rifle = 28 MAXIMUM / Handgun = 6 Rounds	
<b>Start Position:</b> Handgun loaded & holstered. Rifle Loaded to Cruiser Safe with a MAXIMUM of 28 rounds, safety ON, positioned MUZZLE Down in Open Top Barrel 2. Duty Shotgun loaded to Cruiser Safe with 4 rounds. Standing with Shotgun at Shoulder Ready, heels touching Start Line - Safety ON.	
<b>Course Description:</b> On the Start Signal move to Firing Area 1 and engage Threat Steel Targets 1 thru 6 with Shotgun. Place Shotgun Muzzle Down inside Open Top Barrel 1. If the shotgun is EMPTY the Safety does NOT have to be ON – If <u>ANY</u> rounds remain in the shotgun the safety MUST be ON – failing to do will result in 2 Procedural Penalties. Retrieve Patrol Rifle from Open Top Barrel 2. From within Firing Area 2 move as needed and engage Threat Targets 7 thru 23 with rifle rounds. When rifle runs <u>empty</u> immediately transition to Handgun and engage all remaining Threat Targets.	
<b>NOTE:</b> No more than 28 rifle rounds may be loaded or fired, firing any more will result in 1 Procedural Penalty PER ROUND and those rounds striking a target will be scored as MISSES.	



# **NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES**

**Course:** 6

**Course Name:** Lets Try All Three

## **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 = 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Lines
- TPC Targets = 19 (6 for Non –Threat)
- Reduced Size IPSC Target = 4
- Target Stands = 23
- Target Stand Stakes
- Target Stand Sticks = 46 Minimum / Various lengths
- Pepper Popper Steel Targets - Pistol-Shotgun Grade = 1
- Steel Knock Down Round Plates - 5
- Open Top Plastic Barrels = 2 Full Size
- Wall Fence Sections = As needed based on wall length
- Paint For Steel
- Other:



NRA Law Enforcement Division

# NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Shotgun = 6 Birdshot / Patrol Rifle = 28 Round MAXIMUM

Duty Handgun = 6 Rounds

	- 0 A-B	- 2 C	- 4 D	Miss	Hits Required
Steel 1 - 6					6
Target 7					2
Target 8					2
Target 9					2
Target 10					2
Target 11					2
Target 12					2
Target 13					2
Target 14					2
Target 15					2
Target 16					2
Target 17					2
Target 18					2
Target 19					2
Target 20					2
Target 21					2
Target 22					2
Target 23					2
<b>Total Zone Hits</b>					<b>40</b>

Fired Time →

Statistical Office Use	
Target Not Engaged <input type="text"/>	Times 20 = <input type="text"/>
No Shoot Target Hits <input type="text"/>	Times 10 = <input type="text"/>
Procedural Penalties <input type="text"/>	Times 10 = <input type="text"/>
Accuracy Loss Penalty	<input type="text"/>
<b>Final Tactical Score</b>	<input type="text"/>
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"/>
<b>0</b>	+	+	+	=

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	<b>NRA Course HRS 6005 - Lets Try All Three</b>	Course Number:	<b>6</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

