

# NRA TACTICAL POLICE COMPETITION

**Course:** 4      **Course Name:** Home Invasion      **H-1078**

**Course Type:** Scenario Based      **Start/Stop:** Shot Timer / Last Shot - 180 Max Time

**Targets:** 8 TPC Paper      **Scoring:** TPC - Best 2 Hits on Paper

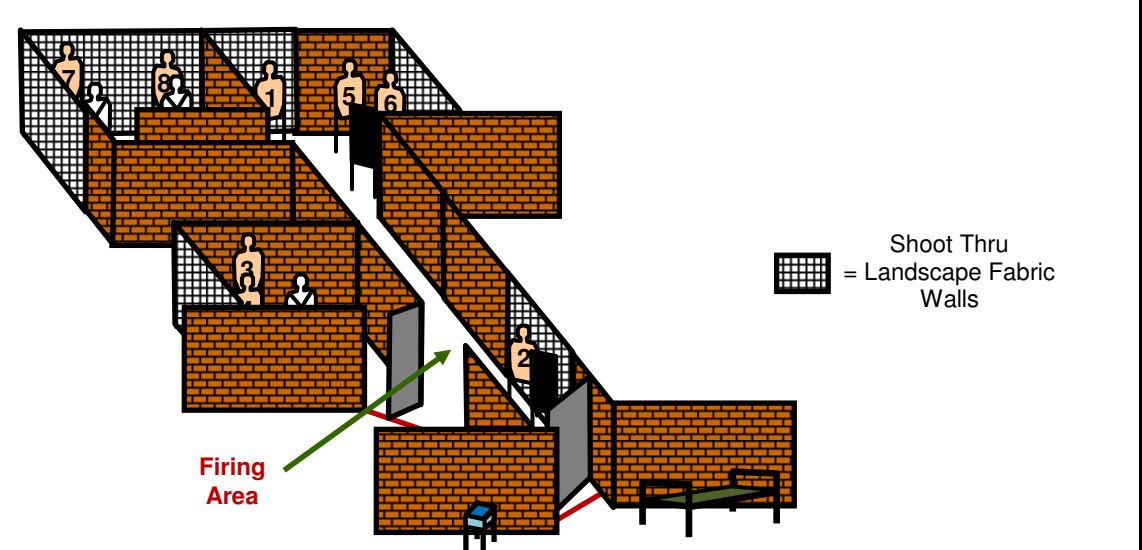
**Firearms / Rounds Required:** Duty Handgun = 16 Rounds

**Start Position:** **This is a Blind Course with no walk-through.** Unloaded Duty Handgun and up to two loaded magazines secured in lockbox. Key for lock box in nightstand. Lying supine on cot with back and legs flat, arms on chest, fingers interlaced.

**Course Description:** Over the last several months there have been a string of daytime burglaries. In cases where residents were home they were brutally beaten or stabbed and two have died. You are at home alone after finishing a midnight shift. Prior to going to bed you locked your handgun, your two off duty carry magazines, and flashlight in your home lock box and placed the lock box key in the nightstand. After falling asleep you are woken by a crashing noise followed by voices.

On the Start Signal, open the lockbox, load your handgun, and retrieve the flashlight and any magazines you want from the lock box and engage Threat Targets 1 thru 8 while simulating illumination of the Threat Targets using the training flashlight.

- ♦ You must **hold and aim** the training flashlight while firing at all Threat Targets. Flashlight techniques where the flashlight is **held with the handgun**, such as the Harries, Side-by-Side, Stacked Hands, or Palm Squeeze can be used.
- ♦ One warning will be given by the RO for failing to use/aim the flashlight. This will be done by calling out "FLASHLIGHT". After the warning one Procedural will be assessed for each Threat Target engaged not using the flashlight.
- ♦ Handgun mounted lights may not be substituted for the provided training flashlight.



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

**Course:** 4

**Course Name:** Home Invasion

**H-1078**

## **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 = 11 (3 for Non-Threat)
- ❑ TPC Cover Target = 2
- ❑ Target Stands = 13
- ❑ Target Stand Stakes
- ❑ Target Stand Sticks
- ❑ Full Size Fence Sections = 16 (Some will be cut into half sections)
- ❑ Shoot Thru Walls = 5 Full Size & 1 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 = 5
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines, Start Line & Target Stand Sticks = 28
- ❑ Landscape Fabric for Shoot Through Walls
- ❑ Spikes for Target Stands, Wall Supports and Firing Area Lines = 40
- ❑ Lockbox
- ❑ Folding Cot
- ❑ Small Table to Place Lockbox On
- ❑ Other



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 16 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

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

	- 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

**Total Zone Hits**     **16**

**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:**

<b>H-1078</b>	Course Name: <b>Home Invasion</b>	Course Number: <b>4</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: