**NRA Tactical Police Competition - Course of Fire**

<table>
<thead>
<tr>
<th>Course:</th>
<th>BC 4</th>
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<tbody>
<tr>
<td>Course Name:</td>
<td>Active Shooter Solo Clearing</td>
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<tr>
<td>HR 5013</td>
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<tr>
<td>Course Type:</td>
<td>Scenario Based</td>
</tr>
<tr>
<td>Start/Stop:</td>
<td>Shot Timer / Last Shot / Max 180 Seconds</td>
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<tr>
<td>Targets:</td>
<td>19 Paper</td>
</tr>
<tr>
<td>Scoring:</td>
<td>TPC – Best 2 hits on paper</td>
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<tr>
<td>Firearms / Rounds Required:</td>
<td>Duty Rifle = 28 Rounds MAXIMUM / Duty Handgun = 10 Rounds</td>
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<tr>
<td>Start Position:</td>
<td>Loaded Duty Handgun secured in holster. Standing with rifle loaded with a MAXIMUM of 28 rounds at Shoulder Ready with Toes on Start Line.</td>
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<td>Course Description:</td>
<td>You were first to arrive at an Active Shooter call at an industrial complex. As you are covering the office entrance, you see a shooting victim stagger out the door and fall screaming for help. You then hear gunfire that sounds like it is from a handgun. When you exited your cruiser you grabbed your Duty Rifle from the electronic overhead lock but did not get your Grab &amp; Go Bag with additional ammunition. With lives at stake, you cannot wait for the backup that is a minimum of 10 minutes away. On the Start Signal enter the building and engage Threat Targets from within the Firing Area. When you run out of rifle ammunition immediately transition to your Duty Handgun and engage remaining Threat targets. NOTE: Transition to Handgun can only be done after running out of rifle ammunition / No re-fires for malfunctions / ONE Procedural PER round for additional rifle rounds fired / Rifle must be retained in hand or slung to fire Handgun, CANNOT be placed on ground or left behind = ONE procedural PER round fired in violation.</td>
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![Diagram of Active Shooter Solo Clearing Course]

STW = Shoot-Through Wall

Start Line
## 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
- Material To Mark Start Line
- TPC Targets = 26 (Some for Non-Threat)
- Target Stands = 26
- Target Sticks = 52 Various Heights
- Stockade Fence Sections = 14 - 3 With Ports
- Shoot-Thru Coroplast or Landscape Fabric Wall Sections = 2
- Coroplast 4 x 6 foot Visual Barrier Panel = 1
- Other:
TACTICAL POLICE COMPETITION SCORE SHEET

Duty Rifle = 28 Rounds MAXIMUM / Duty Handgun = 10 Rounds

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

Total Zone Hits: 38

Fired Time

First Shot Time
N/A
First Shot Maximum = N/A

Statistical Office Use

Target Not Engaged

No Shoot Target Hits

Procedural Penalties

Loss of Accuracy Penalty

Final Tactical Score

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

0

Shooter Initial:

RO Initial:

Time of Day:

HR 5013
Course Name: Active Shooter Solo Clearing

Course Number:

Competitor Name:

Patrol

Tactical

Team Number: