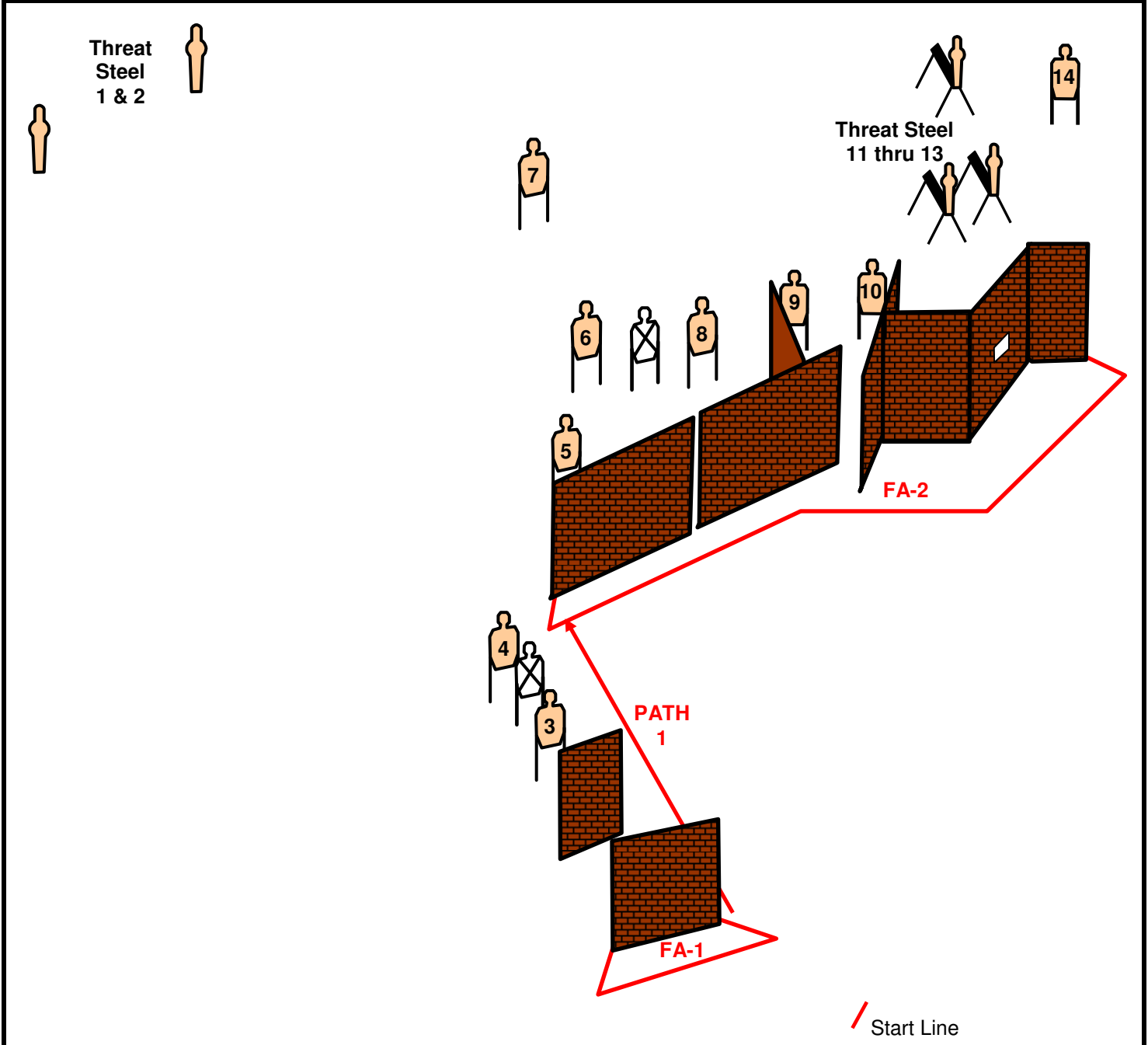


NRA TACTICAL POLICE COMPETITION

Course: NPSC 5	Course Name: Handgun Distance Versus Speed	H - 1042
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time	
Targets: 5 Steel / 9 Paper	Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall	
Firearms / Rounds Required: Duty Handgun = 23 Rounds		
Start Position: Handgun loaded with 6 rounds & holstered. Heels on Start Line.		
Course Description: On the Start Signal advance to FA-1 and engage Threat Steel 1 & 2. <u>Staying to the right</u> of Path 1 move forward to FA-2, engaging Threat Targets 3 & 4 enroute. From FA-2 engage Threats 5 thru 14. Threat Steel 11 thru 13 must be engaged thru port.		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: NPSC 5

Course Name: Handgun Distance Versus Speed

H – 1042

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 Line
- TPC Targets = 11 (2 for Non-Threat)
- Target Stands = 11
- Target Stand Stakes
- Target Stand Sticks = 22 Minimum -Various Heights
- Full Size Pepper Popper Steel Target – Pistol Grade = 2
- Mini-Pepper Popper Steel Target – Pistol Grade = 3
- Full Size Fence Sections or Horizontal Wall Visual Barriers - 6.5' x 8' = 7
- Half Size Fence Sections or Horizontal Wall Visual Barriers - 6.5' x 4' = 2
- Conduit Wall Supports = 15 minimum
- Paint For Steel
- Other:



NRA Law Enforcement Division

TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 23 Rounds

Fired Time →

First Shot Time
↓

First Shot Maximum = N/A

First Shot Penalty

Target Not Engaged

No Shoot Target Hits

Procedural Penalties

Statistical Office Use

→ =

Times 20

Times 10 =

Times 10 =

Loss of Accuracy Penalty

Final Tactical Score

Fired Time Plus All Penalties

	- 0	- 2	- 4	Miss	Hits Required
Steel 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Steel 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 14	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="23"/>
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Statistical Office Use				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Shooter Initial:

RO Initial:

Time of Day:

H - 1042	Course Name: Handgun Distance Versus Speed	Course Number: 5
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: