

# NRA TACTICAL POLICE COMPETITION

**Course:** 8

**Course Name:** Rifle Hall Walk

**HR-5012**

**Course Type:** Skill Based

**Start/Stop:** Shot Timer / Last Shot - 180 Max Time

**Targets:** 20 Paper / 4 Steel

**Scoring:** Best 2 Hits on Paper / Steel Must Fall

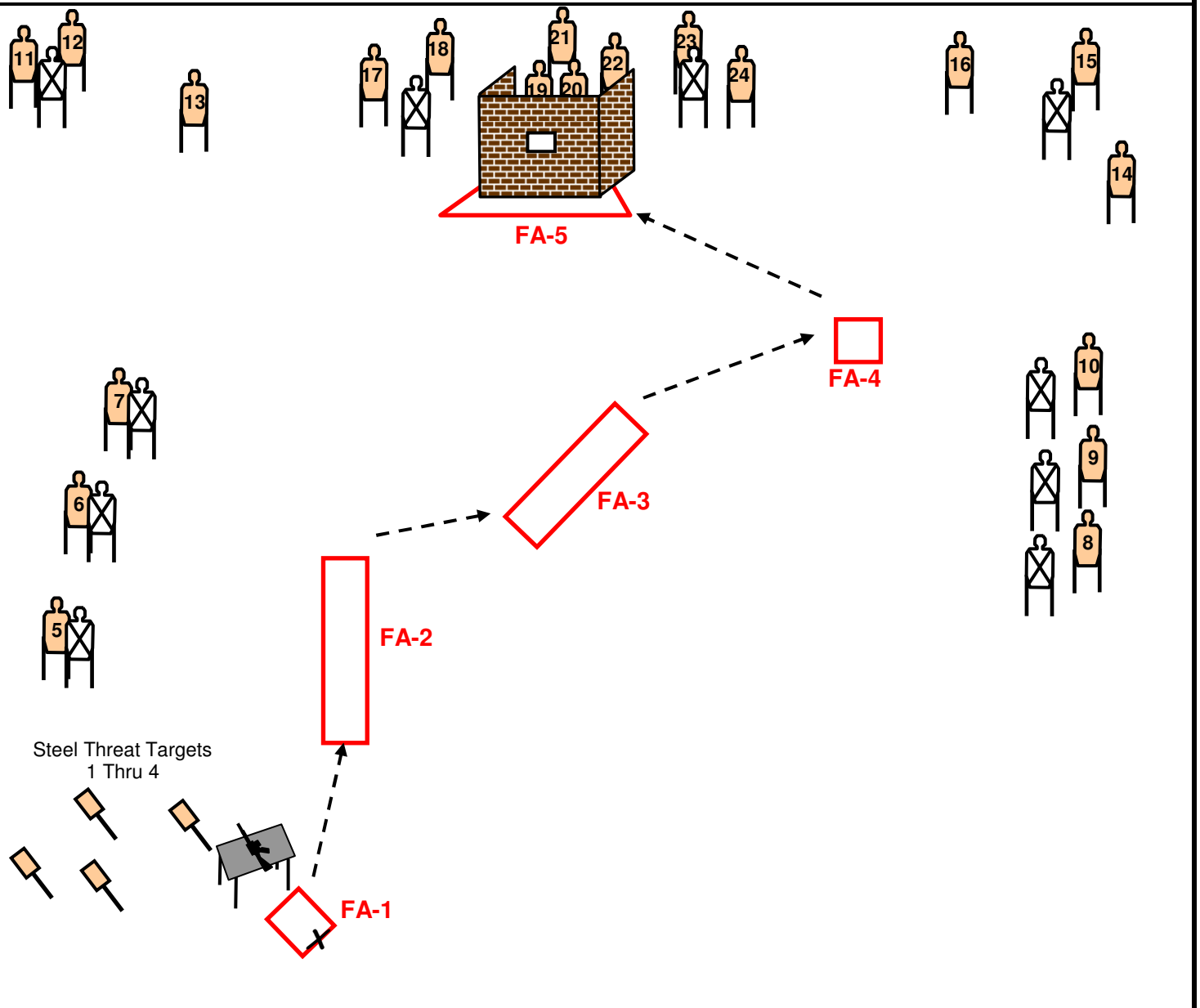
**Firearms / Rounds Required:** Duty Handgun 4 Rounds / Duty Rifle = 40 Rounds

**Start Position:** Handgun loaded & holstered. Rifle unloaded / Bolt closed staged on table. Toes touching Start Mark facing up range.

**Course Description:** This course will allow you to practice basic rifle handling skills, shooting on the move, engaging multiple targets, firing at different angles, and multiple distance engagements.

On the Start Signal: Draw and engage Steel Threat Targets 1 thru 4 with Handgun. Secure Duty Rifle and load with magazine from Primary Rifle Magazine Pouch PRIOR to leaving FA-1. Move to FA-2 and engage Threat Targets 5 thru 7, move to FA-3 engage Threat Targets 8 thru 10 and 11 thru 13, move to FA-4 and engage Threat Targets 14 thru 16, move to FA-5 and engage Threat Targets 17 thru 24.

**NOTE:** All reloading must be completed INSIDE a Firing Area with hands OFF of the magazine PRIOR to stepping out of the Firing Area.



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

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## **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
- TPC Targets = 30 (10 for Non-Threat)
- Target Stands = 30
- Target Stand Stakes
- Target Stand Sticks = 60 Minimum / Various lengths
- Steel Knock Down Plates - Handgun Grade = 4 plus 1 for spare
- Wall Sections = 3 - One with Squat Level Port
- Wall Support Legs = 5
- Table for Staging Duty Rifle
- Paint For Steel
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 4 Rounds / Duty Rifle = 40 Rounds

	- 0	- 2	- 4	Miss	Hits Required
Steel 1 - 4					4
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
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
Target 24					2
<b>Total Zone Hits</b>					<b>44</b>

Fired Time →

First Shot Time  
↓

First Shot Maximum = N/A

First Shot Penalty

*Statistical Office Use*

→ =

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

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

+  +  +  =

Shooter Initial:

RO Initial:

Time of Day:

HR-5012	Course Name: <b>Rifle Hall Walk</b>	Course Number: <b>8</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: