

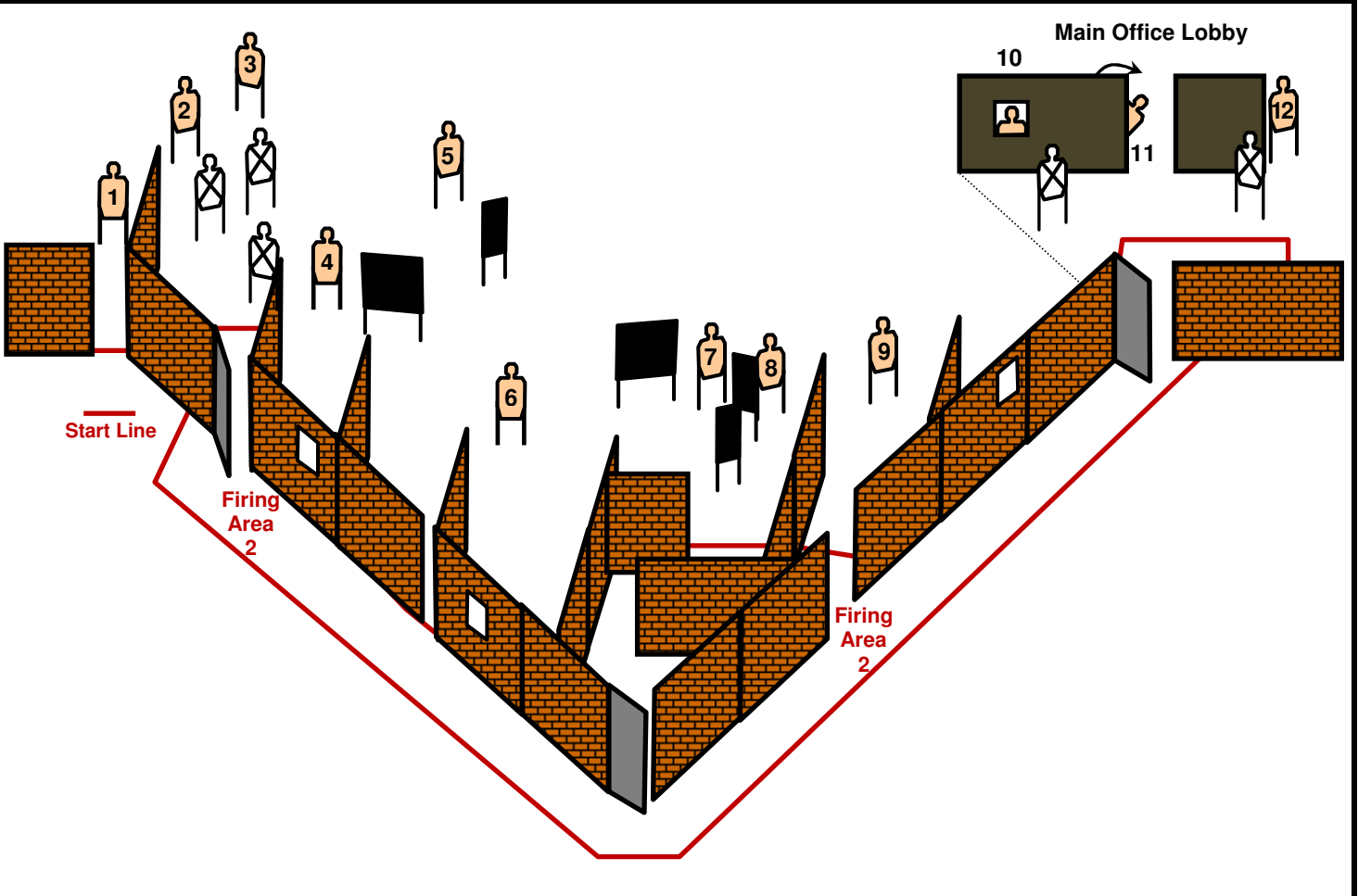
NRA TACTICAL POLICE COMPETITION

Course: H-1083	Course Name: School Intruders
Course Type: Scenario	Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 12 TP-1 Targets	Scoring: TPC - Best 2 Hits on Paper
Firearms / Rounds Required: Duty Handgun = 24 Rounds	

Start Position: Holstered loaded Handgun. Standing with toes on Start Line. 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 subject in view.

Course Description: Patrol officers have been tasked with making random walk-through checks at high schools in their Patrol Areas to augment School Resource Officers. You were heading to the administrative offices to meet up with the SRO when you saw two adult subjects at the back emergency exit door near the side hallway of the administrative offices and stopped them. You did not see if they came in the door or if they are trying to exit but note that the door alarm is not sounding. The two were obviously surprised when they saw you, and despite the warm weather one is dressed in an oversized long sleeved shirt and the second has a long jacket on and is carrying a large gym bag. One said they had checked in at the office, visited with their younger brother who attends school there, and were now leaving. The second subject looked bewildered by the statement and the story clearly made no sense so you called the SRO to respond and asked for their ID's. You are in the process of radioing their information to communications when one subject ran through a side hall door into the offices as the second subject pulled a shotgun from under his jacket.

On the Start Signal, engage Threat Target 1 keeping toes on Start Line within the First Shot Time Requirement of 2.5 seconds. Then enter Firing Area 2, and move towards the office lobby while checking the outer offices on the way for Threat targets and Staff or Students needing to be secured. Engage any Threat Targets as seen, for instance, Threat Target 11 must be engaged prior to Threat Target 12.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: H-1083

Course Name: School Intruders

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 Target Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ TP-1 Full Size Targets = 17 (5 for Non-Threat)
- ❑ TPC Cover Targets = 7
- ❑ Target Stands = 21
- ❑ Target Stand Sticks = 42 Minimum - Various Heights
- ❑ Wall Sections = 19 Full Size / 2 Half Size
- ❑ Visual Barriers: 2" x 2" Frames Covered with Landscape Fabric = 1 Full Size / 1 Half Size
- ❑ 2" x 2" x 8' Lumber For Wall Supports and Visual Barrier Walls = 90
- ❑ 1" x 2" x 8' Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 63
- ❑ 2" x 4" x 8' Lumber to Make Door Jams = 7
- ❑ Spikes for Walls, Wall Supports, Target Stands, Firing Area Lines = 120
- ❑ Doors = 3
- ❑ Spring Loaded Door Hinges = 6
- ❑ Door Handles = 4 (1 for Spare)
- ❑ Swinger Target Stand = 1 (Threat Target 9)
- ❑ Note: If used set on hard surface floor range Spike and 1"x 2" lumber count will be different. Firing Area Lines will have to be marked with lumber crayon, chalk or spray chalk, or duck tape if it will adhere and not come loose.



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 24 Rounds

Max Time Exceeded = Plus 1000

Did Not Finish Course = Plus 1500

Disqualified = Plus 2000

Penalty Will be Added by the Statistical Office

Fired Time →

First Shot Time ↓

First Shot Maximum = 2.5 Seconds

	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
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	24

Statistical Office Use

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

Accuracy Loss Penalty

Above Times 2 + Above Times 4 + Above Times 10 = Total

0

RO Name: Print Your Name Here

Shooter Initial:

Time of Day:

Course Name: School Intruders	Course Number: H-1083
Competitor Name: <input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range: 1