

NRA TACTICAL POLICE COMPETITION

Course: SIG 4	Course Name: Shield Up 102	H-1076
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Course Type: Scenario Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time
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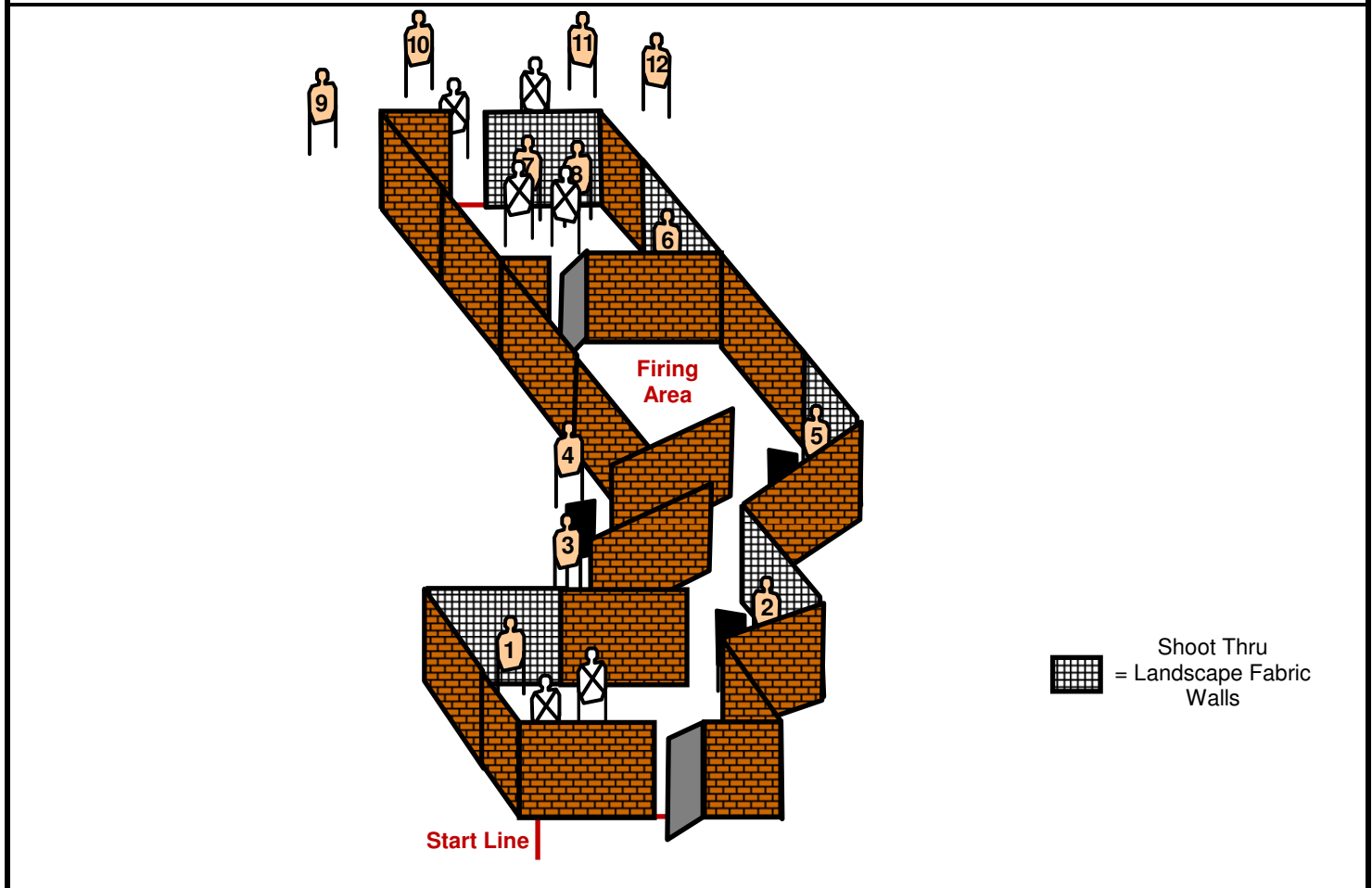
Targets: 12 TPC Paper	Scoring: TPC - Best 2 Hits on Paper
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Firearms / Rounds Required: Duty Handgun = 24 Rounds

Start Position: Standing with Heels on Start Line holding Ballistic Shield and loaded handgun at the Ready Position. Shield must be positioned so that you are looking fully through the Viewport.

