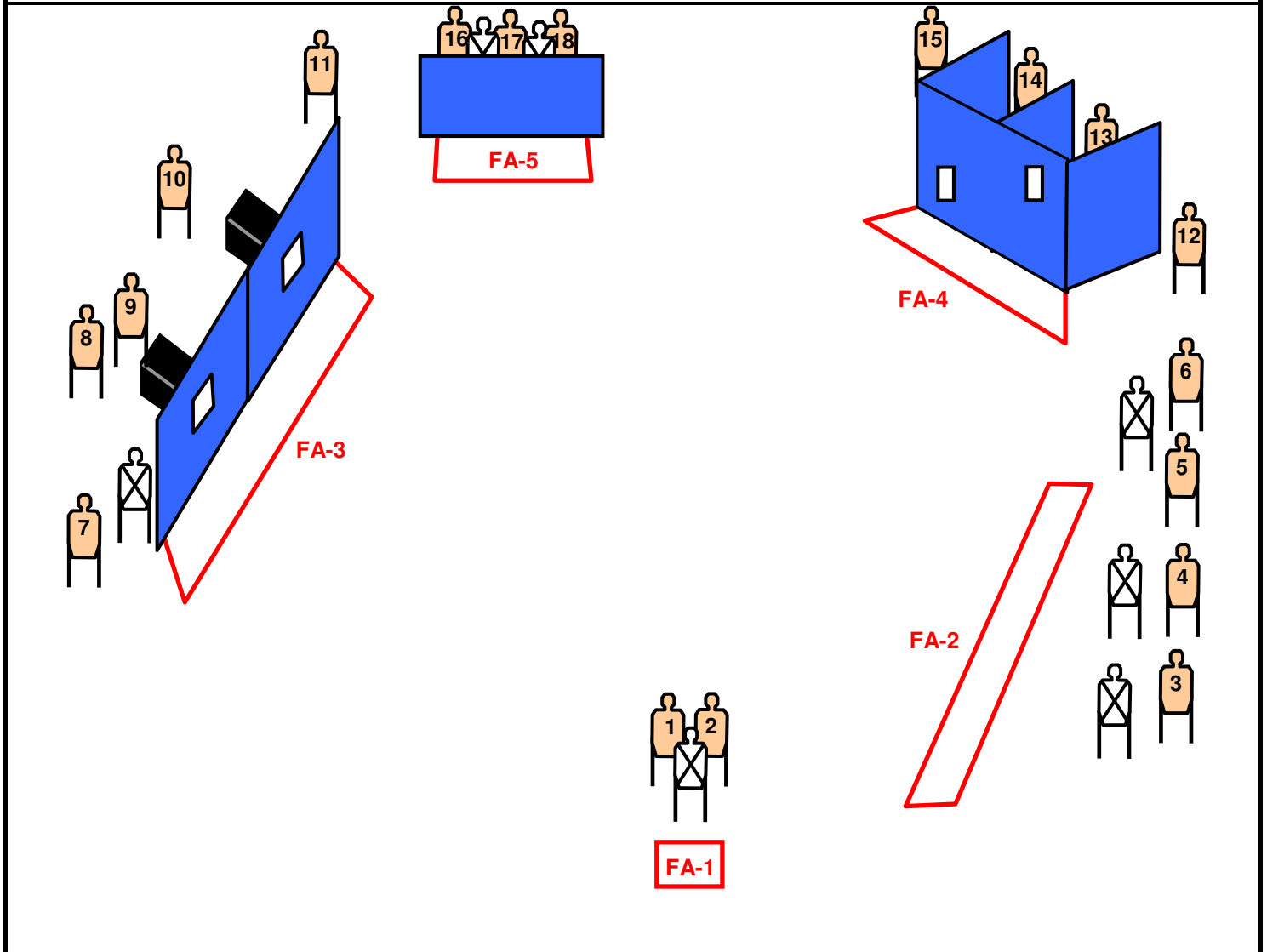


NRA TACTICAL POLICE COMPETITION

Course: BC 6	Course Name: Pick a Firing Area	H-1039
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot – 180 Max Time
Targets: 18 Paper	Scoring: TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Duty Handgun = 36 Rounds		
Start Position: Loaded Holstered Handgun. Standing within FA-1. Police Radio held in one hand within 2 inches of mouth and Suspect's ID held in other hand held at nose level in front of eyes so it can be read while maintaining visual observation of suspects.		
Course Description: On the Start Signal, engage Threat Targets 1 & 2 from within Firing Area 1. Then move to Firing Area of choice. Threat Targets 3 thru 6 must be engaged from FA-2, Threat Targets 7 thru 11 must be engaged from FA-3, Threat Targets 12 thru 15 must be engaged from FA-4, and Threat Targets 16 thru 18 must be engaged from FA-5.		
NOTE: You may not leave any Firing Area with an Empty Handgun = One Procedural Penalty All reloading MUST be done within a Firing Area = One Procedural Penalty		
First Shot Time = 2.5 Seconds / Failure = Actual First Shot Time is Penalty		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: BC 6

Course Name: Pick a Firing Area

H-1039

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 mark Firing Areas
- Material to make Start Line
- TPC Targets = 25 (6 for Non-Threats)
- Target Stands = 25
- Target Stand Spikes
- Target Stand Sticks = 50 Minimum / Various Lengths
- RTT Panel Bracket Sets to Make enclosure for FA-4= 8 Sets
- 2 x 2 Lumber for Above / 8 foot lengths = 24
- Coroplast Sheets (4' x 8') = 10 OR Other Wall Sections to Make all Wall Sections
- Training Radio = 1
- Training Suspect ID = 1
- Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 36 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
Total Zone Hits					36

Fired Time →

First Shot Time
↓
 First Shot Maximum = 2.5 Seconds

First Shot Penalty → → =

Target Not Engaged → Times 20 =

No Shoot Target Hits → Times 10 =

Procedural Penalties → Times 10 =

Loss of Accuracy 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	+	<input type="text"/>	+	<input type="text"/>
		+	<input type="text"/>	=
			<input type="text"/>	<input type="text"/>

Shooter Initial:

RO Initial:

Time of Day:

H1039	Course Name: Pick a Firing Area	Course Number: 6
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: