

NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

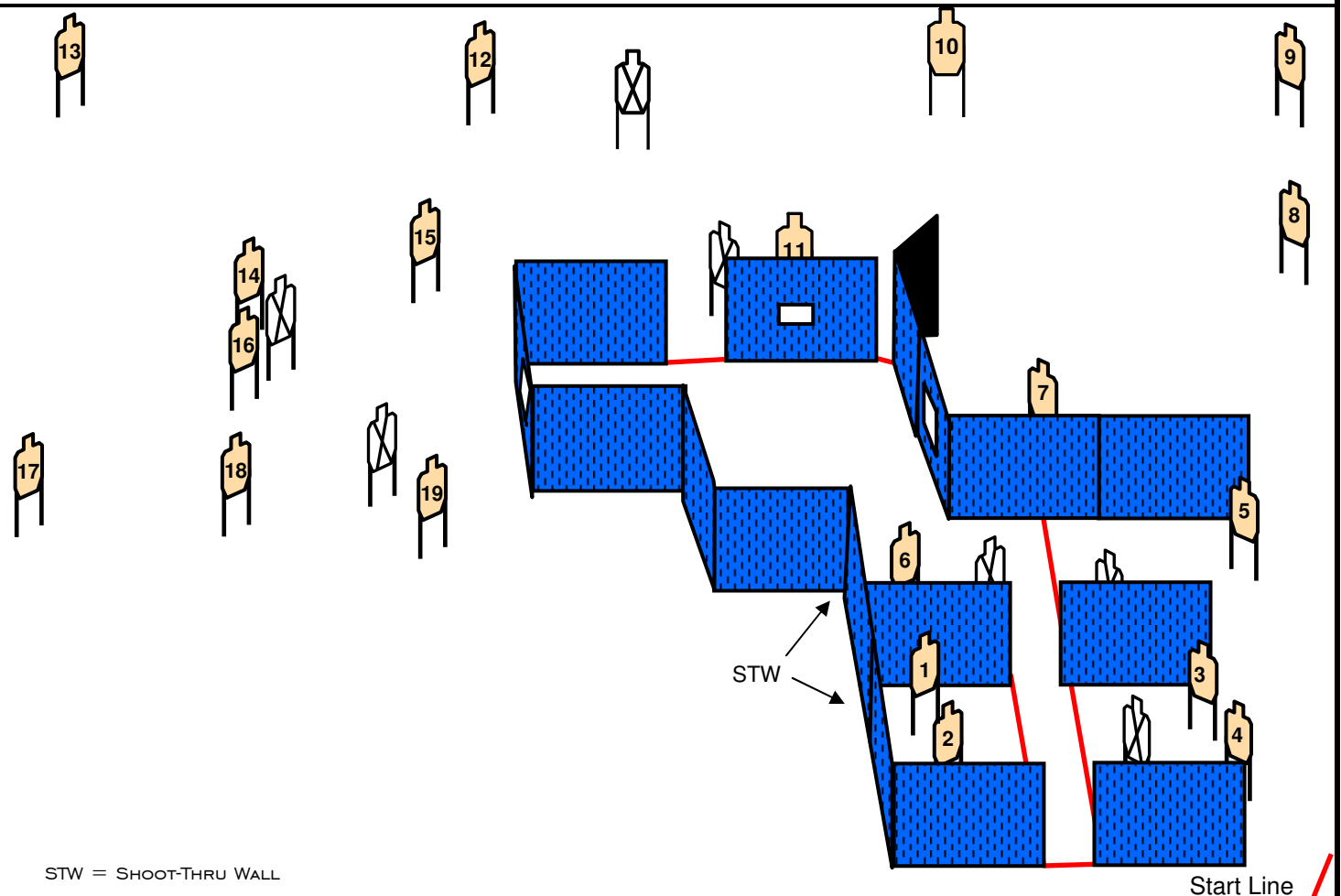
Course: BC 4	Course Name: Active Shooter Solo Clearing	HR 5013
Course Type: Scenario Based	Start/Stop: Shot Timer / Last Shot / Max 180 Seconds	
Targets: 19 Paper	Scoring: TPC – Best 2 hits on paper	
Firearms / Rounds Required: Duty Rifle = 28 Rounds MAXIMUM / Duty Handgun = 10 Rounds		

Start Position: Loaded Duty Handgun secured in holster. Standing with rifle loaded with a MAXIMUM of 28 rounds at Shoulder Ready with Toes on Start Line.

Course Description: 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 & 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.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: BC 4 | **Course Name:** Active Shooter Solo Clearing

HR 5013

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
- ❑ 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	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

Fired Time →

First Shot Time
↓
 First Shot Maximum =

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

Total Zone Hits

Statistical Office Use				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<input style="background-color: black; color: white;" type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	+	+	+	=

Shooter Initial:

RO Initial:

Time of Day:

HR 5013	Course Name: <i>Active Shooter Solo Clearing</i>	Course Number: 4
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: