

NRA TACTICAL POLICE COMPETITION

Course: HR-5030 **Course Name:** So . . . What's In Your Wallet? **4**

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

Targets: 15 TP-1 Paper **Scoring:** TPC - Best 2 Hits on Paper

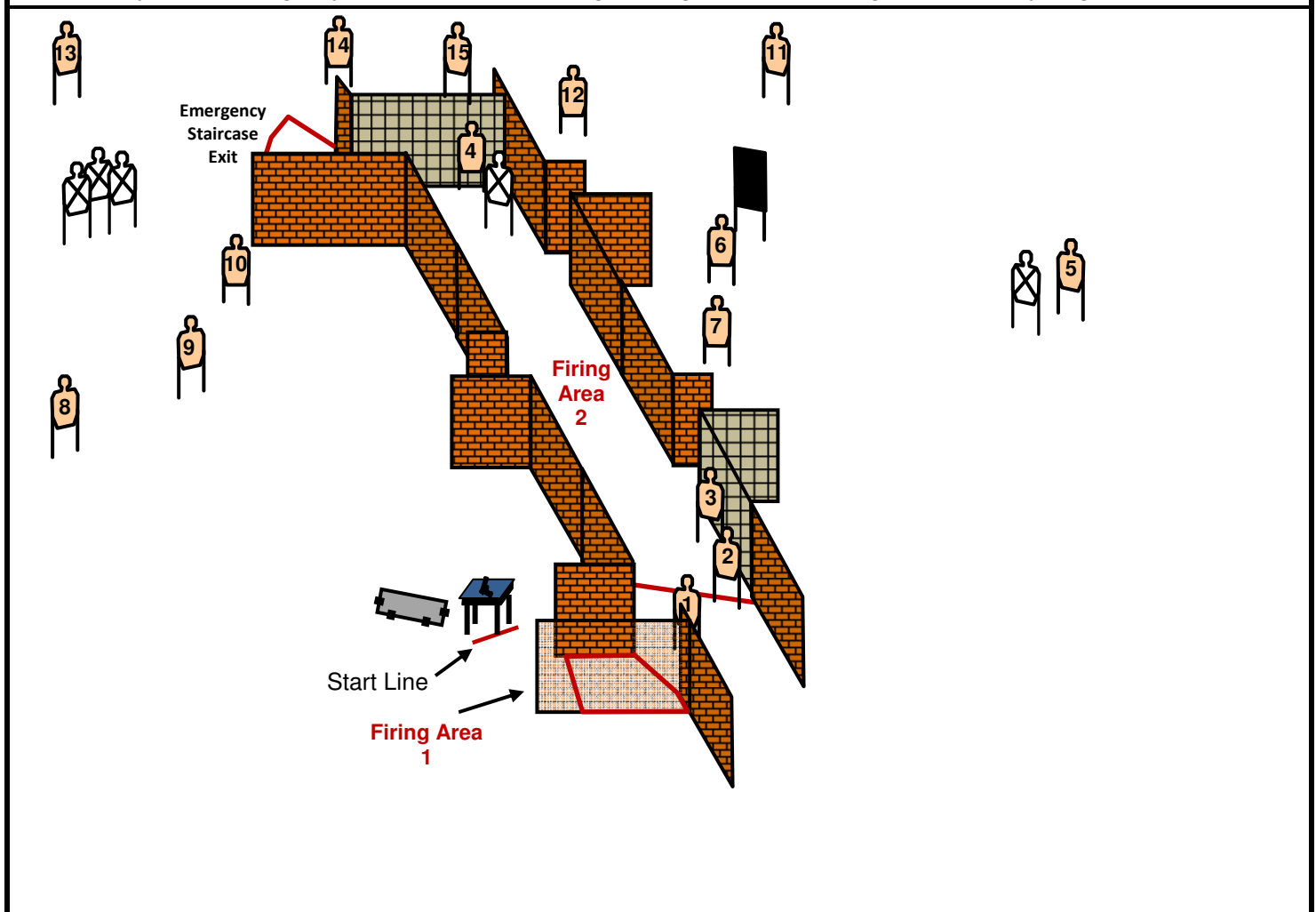
Firearms / Rounds Required: Duty Handgun = 6 Rounds / Patrol Rifle = 24 Rounds

Start Position: Standing with toes on Start Line. Unloaded Duty Handgun sitting on table where marked with slide locked open. Unloaded Patrol Rifle with bolt forward and Safety ON secured inside protective case. All loaded magazines inside nylon gear bag on floor.

Course Description: You arrived the night before a NRA Tactical Police Competition and went to check into your hotel only to find they did not have you registered but they did have rooms available. However, when you pulled your wallet out you found you left your credit cards behind and only had sixty dollars in cash, not enough to get a room. Because none of your friends arrive until tomorrow you are forced to sleep in your car or get a cheap room at the Motel 3 at the truck stop the clerk told you about, which you do.

You are in for the night but can't sleep so you are watching TV and have been prepping your gear for the shoot in the morning. After preloading some pistol and rifle magazines and putting them in your gear bag you put your pistol on the table after wiping it down. Just as you start to take of your gear belt and holster off you hear someone trying your door lock and pushing on the door. You grab and load your pistol and start to the door to check the peep hole when the door bursts open and you are face to face with a man wearing a hood bringing a pistol up to bear on you, who yells "Don't move cop."

On the Start Signal, load your Duty Handgun and engage Threat Targets 1 through 3 from Firing Area 1. Then retrieve and load your Patrol Rifle, enter the hallway to Firing Area 2, and engage Threat Target 4 at the end of the hallway who is firing at you. Then move through Firing Area 2, clearing the area as you go.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: HR-5030

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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 Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ Material To Mark Start Line
- ❑ TPC Targets = 20 (5 for Non-Threats)
- ❑ TPC Cover Targets = 1
- ❑ Target Stands = 20
- ❑ Target Stand Sticks Conduit Wall Supports or 2 x 2 Braces
- ❑ Fence Panels or Wall Sections – 8” x 6.5”
 - Full sections = 10
 - Half Sections = 3
 - Quarter Sections = 4
- ❑ Shoot-Thru Wall Sections – 8” x 6.5”
 - Full Sections = 2
 - Half Sections = 1
- ❑ 2” x 2” x 8’ Lumber = 51
 - Wall Supports / Cross Braces / Shoot-Thru Wall Frames
- ❑ 1” x 2” x 8’ Lumber = 48
 - Firing Areas Markers / Target Sticks
- ❑ Spikes for Walls, Wall Braces, Target Stands, and Firing Area Markers = 120
- ❑ Landscape Fabric for Shoot-Thru Walls = Enough for 2 Full Size and 1 Half Size Wall
- ❑ Small Table to Stage Handgun On
- ❑ Gear Bag for to Stage Rifle & Pistol Magazines In
- ❑ Hard Case to Stage Rifle In
- ❑ Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 6 Rounds / Duty Rifle = 24 Rounds

Did Not Finish Course

Disqualified

List Why For Either

Fired Time →

First Shot Time
↓

First Shot Maximum = **None**

First Shot Penalty

→ → =

Target Not Engaged

→ Times 20

No Shoot Target Hits

→ Times 10 =

Procedural Penalties

→ 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
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	30

Statistical Office Use				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

RO Name:

Shooter Initial:

Time of Day:

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Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	4