NRA TACTICAL POLICE COMPETITION

Course: H-1089	Course Name: Barrel Walk	2
Course Type: Skill Ba	sed Start/Stop: Shot Timer / Last Shot - 180 I	Max Time
Targets: 13 TP-1 & 2 T	P-2 Paper, 3 Steel Scoring: Best Two on Paper / Clays Must Bre	ak/Steel Must Fall

Firearms / Rounds Required: Duty Handgun = 35 Rounds

Start Position: Range Officer will load one dummy round in your primary magazine. On command you will then load that magazine, holster, secure the retention device and stand with your heels on marks at rear of Firing Area 1.

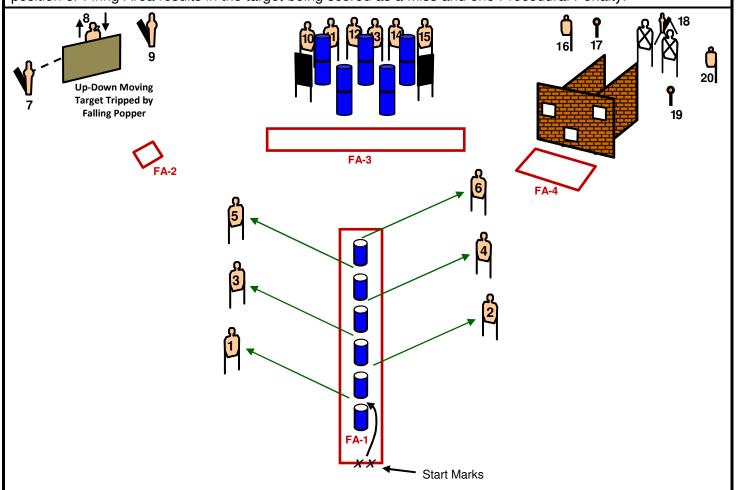
Course Description: This skills course will evaluate your handling skills and accuracy while under time created stress with your Duty Handgun, Immediate Action Techniques, unusual firing positions and shooting around cover and a moving target.

On the Start Signal enter the barrel serpentine by moving forward to the right and then left past the first barrel. Continue moving through Firing Area 1 moving through and around the barrels. Each time you go between a barrel you will have a Threat Target in front of you on the side birm that must be engaged. Targets may be engaged while moving or stationary but only one target can be engaged from each barrel position.

Then enter each of the other Firing Areas in any order and engage the Threat Targets for that Firing Area. Threat Targets at Firing Area 4 must be engaged through ports.

Should you have a malfunction conduct Immediate Action using the TAP-RACK-READY process in which you TAP the magazine with the base of the palm to ensure it is seated, RACK the slide to clear any rounds and load a new round and be READY to fire additional rounds if necessary.

NOTES: Failing to TAP the magazine FIRST is a Procedural Penalty. Shooting a target from the incorrect position or Firing Area results in the target being scored as a Miss and one Procedural Penalty.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: H-1089 Course Name: Barrel Walk

□ Other:

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 Pasters	
	RO Table & Pop Up Tent for Shelter	
	Competitor Equipment Staging Table = 2	
	Material To Create Firing Area Boundaries	
	TP-1 Targets = 17	
	TP-2 Targets = 2	
	Cover Targets = 4	
	Target Stands = 18	
	1" x 2" x 8' Lumber for Target Firing Area Lines = 66	
	2" x 2" x 8' Lumber for Wall Supports = 6	
	6.5' x 8' Fence or Wall Sections = 3	
	Knee Wall Section – Approx. 4" Wide x 40" Tall	
	Spikes for Wall Supports, Barrels, Target Stakes & Firing Area Lines = 130	
	Dummy Rounds	
	Tan Paint for Steel	
	Red Paint for Firing Area Lines	
	Steel Mini Pepper Popper with Stand = 1	
	Steel Popper = 2	
	Up-Down Target Stand = 1	
	Rope to Trip Up-Down Target	
	Clay Bird Stands = 6 (4 Are Spares)	
	Clay Birds = 2 Per Shooter	
	For 150 Shooters = 300 = 90 Count Cases = 4 Cases	
	135 Count Cases = 3 Cases	
	Barrels = 16	



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 35 Rounds

