NRA TACTICAL POLICE COMPETITION

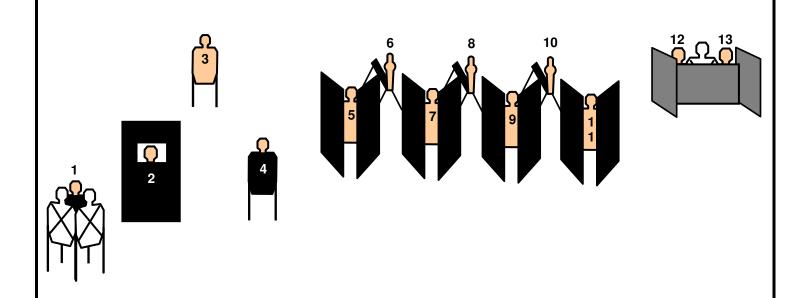
Course: 3Course Name: Lateral HandgunH-1044Course Type: Skill BasedStart/Stop: Shot Timer / Last Shot – 180 Max TimeTargets: 10 Paper / 3 SteelScoring: TPC - Best 2 Hits on Paper / Steel Must Fall

Firearms / Rounds Required: Duty Handgun = 23 Rounds

Start Position: Loaded Handgun secured in holster. Standing, facing up-range with toes on marks on Control Line. Right Handed shooters start on left side of Firing Area and move right / Left Handed shooters start on right side of Firing Area and move left. Shooter must hold handgun in Primary Hand.

Course Description: This Course checks your skills in engaging targets while moving laterally while challenging your basic accuracy.

On start Signal: from within the Firing Area move laterally across the range and engage Threat Targets 1 thru 13.



Firing Area

X X

NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 3 Course Name: Lateral Handgun H-1044

	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 (if available) = 2
	Material to mark Firing Area
	TPC Targets = 13 (3 for Non-Threats)
	Target Stands = 13
	Target Stand Spikes
	Target Stand Sticks = 26 Minimum / Various Lengths
	Steel Mini Popper - Handgun grade = 3 plus 1 spare
	Visual Barrier Wall with Port / Approx. 4' x 6' = 1
	Coroplast Visual Barrier Wall with Port / Approx. 4' x 6' = 1
	Coroplast Knee Wall / Approx. 3' x 6' = 1
	Coroplast side Blinders for Knee Wall / Approximately 4" x 4" = 2
	Coroplast Panels to Create Target Blinders for Targets 5,7,9 & 11 / Approximately 4'x3" = 8
	2 x 2 Lumber to make frames for above
	Wall Braces = 2 minimum
	Black Paint to mark Hard Cover on targets
	Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 23 Rounds

