

NRA TACTICAL POLICE COMPETITION

Course: H-1089	Course Name: Barrel Walk	2
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 13 TP-1 & 2 TP-2 Paper, 3 Steel	Scoring: Best Two on Paper / Clays Must Break/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

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 Pastes
- ❑ 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
- ❑ Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 35 Rounds

Did Not Finish Course

Disqualified

List Why

Fired Time →

First Shot Time
↓

First Shot Maximum = N/A

First Shot Penalty
N/A

Target Not Engaged

No Shoot Target Hits

Procedural Penalties

Statistical Office Use

→ =

Times 20

Times 10 =

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
Target 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 14	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 15	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Clays	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3

Total Zone Hits **35**

Statistical Office Use

Accuracy Loss Factor

Accuracy Loss Penalty

Above Times 2 Above Times 4 Above Times 10

0 + + + =

Total

RO Name: Print Your Name Here

Shooter Initial:

Time of Day:

Course Name:	Barrel Walk	Course Number:	H-1089
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	2