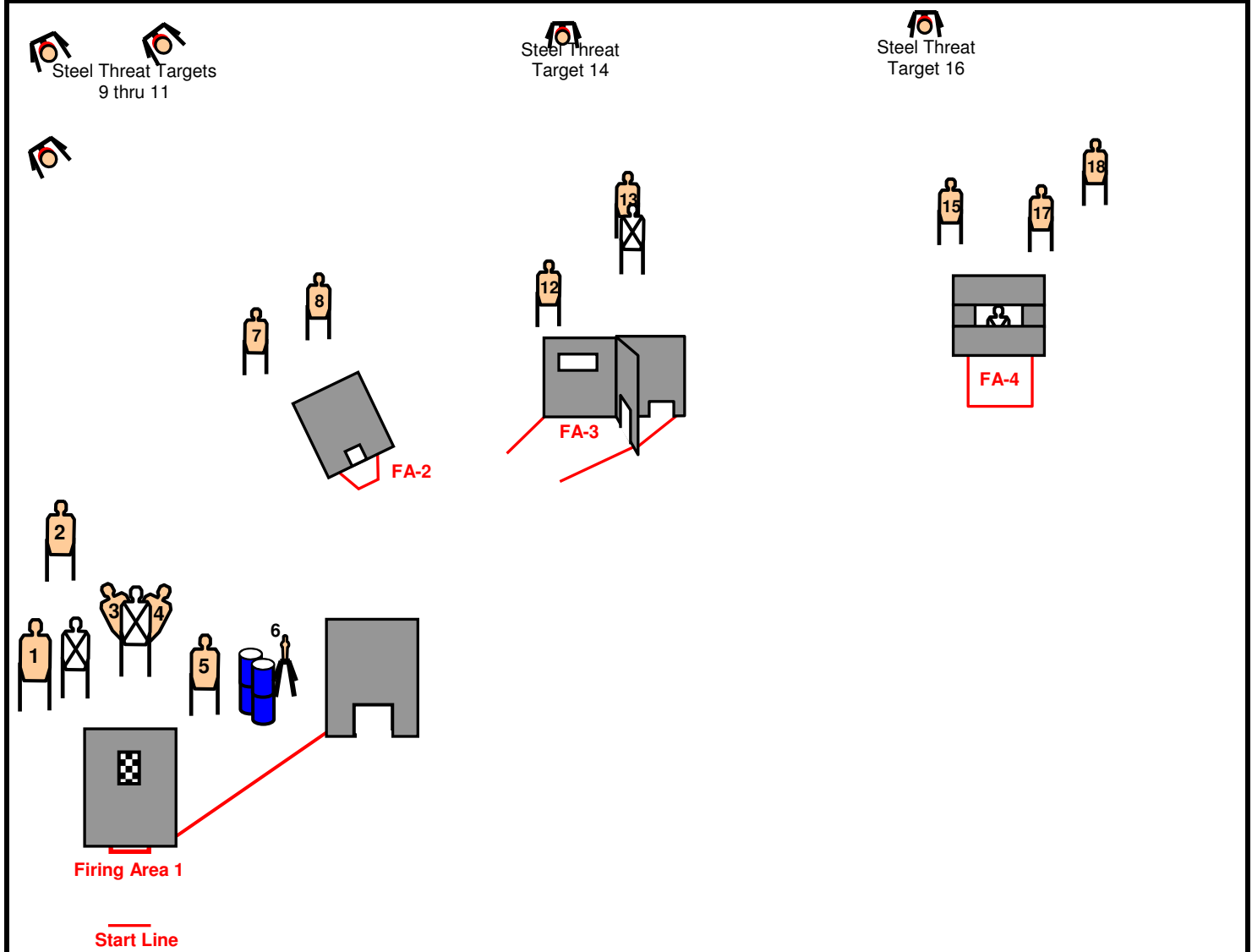


NRA TACTICAL POLICE COMPETITION

Course: 1	Course Name: Port to Port Run
Stage Type: Skill Based	Start / Stop: Shot Timer / Last Shot – 180 Max Time
Targets: 12 Paper & 6 Steel	Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall or Flash
Firearms / Rounds Required: Duty Handgun = 11 Rounds Patrol Rifle = 19 Rounds	
Start Position: Unloaded Rifle on ground where indicated - Safety ON, bolt closed on empty chamber. Loaded Handgun secured in holster. Standing facing up range with toes touching start line.	
Course Description: On signal move to FA-1, open firing port by pulling cord. Engage Threat Targets 1 thru 5 with Handgun one handed thru Standing Post. Port door MUST be held open by holding cord with hand. Move towards FA-2 and engage Threat Steel 6 on the way with Handgun. Holster and secure prior to entering thru port to FA-2. At FA-2 recover rifle, load and engage Threat Targets 7 thru 11 thru Prone Port. With Rifle ON SAFE move to FA-3 and engage Threat Targets 12 thru 14 thru Standing Port. With Rifle ON SAFE move thru ports to FA-4 and engage Threat Targets 16 thru 18.	
Rifle MUST be ON SAFE when moving. RO will STOP shooter from moving until Safety is placed ON. RO will call HITS on non falling steel. Shooter will receive 4 Procedural Penalties if wall is knocked down while passing thru any passage port.	



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 1

Course Name: Port to Port Run

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 = 1
- Material To Create Firing Area Boundaries
- Paint for Steel
- TPC Targets = 16 (Threat & Non Threat)
- Target Stands = 15
- Target Stand Sticks = 30 Minimum / Various lengths
- Steel Flash Targets / Rifle Grade = 5
- Mini-Popper Steel Target = 1
- Wall Section with Pull Open Standing Port = 1
- Wall Sections with Prone Firing Port = 1
- Wall Section with Standing Wide Firing Port = 1
- Wall Section with Firing Port between Prone and Kneeling = 1
- Wall Section with Waist High Cutout for Shooter to pass through = 2
- Wall section with Knee High Cutout for Shooter to pass Through = 1
- Wall Support Conduit Pipes = 12
- Barrels for Visual Cover = 4
- Other:



NRA Law Enforcement Division

NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Handgun = 11 Rounds / Patrol Rifle = 19 Rounds

	- 0	- 2	- 4	Miss	Hits Required
Target 1					2
Target 2					2
Target 3					2
Target 4					2
Target 5					2
Steel 6					1
Target 7					2
Target 8					2
Steel 9					1
Steel 10					1
Steel 11					1
Target 12					2
Target 13					2
Steel 14					1
Target 15					2
Steel 16					1
Target 17					2
Target 18					2
Total Zone Hits					30

Fired Time →

Statistical Office Use

Target Not Engaged → Times 20 =

No Shoot Target Hits → Times 10 =

Procedural Penalties → Times 10 =

Accuracy Loss Penalty

Final Tactical Score

Fired Time Plus All Penalties

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 + + + =

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	NRA Course HR 5010 - Port to Port Run	Course Number:	1
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

