NRA Tactical Police Competition

Course: 1  
Course Name: Somethin’s Up at the Stop & Rob  
R- 2023

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

Targets: 15 TPC Paper  
Scoring: TPC - Best 2 Hits on Paper

Firearms / Rounds Required: Duty Rifle = 30 Rounds

Start Position: Duty Handgun loaded and holstered. The RO will mix one Dummy Round into a loaded rifle magazine you provide, placing it somewhere between Round 5 to Round 15. Rifle loaded to Cruiser Ready with the magazine the RO loaded with a Dummy Round (Safety ON, Bolt Closed on Empty Chamber, Magazine Locked in Place). Standing with heels on Start Line and loaded Duty Rifle at Shoulder Ready position.

Course Description: You have responded to a suspicious call at a local Stop & Rob. The caller stated that he entered the store and saw no employees or customers. He said he called out but no one answered and left when he noticed the cash register drawer was open. The nearest other unit is 25 minutes away. You enter to investigate.

On the Start Signal, enter the Firing Area and, search the store isles, and engage any Threat Targets located. If a malfunction occurs, perform Immediate Action, also known as Tap-Rack-Ready, where you TAP the magazine to ensure it is seated; RACK the bolt to seat a new round, and Ready to Engage Threats, and continue the course.

Failure to use basic Immediate Action Procedures will result in a Procedural Penalty. There is NO ALIBI if the shooter causes a double feed, blockage, or feeding problems because of taking improper Immediate Action Procedures. As in real life, the shooter must clear the blockage, or transition to their Duty Handgun, and continue the course. Rifle may not be left behind.

Muzzle discipline must be maintained at all times throughout the course.

Solid Visual Barrier to Prevent Target 1 from being seen from the rear & accidently engaged from Down Range
## 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 Pasters
- 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 = 17 ( 2 for Non Threats)
- Target Stands = 17
- Target Stand Spikes = 17 Minimum
- Target Stand Sticks = 34 of Various Lengths
- Spikes for Walls & Wall Braces
- Conduit Wall Supports
- Simulated Isle Shelving – Made using 2” x ‘2” x 8’ Lumber and Landscape Fabric so it can be shot through. Other suitable material may be used.
  - One Unit 20’ Long x 6.5’ Tall x 5’ Wide
  - Four Units 14’ Long x 6.5’ Tall x 5’ Wide
  - One Unit 8’ Long x 6.5’ Tall x 5’ Wide
- Solid Visual Barrier to Place Behind Threat Target 1
- 2” x 2” x 8’ Lumber to Isle Shelving Framing & Cross Braces = 125
- 1” x 2” x 8’ Lumber for Firing Areas Boundaries & Target Sticks = 33
- Various Size Empty Cardboard Boxes for Props
- Other:
## Tactical Police Competition Score Sheet

**Duty Rifle = 30 Rounds**

### Target Score Sheet

<table>
<thead>
<tr>
<th>Target</th>
<th>-0</th>
<th>-2</th>
<th>-4</th>
<th>Miss</th>
<th>Hits Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Target 2</td>
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<td>2</td>
</tr>
<tr>
<td>Target 3</td>
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<td></td>
<td></td>
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<td>2</td>
</tr>
<tr>
<td>Target 4</td>
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<td>2</td>
</tr>
<tr>
<td>Target 5</td>
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<td>2</td>
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<tr>
<td>Target 6</td>
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<tr>
<td>Target 7</td>
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<tr>
<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>2</td>
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<tr>
<td>Target 11</td>
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<td>2</td>
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<tr>
<td>Target 12</td>
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<td>2</td>
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<tr>
<td>Target 13</td>
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<td>2</td>
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<tr>
<td>Target 14</td>
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<td>2</td>
</tr>
<tr>
<td>Target 15</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
</tbody>
</table>

**Total Zone Hits:**

|   |   |   |   | 30 |

### Statistical Office Use

**Accuracy Loss Factor**

0 + Above Times 2 + Above Times 4 + Above Times 10 = Total

**Final Tactical Score**

Fired Time Plus All Penalties

**R - 2023**

**Course Name:**

**Somethin’s Up at the Stop & Rob**

**Course Number:** 1

**Competitor Name:**

**Patrol** ☐ **Tactical** ☐

**Team Number:**

**RO Name:** PRINT

**Shooter Initial:**

**Time of Day:**

**Fired Time**

First Shot Time

First Shot Maximum = None

**Target Not Engaged**

Times 20

**No Shoot Target Hits**

Times 10 =

**Procedural Penalties**

Times 10 =

**Loss of Accuracy Penalty**

Final Tactical Score

**Print**