Course Description: The School Resource Officer called in a shooting at the administrative offices at the high school and you are first on scene. You grabbed the Ballistic Shield from your cruiser, moved to the office area, and found the SRO. He is trying to cover two hallways at the same time that go back to the other offices. There is no active gunfire and the SRO believes the shooter may have gone down the longer hallway. You agree that he will post up while you do a quick search of the offices down the short hallway behind you and then meet back up. On the Start Signal, enter the structure and engage Threat Targets 1 through 12 as seen from within the Firing Area.

- ◆ The Ballistic Shield must be carried so as to protect your upper body and you must look through the Viewport at all times except when Reloading or taking Immediate Action. One warning will be issued for failing to use the Viewport. Afterwards Procedurals will be assessed.
- ◆ A Procedural will be assessed for each Threat Target engaged if the handgun is not sighted through the Viewport.
- ◆ All Reloading: For Safety Consistency the handgun will be placed in the holster and magazines exchanged as needed. Slide Release may only be done using the Slide Release, or hooking the rear sight on the side of the Ballistic Shield with the muzzle downrange.
- ◆ Immediate Action: TAP the Magazine on the side of the Ballistic Shield, RACK the slide by hooking the rear sight on the side of the Ballistic Shield with the muzzle down range, and engage threats if still necessary.
- ◆ Feedway Clearance: For Safety Consistency, lower the Ballistic Shield directly in front of you to provide cover to your lower torso and legs and use both hands to LOCK the slide open, RIP out the magazine, RACK the slide several times, TAP in a new magazine, RACK the slide and be READY to engage threats if still necessary.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: SIG 4

Course Name: Shield Up 102

H-1076

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 Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ TPC Targets = 18 (6 for Non-Threat)
- ❑ TPC Cover Target = 3
- ❑ Target Stands = 21
- ❑ Target Stand Stakes
- ❑ Target Stand Sticks
- ❑ Full Size Fence Sections = 16 (Some will be cut into half sections)
- ❑ Shoot Thru Walls = 3 Full Size & 2 Half Size (Wood Frames with Landscape Fabric)
- ❑ Doors = 2
- ❑ Door Hinge Sets = 2
- ❑ Door Springs = 2 Sets
- ❑ Door Handle = 2
- ❑ 2" x 2" x 8' Lumber = 60
Wall Supports, Cross Braces & Framing for Shoot Through Walls
- ❑ 2" x 4" x 8' Lumber to Hang Doors = 4
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines, Start Line & Target Stand Sticks = 50
- ❑ Landscape Fabric for Shoot Through Walls
- ❑ Spikes for Target Stands, Wall Supports and Firing Area Lines = 76
- ❑ Ballistic Shield with Viewport
- ❑ Other



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 24 Rounds

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
↓

N/A First Shot Maximum = **N/A**

	- 0	- 2	- 4	Miss	Hits Required
Target 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
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
Target 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 12	<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"/>	24

Statistical Office Use

First Shot Penalty: **N/A** → → =

Target Not Engaged: → Times 20 =

No Shoot Target Hits: → Times 10 =

Procedural Penalties: → Times 10 =

Loss of Accuracy Penalty:

Final Tactical Score
Fired Time Plus All Penalties

Statistical Office Use

Accuracy Loss Factor

Accuracy Loss Penalty: **0** + + + =

Above Times 2 Above Times 4 Above Times 10 Total

RO Name: **PRINT**

Shooter Initial:

Time of Day:

H-1076	Course Name: Shield Up 102	Course Number: 4
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: