

NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

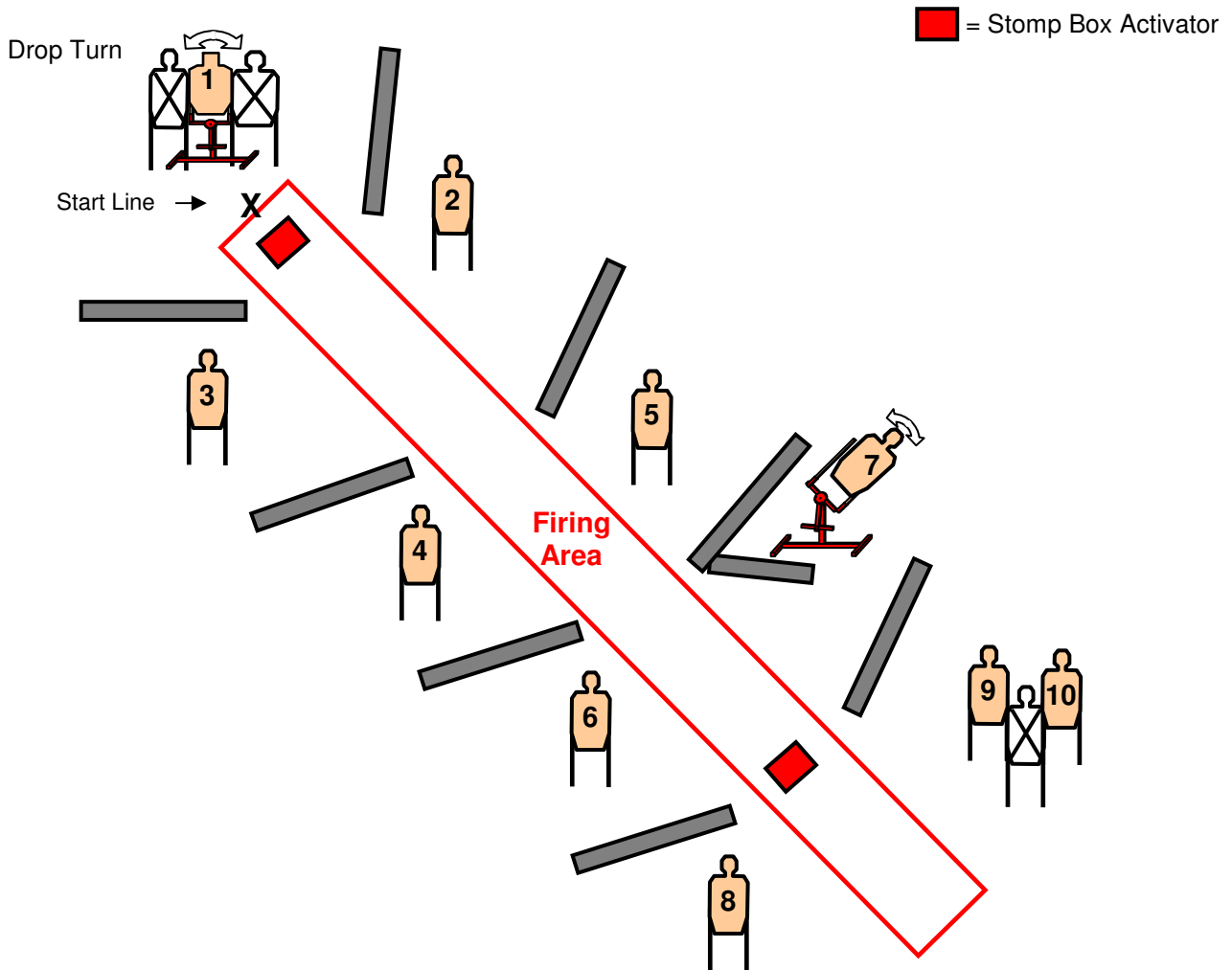
Course: 6	Course Name: Be Careful Where You Walk
Stage Type: Scenario Based	Start/Stop: Shot Timer / Last Shot / Max 180 Seconds
Targets: 10 Paper	Scoring: TPC - Best 2 Hits on Paper
Firearms / Rounds Required: Duty Handgun = 20 Rounds	

Start Position: Handgun Loaded & Holstered, standing with toes on marks. Pen in one hand, clipboard in other hand. Clipboard held at writing level with pen tip touching name block of Field Contact Card on clipboard.

Course Description: This training course will evaluate your handgun skills related to your ability to draw and shoot accurately while under attack, tactical movement, scanning for threats, shooting while evading, and engaging moving targets.

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 of the forward threat area.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 6

Course Name: Be Careful Where You Walk

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 Boundaries
- ❑ Material to Make Start Line
- ❑ TPC Targets = 13 (Threat & Non-Threat)
- ❑ Target Stands = 11
- ❑ Drop Turn Target Stand = 1
- ❑ Swinger Target Stand = 1
- ❑ Stop Box Activators = 2
- ❑ Cable for Activators
- ❑ Target Stand Sticks = 22 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 → 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
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	20

Statistical Office Use				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	0	<input type="text"/>	<input type="text"/>	<input type="text"/>

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	NRA Course H 1001- Be Careful Where You Walk	Course Number:	6
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

