

NRA TACTICAL POLICE COMPETITION

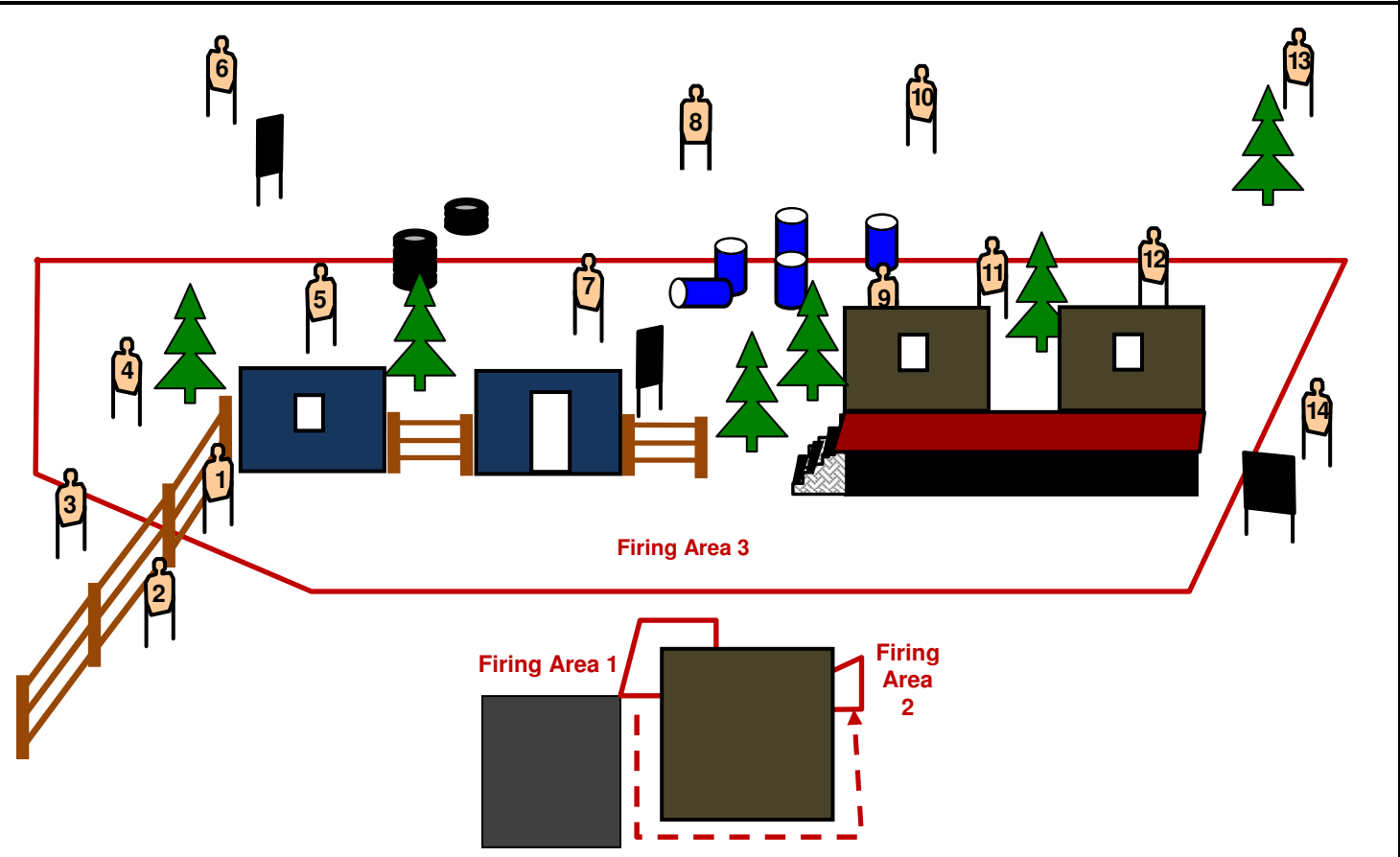
Course: HR-5028	Course Name: Sovereign Nation Perimeter
Course Type: Scenario	Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 14 TP-1 Targets	Scoring: TPC - Best 2 Hits on Paper
Firearms / Rounds Required: Duty Handgun = 4 Rounds / Patrol Rifle = 24 Rounds	

Start Position: Patrol Rifle loaded to Cruiser Safe leaning against wall where marked (Safety ON, bolt closed on empty chamber, loaded magazine locked in place. Duty Handgun loaded and holstered. Seated on bench as shown by RO with back fully against back rail, one foot crossed over one knee, remaining foot flat on the ground, arms crossed and eyes closed.

Course Description: Almost a week ago members of your area task force and federal task force members executed search and arrest warrants at several locations in the area against members of an anti-government Sovereign Nation group. Since the operation, many of the sites have been closed by Court Order to prevent any of the group's members, or others, from entry to allow for follow-up searches as follow up investigation interviews has led investigators to believe there may be hidden caches of firearms, money, and computer records. To enforce the Court Order overtime details have been set up for the various locations. You are on your third day of working one of the sites, a somewhat remote site comprised of several small buildings, old construction equipment, junk cars, and dilapidated outbuildings.

To stretch your legs you moved from your cruiser and have been walking around and are now sitting on a bench you found with your Patrol Rifle leaning against the building wall in the shade. You do not know you had fallen asleep until you are startled by the noise of crashing metal. You awake and see four males, two who have climbed over the property fence and the others starting to climb the fence. Just as you are about to call out and challenge them you see one has a pump shotgun and another has a handgun pointed at you.

On the Start Signal, engage immediate Threat Targets 1 & 2 with your Duty Handgun from Firing Area 1 and then withdraw back between the two buildings for cover. Retrieve your Patrol Rifle and move to Firing Area 2 and engage Threat Targets 3 and 4 from cover. Advance into Firing Area 3 to secure the suspects and search for additional Threats Targets, engaging as necessary.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: HR-5028

Course Name: Sovereign Nation Perimeter

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 / Red Paint for Lines
- ❑ TP-1 Full Size Targets = 14
- ❑ TPC Cover Targets = 4
- ❑ Target Stands = 17
- ❑ Target Stand Sticks = 34 Minimum - Various Heights
- ❑ Wall Sections = Will depend use of any existing structures. This course was initially designed around two real buildings, existing semi-permanent walls and range prop structure on the range.
- ❑ 2" x 2" x 8' Lumber For Wall Supports and Shoot Thru Wall Frames = Depends on above
- ❑ 1" x 2" x 8' Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 44
- ❑ Spikes for Target Stands, Firing Area Lines = 120
- ❑ Trees for Visual Barriers = 6 (old donated artificial Christmas trees work well)
- ❑ Bench for Firing Area 1
- ❑ Other



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 4 Rounds / Patrol Rifle = 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
↓

First Shot Maximum = N/A

	- 0	2	4	Miss	Hits Required
Target 1					2
Target 2					2
Target 3					2
Target 4					2
Target 5					2
Target 6					2
Target 7					2
Target 8					2
Target 9					2
Target 10					2
Target 11					2
Target 12					2
Target 13					2
Target 14					2

Total Zone Hits **28**

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 **0** + + + =

Above Times 2 Above Times 4 Above Times 10 Total

Accuracy Loss Penalty

RO Name: Print Your Name Here

Shooter Initial:

Time of Day:

Course Name: Sovereign Nation Perimeter	Course Number: HR-5028
Competitor Name: <input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range: 5