**NRA Tactical Police Competition**

**Course:** 2  
**Course Name:** Nosy Bystander or Gunman  
**HR - 5021**

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

**Targets:** 16 Paper = NRA TP-1 & TP-2  
**Scoring:** TPC - Best 2 Hits on Paper

**Firearms / Rounds Required:**  
Duty Handgun = 4 Rounds MAXIMUM  
Patrol Rifle = 28 Rounds

**Start Position:** Holstered Duty Handgun downloaded to four rounds. Loaded Patrol Rifle on ground as indicated. Kneeling facing up range with one knee down holding wrist of training mannequin, other hand holding loose handcuff.

**Course Description:** You arrived to assist on a shots fired call in the area of a stand-alone outside storage unit lot. The first arriving officer radioed the security gate was open, that he heard muffled gunfire near the back of the property and was driving in to check. As you pull up you find a pedestrian just inside the gate area and challenge him. He claims he was walking past, saw the cruiser enter the lot and approached out of curiosity. Based on his story and that he says he has no ID you tell him to prone out to be secured and searched for firearms. He is very cooperative and prones out as instructed. Because you have no sling you place your Patrol Rifle on the ground away from his immediate reach once he is down with head facing away. You placed one handcuff on a wrist and just started to cuff the other wrist when you hear movement behind you and at the same time your partner is screaming on the radio for help.

On the Start Signal, handcuff the loose wrist, and while kneeling engage Threat Targets 1 & 2 with your Duty Handgun. After four rounds your handgun malfunctions so immediately transition to your Patrol Rifle, enter Firing Area 2 and search for your partner, engaging Threat Targets 3 through 11 as seen. At Firing Area 3, engage Threat Targets 12 and 13 from around cruiser and 14 through 16 from underneath.

Patrol Rifle with Safety ON staged on mat. Barrel aligned with marking and mark showing through Trigger Guard with Grip facing right or left.
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
- NRA TP-1 Targets = 11
- NRA TP-2 Reduced Size Targets = 5
- NRA TPC Cover Target = 4
- Target Stands = 17 (some will be used for Cover Targets)
- Target Stand Spikes
- Target Stand Sticks = 25 Minimum - Various Heights
- Fence Sections - Full Size = 9
- Coroplast = 3 Sheets for Simulated Cruiser
  
  Simulated Cruiser can be made or using fence section or Coroplast Wall raised 9 inches with the bottom piece the width of a cruiser undercarriage.

  **DO NOT use an actual vehicle. Dangerous ricochets will result if rounds strike the undercarriage or other surfaces.**

- 1” x 2” x 8’ Lumber for firing Area Lines and Target Sticks = 31
- 2” x 2” x 8’ Lumber for Wall Supports, Coroplast Framing and Cross Braces = 78
- Spikes for Target Stands and Wall Supports = 82
- Training Handcuffs
- Carpet or Padding to Stage Rifle On
- Handcuff Training Mannequin
- Other
### Tactical Police Competition Score Sheet

**Duty Handgun** = 4 Rounds MAXIMUM / **Patrol Rifle** = 28 Rounds

<table>
<thead>
<tr>
<th>Target</th>
<th>- 0</th>
<th>- 2</th>
<th>- 4</th>
<th>Miss</th>
<th>Hits Required</th>
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</thead>
<tbody>
<tr>
<td>Target 1</td>
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<td>Target 2</td>
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<td>Target 3</td>
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<td>Target 4</td>
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<td>Target 5</td>
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<td>Target 6</td>
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<td>Target 7</td>
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<td>Target 8</td>
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<td>Target 9</td>
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<td>Target 10</td>
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<td>Target 11</td>
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<td>Target 12</td>
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<td>Target 13</td>
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<td>Target 14</td>
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<td>Target 15</td>
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<td>Target 16</td>
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<td>2</td>
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<tr>
<td>Total Zone Hits</td>
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<td>32</td>
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</tbody>
</table>

#### Statistical Office Use

- **Accuracy Loss Factor**
  - Above Times 2
  - Above Times 4
  - Above Times 10
  - Total

- **Loss of Accuracy Penalty**
  - Times 10

- **Procedural Penalties**
  - Times 10

- **No Shoot Target Hits**
  - Times 20

- **Target Not Engaged**
  - Times 20

- **First Shot Maximum**
  - N/A

- **First Shot Time**
  - N/A

- **Fired Time**

#### Final Tactical Score

- Fired Time Plus All Penalties

- **HR - 5021**
- **Course Name:** Nosy Bystander or Gunman
- **Course Number:** 2

- **Competitor Name:**
  - Patrol
  - Tactical
  - Team Number: