**Course:** 5  
**Course Name:** Accuracy First – Speed Second

**Stage Type:** Skill Based  
**Start / Stop:** Shot Timer / Last Shot – 180 Max Time

**Targets:** 3 Paper & 13 Steel  
**Scoring:** TPC - Best 2 Hits on Paper / Steel Must Fall

**Firearms / Rounds Required:** Duty Handgun = 19 Rounds

**Start Position:** Unloaded Handgun with slide forward on table with locator indicator visible thru trigger guard. All loaded magazines must be on person. Standing facing up range with toes touching marks.

**Course Description:** On Start Signal, retrieve handgun, load using a magazine from Duty Pouch, and engage Threat Targets 1 thru 16 with handgun from within the Firing Area.
### 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 Pastes
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 1
- Material To Create Firing Area
- TPC Targets = 6 (some used for Non-Threat)
- Target Stands = 5
- Target Stand Sticks = 10 Various lengths
- Steel Knock Down Plates = 5 Pistol Grade
- Steel Pepper Popper ½ Size = 3 Pistol Grade
- Steel Six Plate Rack = 1 Pistol Grade / One Plate will remain DOWN and will be used in case another plate’s hinge breaks.
- TPC Tan Paint for Steel
- Table for Prop
- Piece of carpet to place handgun on
- Two 4 x 7 foot panels for visual barriers
- Other:
NRA Tactical Police Competition Scorecard

NRA Law Enforcement Division

Duty Handgun = 19 Rounds

Course Name: NRA Course H 1021 - Accuracy First – Speed Second

Competitor Name: [ ] Patrol [ ] Tactical

Competitor Number: [ ]

Course Number: 5

Shooter Initial: [ ]

RO Initial: [ ]

Time of Day: [ ]

Fired Time ➔ [ ]

Target Not Engaged

Statistical Office Use

Times 20 ➔ [ ]

No Shoot Target Hits

Times 10 ➔ [ ]

Procedural Penalties

Times 10 ➔ [ ]

Accuracy Loss Penalty

Final Tactical Score

Fired Time Plus All Penalties

- 0

- 2

- 4

Miss

hits required

Steel 1-3

Popper 4

Target 5

Plate 6 - 10

Target 11

Target 12

Popper 13

Popper 14

Steel 15 & 16

Total Zone Hits

19

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

0 + [ ] + [ ] + [ ] = [ ]