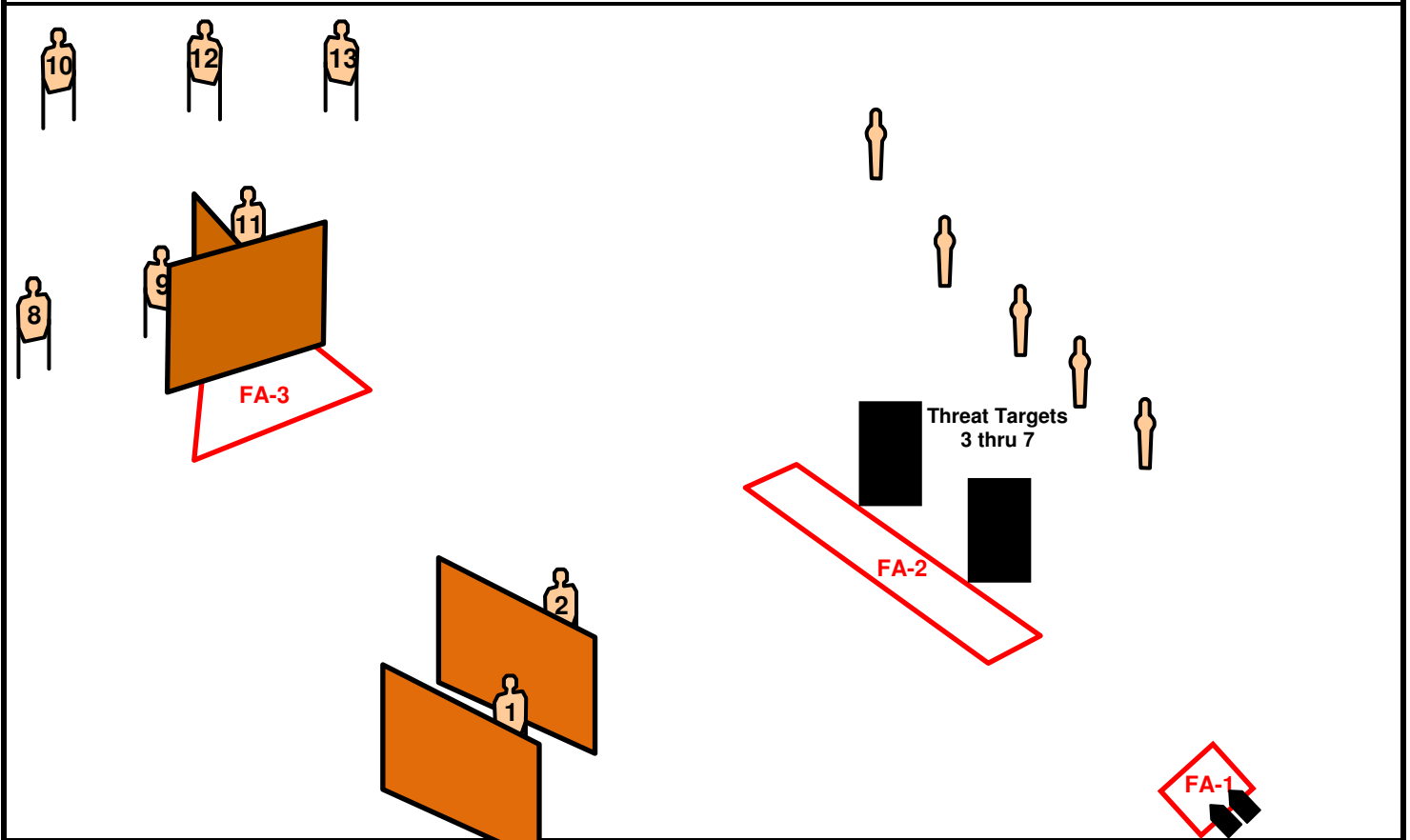


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 1	<b>Course Name:</b> Cruiser Exchange	<b>HS - 4017</b>
<b>Course Type:</b> Scenario Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time	
<b>Targets:</b> 8 Paper / 5 Steel	<b>Scoring:</b> TPC - Best 2 Hits on Paper / Steel Must Fall	
<b>Firearms / Rounds Required:</b> Duty Handgun = 17 Rounds / Duty Shotgun = MAXIMUM of 4 Birdshot Rounds		
<b>Start Position:</b> Holstered loaded Duty Handgun. Duty Shotgun loaded to Cruiser Safe with 4 rounds (Safety ON, Bolt locked on empty chamber, and Magazine Tube loaded with 4 rounds). Standing with heels touching marks on FA-1, holding gear bag in one hand and Duty Shotgun in the other hand with arms fully extended down. Shotgun muzzle down and forward or parallel with the ground pointing down range.		
<b>Course Description:</b> It is three in the morning and you are at the municipal garage changing cruisers because the emergency bar light on your cruiser went out during a traffic stop earlier. You parked your cruiser in the fenced-in vehicle repair drop off area and are in the process of carrying your equipment to the cruiser you are picking up on the other side of the repair bays. Unknown to you there is a group in the process of stealing four police cruisers for use in a criminal enterprise later the same day. As you walk across the open parking area you see two individuals come out from between two parked dump trucks brandishing handguns. The nearest cover is the maintenance building ahead of you. On the Start Signal, engage Threat Targets 1 and 2 with your Duty Handgun from within FA-1. Transition to your Duty Shotgun, enter FA-2 and engage Threat Targets 3 thru 6 with Duty Shotgun, transition to Duty Handgun and engage Threat Target 7. Then move to FA-3 and engage Threat Targets 8 thru 13 with Duty Handgun. Slings may NOT be used in any manner. <b>NOTE:</b> Maximum number of shotgun rounds that can be fired is four. When firing Duty Handgun while holding Shotgun, Muzzle Up or Muzzle Down Transition must be used with handgun fired with only one hand. Handgun or shooting hand may not rest on any part of the Shotgun or otherwise supported.		



# **NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES**

**Course:** 1

**Course Name:** Cruiser Exchange

**HS - 4017**

## **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 = 8
- TPC Target Stands = 8
- Target Sticks = 16
- Target Stand Spikes
- Pepper Popper Steel Targets / Pistol-Shotgun Grade = 5
- Fence Sections for Horizontal Visual Barriers – 6.5' x 8' = 4
- Conduit Wall Supports = 6 minimum
- Gear Bag with some type of heavy item to placed inside
- Paint For Steel
- 1" x 2" x 8' Lumber = 15 For Firing Area Lines and Cross Braces for Walls
- 2" x 2" x 8' Lumber = 8 Use to make frames of Visual Barriers at FA-2
- Landscape Fabric or Coroplast to make FA-2 Visual Barriers
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 17 Rounds / Duty Shotgun = Maximum of 4 Birdshot Rounds

Fired Time →

First Shot Time  
↓

**N/A** 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

*Statistical Office Use*

→ =

Times 20 =

Times 10 =

Times 10 =

	- 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
Steel Targets	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5
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
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>21</b>

*Statistical Office Use*

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

Shooter Initial:

RO Initial:

Time of Day:

HS - 4017	Course Name: <b>Cruiser Exchange</b>	Course Number: <b>1</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: