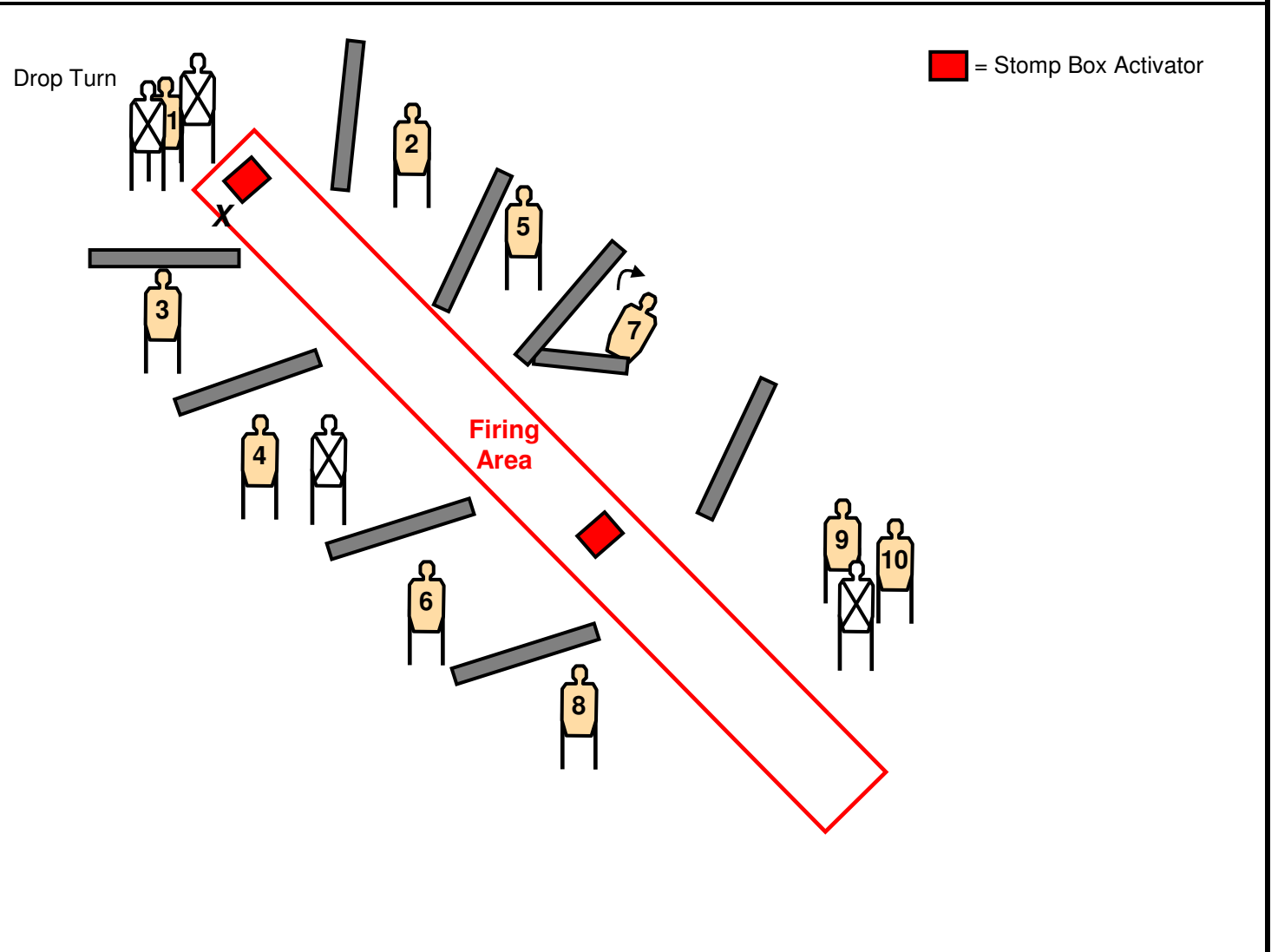


# NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

<b>Course:</b> 4	<b>Course Name:</b> Shoot & Evade
<b>Stage Type:</b> Scenario Based	<b>Start/Stop:</b> Shot Timer / Last Shot / Max 180 Seconds
<b>Targets:</b> 10 Paper	<b>Scoring:</b> TPC - Best 2 Hits on Paper
<b>Firearms / Rounds Required:</b> Duty Handgun = 20 Rounds	

**Start Position:** Handgun loaded and secured in holstered. Standing with toes on start line where indicated. Portable radio in one hand **held at mouth level** approximately 3 inches from face. Other hand holding identification card **just below eye level** as if reading the ID while keeping subjects in view.

**Course Description:** You stopped three subjects in a narrow pedestrian alleyway in a high crime area. You are calling in their information to check for warrants when one pulls a handgun. On Signal, from within the Firing Area engage all threats while withdrawing from the area. Withdraw must be done by walking backwards (Toe-Heel) in order to maintain constant visual coverage forward.



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

**Course:** 4

**Course Name:** Shoot & Evade

## **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 (if available) - 2
- Material To Create Firing Area Boundaries
- Material to Make Start Line
- TPC Targets = 14 (Threat & Non-Threat)
- Target Stands = 12
- Drop Turn Target Stand = 1
- Swinger Target Stand = 1
- Stop Box Activators = 2
- Cable for Activators
- Target Stand Sticks = 28 minimum / Various lengths
- Target Stand Spikes
- Material to Make 10 Visual Barrier Sections
- Other:



NRA Law Enforcement Division

# NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Handgun = 20 Rounds

Fired Time →

Target Not Engaged

*Statistical Office Use*

Times 20 =

No Shoot Target Hits

Times 10 =

Procedural Penalties

Times 10 =

Accuracy Loss Penalty

**Final Tactical Score**

Fired Time Plus All Penalties

	-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
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
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

<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>20</b>
------------------------	----------------------	----------------------	----------------------	----------------------	-----------

<i>Statistical Office Use</i>				
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:

Course Name:	<b>NRA Course H 1029 - Shoot &amp; Evade</b>	Course Number:	<b>4</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

