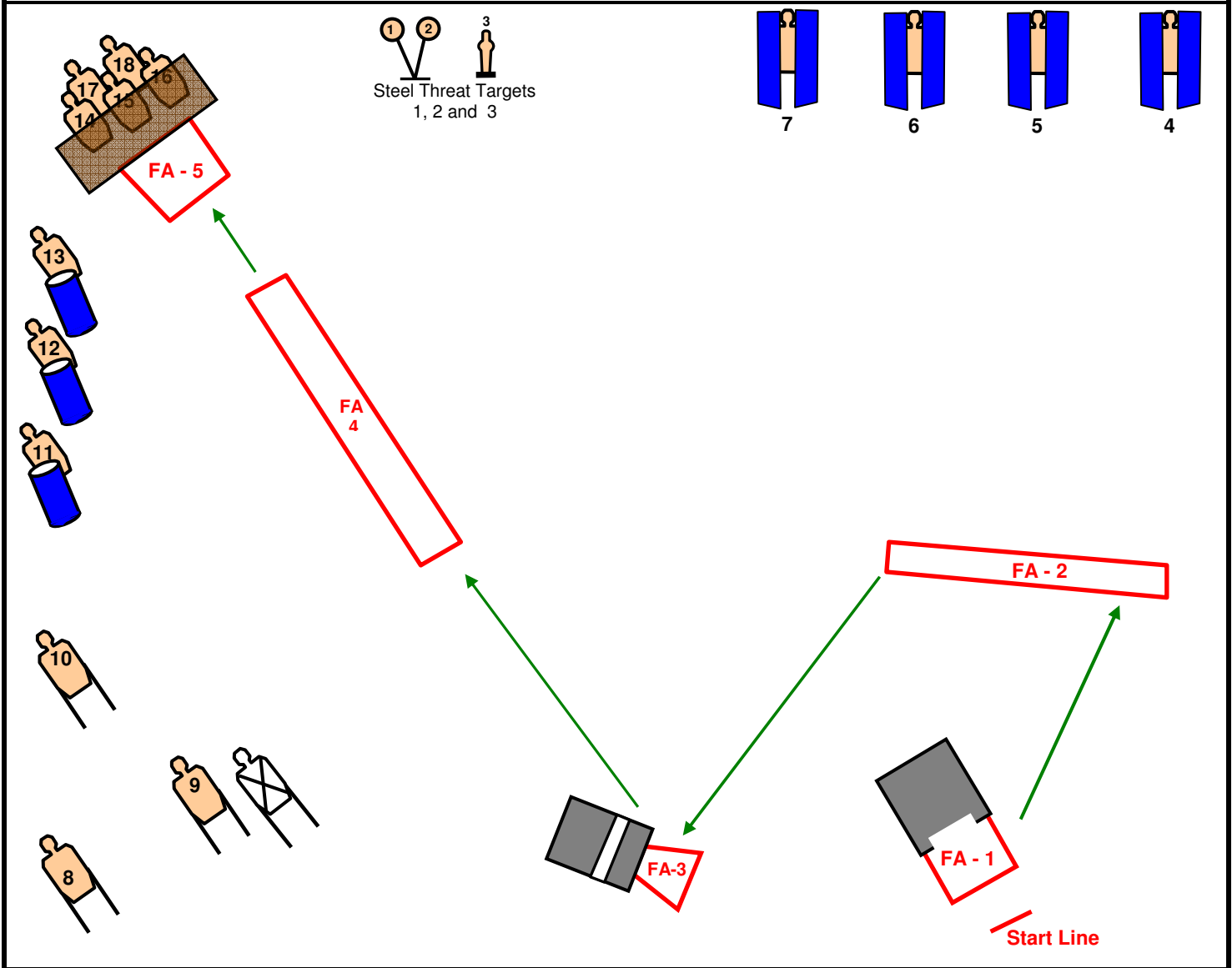


NRA TACTICAL POLICE COMPETITION

Course: 2	Course Name: Near and Far on the Run
Stage Type: Skill Based	Start / Stop: Shot Timer / Last Shot – 180 Max Time
Targets: 15 Paper & 3 Steel	Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall or Flash
Firearms / Rounds Required: Patrol Rifle = 33 Rounds	
Start Position: Unloaded Rifle with bolt forward and Safety ON, grounded on mat where marked. Shooter standing with heels on Start Line. All ammunition and magazines must be on shooters person secured in Magazine Pouch or pocket. No magazines in hands, etc.	
Course Description: On Start Signal move to Firing Area 1 and engage Steel Threat Targets 1 thru 3 thru prone port, move to FA-2 and engage Threat Targets 4 thru 7, move to FA-3 and engage Threat Targets 8 thru 10 thru kneeling port, move to FA-4 and engage Threat Targets 11 thru 13, move to FA-5 and engage Threat Targets 14 thru 20. RO will call hits on steel.	



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 2

Course Name: Near and Far on the Run

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
- Paint for Steel
- TPC Targets = 16
- Target Stands = 24
- Target Stand Sticks = 48 Minimum / Various lengths
- Steel Mini-Popper / Rifle Grade = 1
- Steel 2 Plate Lolli-Popper / Rifle Grade – 1
- Cardboard or coroplast to make side visual barriers for targets 4 thru 7
- 4 x 8 foot wall section to make knee wall for visual barrier at FA-3
- Wall section with low prone port for cover barrier at FA-1
- Other:



NRA Law Enforcement Division

NRA TACTICAL POLICE COMPETITION SCORECARD

Patrol Rifle = 33 Rounds

	-0	- 2	- 4	Miss	Hits Required
Steel 1 & 2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2
Target 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Steel 9 & 10	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2
Steel 11 - 13	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	3
Target 14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 17	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 18	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 19	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 20	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Total Zone Hits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	33

Fired Time →

Statistical Office Use	
Target Not Engaged <input type="checkbox"/>	Times 20 = <input type="text"/>
No Shoot Target Hits <input type="checkbox"/>	Times 10 = <input type="text"/>
Procedural Penalties <input type="checkbox"/>	Times 10 = <input type="text"/>
Accuracy Loss Penalty <input type="text"/>	
Final Tactical Score	<input type="text"/>
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="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
0	+	+	+	=

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	NRA Course R 2011 - Near and Far on the Run	Course Number:	2
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

