

NRA TACTICAL POLICE COMPETITION

Course: H-1069	Course Name: Baton Transition	3
Course Type: Scenario Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time	
Targets: 10 TPC Paper	Scoring: TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Duty Handgun = 20 Rounds		
<p>Start Position: Holstered loaded handgun. Holstered expandable baton. Heels on marks on rear of Start Box holding clipboard in Support Hand and pen in Primary Hand. Pen tip touching mark indicated on incident report on clipboard. Shooter may use their baton carrier but must use provided baton.</p>		
<p>Course Description: You are outside a residence taking a report from a person whose vehicle was vandalized. You remember being at the residence several times before on disorderly loud party calls and that the house is shared by several persons. While in the process of taking the information for the report an individual exits the house and heads your way. As he approaches you think you recognize him as someone wanted for felonious assault and narcotics violations. You ask him for his ID and he reaches underneath his t-shirt for something as he runs towards the house. You start to chase after him when the subject you were taking the report from steps in front of you to block your path and tries to push you down.</p> <p>On the Start Signal, draw and extend your Expandable Baton and knock the training dummy completely off the table from within the Start Box using one or two handed overhand baton strikes. You cannot push the dummy off with your hands or baton. Failure to use the proper striking method will result in three Procedural Penalties. Then enter the house, search for suspects, and engaging any Threat Targets found from within the Firing Area.</p>		
<p>The diagram illustrates the course layout. It features a 'Start Box' at the bottom center containing a 'Training Mannequin' on a table. A red line indicates the path from the start box into a 'Firing Area' which is a complex maze of brick walls. Numbered targets (1-10) are placed throughout the maze. A legend indicates that grid-patterned walls are 'Shoot Thru = Landscape Fabric Walls'. A red line also shows a path from the start box to a target (target 10) through the maze.</p>		

NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: H-1069

Course Name: Baton Transition

3

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 Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ TPC Targets = 13 (3 for Non-Threat)
- ❑ TPC Cover Target = 1
- ❑ Target Stands = 14
- ❑ Target Stand Sticks
- ❑ Full Size Fence Sections = 10 (Some will be cut into half sections)
- ❑ Shoot Thru Walls = 3 Full Size (Wood Frames with Landscape Fabric)
- ❑ Small Table to Stage Training Dummy On = 1
- ❑ Doors = 2
- ❑ Door Hinge Sets = 2
- ❑ Door Springs = 2 Sets
- ❑ Door Handle = 2
- ❑ Bags of Compressed Peat Moss to Make Training Dummy = 3 (1 + 2 Back-ups)
- ❑ Scrap Carpet to Wrap Peat Moss Bag to Keep Bag From Splitting
- ❑ Duct Tape to Wrap Peat Moss Bag / Carpet= 3 Rolls
- ❑ PlastiKote Spray Paint to Spray Assembled Training Dummy
- ❑ Expandable Baton with Belt Holder = 2 (one for course and one spare)
- ❑ Clipboard, Pens, and Laminated Incident Report Prop
- ❑ 2" x 2" x 8' Lumber for:
 - Wall Braces and Cross Braces = 28
 - Framing for Shoot Through Walls = 20
- ❑ 2" x 4" x 8' Lumber to Hang Doors = 5
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines, Start Box & Target Stand Sticks = 36
- ❑ Landscape Fabric for Shoot Through Walls
- ❑ Spikes for Target Stands, Wall Supports & Wall Supports = 112 Minimum
- ❑ Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 20 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

→ 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
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	20

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

RO Name: PRINT

Shooter Initial:

Time of Day:

Course Name:	Baton Transition	Course Number:	H-1069
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	3