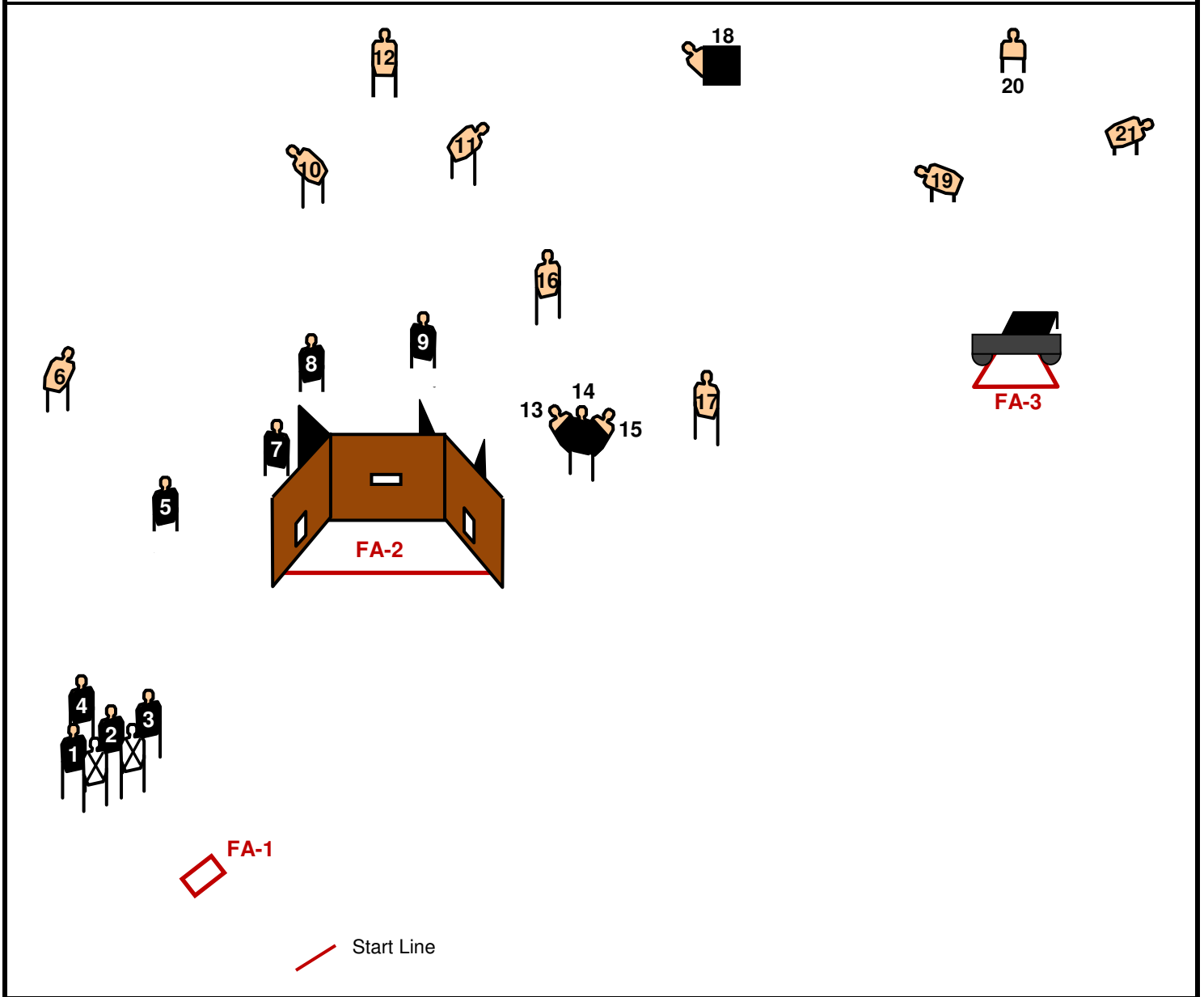


# NRA TACTICAL POLICE COMPETITION

|  |  |  |
|--|--|--|
| <b>Course:</b> 1   | <b>Course Name:</b> Angles, Positions & Offset | <b>R - 2018</b>  |
| <b>Course Type:</b> Skill Based  |  | <b>Start/Stop:</b> Shot Timer / Last Shot – 180 Max Time |
| <b>Targets:</b> 21 Paper   | <b>Scoring:</b> TPC - Best 2 Hits on Paper     |  |
| <b>Firearms / Rounds Required:</b> Patrol Rifle = 42 Rounds  |  |  |
| <b>Start Position:</b> Standing with Heels on Start Line with Rifle Loaded to <b>Cruiser Safe</b> (Safety ON, Bolt Closed on Empty Chamber, Loaded Magazine Locked in Place).  |  |  |
| <b>Course Description:</b> This rifle course will check your skills on firing at unusual angles, positions, and present targets that may be challenging to accurately hit because of your rifles sight offset.<br>On Start Signal, from within FA-1 engage Threat Targets 1 thru 4. Move to FA-2 and engage Threat Targets 5 thru 18. Move to FA-3 and engage Threat Targets 19 thru 21 from underneath the simulated cruiser. |  |  |
| <b>First Shot Time Requirement</b> = 5 Seconds / Failure = Actual First Shot Time is Penalty   |  |  |



# NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

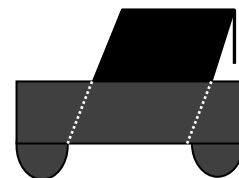
Course: 1

Course Name: Angles, Positions, & Offset

R-2018

## 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 Pastes
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ TPC Targets = 23 (2 No-shoot)
- ❑ Target Stands = 23
- ❑ Target Stand Spikes = 40 Minimum
- ❑ Target Stand Sticks = 46 Minimum / Various Lengths
- ❑ Material to Create Firing Areas = 7 Sections of 1" x 2" X 8" Lumber
- ❑ Material to Make Start Line = 18" of 1" x 2"
- ❑ Fence Sections = 3 Ports will be Cut after Assembly
- ❑ Simulated Lower Section of Cruiser – Bottom Height to Correspond to Actual Cruiser Sedan / Prop needs to be made with a panel that represents the flooring of the cruiser to limit sight and weapon maneuvering, just like when shooting under a real vehicle.  
NOTE: Real Vehicles, including junked vehicles, are **NOT** to be used for this prop.
- ❑ Coroplast to Make the Cruiser Base, Sight Barriers at FA-2 and Wall for Target 18 = 7 - 4' x 8' Sheets.
- ❑ Red Paint for Firing Area Markers
- ❑ Quart of Black Paint and Roller Set to Paint TPC Targets to Create Limited Scoring Areas
- ❑ Paint (Blue and White) for simulated cruiser base
- ❑ 2x2 sections to support fence sections
- ❑ Other: Fence sections will need to have a mid port and two low ports cut into them





# TACTICAL POLICE COMPETITION SCORE SHEET

Patrol Rifle = 42 Rounds

|           | - 0 | - 2 | - 4 | Miss | Hits Required |
|-----------|-----|-----|-----|------|---------------|
| Target 1  |     |     |     |      | 2             |
| Target 2  |     |     |     |      | 2             |
| Target 3  |     |     |     |      | 2             |
| Target 4  |     |     |     |      | 2             |
| Target 5  |     |     |     |      | 2             |
| Target 6  |     |     |     |      | 2             |
| Target 7  |     |     |     |      | 2             |
| Target 8  |     |     |     |      | 2             |
| Target 9  |     |     |     |      | 2             |
| Target 10 |     |     |     |      | 2             |
| Target 11 |     |     |     |      | 2             |
| Target 12 |     |     |     |      | 2             |
| Target 13 |     |     |     |      | 2             |
| Target 14 |     |     |     |      | 2             |
| Target 15 |     |     |     |      | 2             |
| Target 16 |     |     |     |      | 2             |
| Target 17 |     |     |     |      | 2             |
| Target 18 |     |     |     |      | 2             |
| Target 19 |     |     |     |      | 2             |
| Target 20 |     |     |     |      | 2             |
| Target 21 |     |     |     |      | 2             |

|                        |  |  |  |  |           |
|------------------------|--|--|--|--|-----------|
| <b>Total Zone Hits</b> |  |  |  |  | <b>42</b> |
|------------------------|--|--|--|--|-----------|

Fired Time →

First Shot Time ↓  
 First Shot Maximum = 5 Seconds

| Statistical Office Use        |                                   |
|-------------------------------|-----------------------------------|
| First Shot Penalty            | → = <input type="text"/>          |
| Target Not Engaged            | → Times 20 = <input type="text"/> |
| No Shoot Target Hits          | → Times 10 = <input type="text"/> |
| Procedural Penalties          | → Times 10 = <input type="text"/> |
| Loss of Accuracy Penalty      | → <input type="text"/>            |
| <b>Final Tactical Score</b>   | <input type="text"/>              |
| Fired Time Plus All Penalties |                                   |

| 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"/> | = <input type="text"/> |

RO Name:

Shooter Initial:

Time of Day:

|                  |   |                         |
|------------------|---|-------------------------|
| R- 2018          | Course Name: <b>Angles, Positions, &amp; Offset</b>               | Course Number: <b>1</b> |
| Competitor Name: | <input type="checkbox"/> Patrol <input type="checkbox"/> Tactical | Team Number:            |