

# NRA TACTICAL POLICE COMPETITION

**Course:** 4 | **Course Name:** Active Shooter Team Hook Up | **HS-4018**

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

**Targets:** 6 Clays / 4 Steel / 6 Paper | **Scoring:** TPC - Best 2 Hits on Paper / Clay Birds Must Break

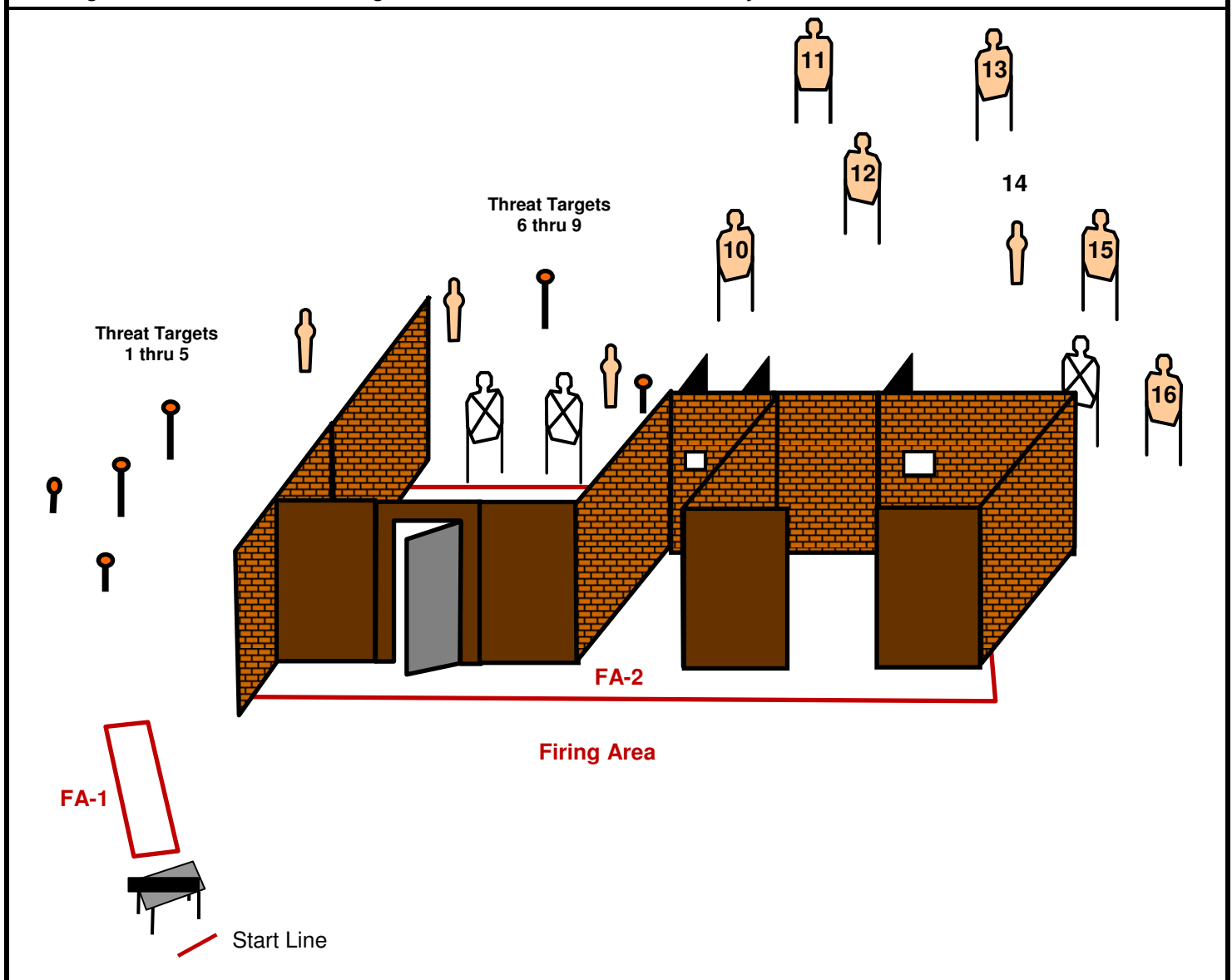
**Firearms / Rounds Required:** Duty Shotgun = 8 Birdshot Rounds MAXIMUM / Duty Handgun = 14 Rounds

**Start Position:** Holstered loaded Duty Handgun. Duty Shotgun loaded to Cruiser Safe with 4 rounds (Safety ON, Bolt Closed on EMPTY Chamber, 4 rounds loaded in Magazine Tube). Shotgun secured in shotgun case on table. No more than 4 additional Shotgun Rounds on person. Standing with Heels on Start Line.

**Course Description:** You were sent to enter one side of a building on an Active Shooter Call. You are to enter and hook up with two officers who are already inside. Prior to entry you obtain your Duty Shotgun from the trunk.

On the Start Signal, retrieve your Duty Shotgun, move to FA-1 and engage Threat Target 1 thru 5, then to FA-2 and engage Threat Targets 6 through 9 with Duty Shotgun as found. When out of Shotgun ammunition immediately transition to Duty Handgun and continue searching and engaging all remaining Threat Targets from within FA-2.

- Shotgun MUST be carried with you throughout the course, either slung Muzzle Down, or using Muzzle Up or Down Transition Firing Techniques. Failure = 2 Procedure Penalties.
- Firing more or less than 8 Shotgun Rounds = 1 Procedural Penalty PER ROUND.



# NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

**Course:** 4

**Course Name:** Active Shooter Team Hook Up

**HS-4018**

## 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 = 1
- Material To Create Firing Area Boundaries – See Below
- TPC Targets = 9 Full Size (3 used for Non-Threat)
- Target Stands = 9
- Target Stand Spikes = Minimum of 9
- Target Stand Sticks = 18 Minimum - Various Heights
- Fence Section Walls / 6.5' x 8' = 7 Two will have Ports
- Fence Section Walls – 6.5" x 4' = 4
- Visual Barriers / Framed with 2" x 2" lumber and covered with Landscape Fabric, Coroplast or Other Material
  - 3 Approximately 6.5' tall by 5' long
- 2" x 2" x 8' Lumber for Wall Framing and Wall Supports
- 1" x 2" x 8' Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 19
- Landscape Fabric for Visual Barriers
- 2" x 4" x 8' Lumber to Create Door Jamb = 3
- Door
- Door Hinge Set
- Door Handle
- Door Spring Set
- Paint For Steel
- Clay Birds: 6 Per Shooter
  - For 150 Shooters = 900 = 10 Cases (90 Count Box)
  - For 170 Shooters = 1,020 Clays = 12 Cases (90 Count Box)
- Hard or Soft Sided Shotgun Case to stage shotgun in.
- Table to place shotgun case on to simulate taking shotgun from trunk
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 8 Birdshot Rounds / Duty Handgun = 14 Rounds

Fired Time →

First Shot Time  
↓

First Shot Maximum = *None*

First Shot Penalty

*Statistical Office Use*

→ =

Target Not Engaged

Times 20

No Shoot Target Hits

Times 10 =

Procedural Penalties

Times 10 =

Accuracy Penalty

Loss of Accuracy Penalty

**Final Tactical Score**

Fired Time Plus All Penalties

	- 0	- 2	- 4	Miss	Hits Required
Clays	<input type="text"/>	<input style="background-color: black;" type="text"/>	<input style="background-color: black;" type="text"/>	<input type="text"/>	6
Steel	<input type="text"/>	<input style="background-color: black;" type="text"/>	<input style="background-color: black;" type="text"/>	<input type="text"/>	4
Paper 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Paper 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Paper 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Paper 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Paper 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Paper 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input style="background-color: black; color: white;" type="text" value="22"/>
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<i>Statistical Office Use</i>				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<input style="background-color: black; color: white;" type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	+	+	+	=

RO Name:

Shooter Initial:

Time of Day:

HS - 4018	Course Name: <b>Active Shooter Team Hook Up</b>	Course Number: <b>4</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: