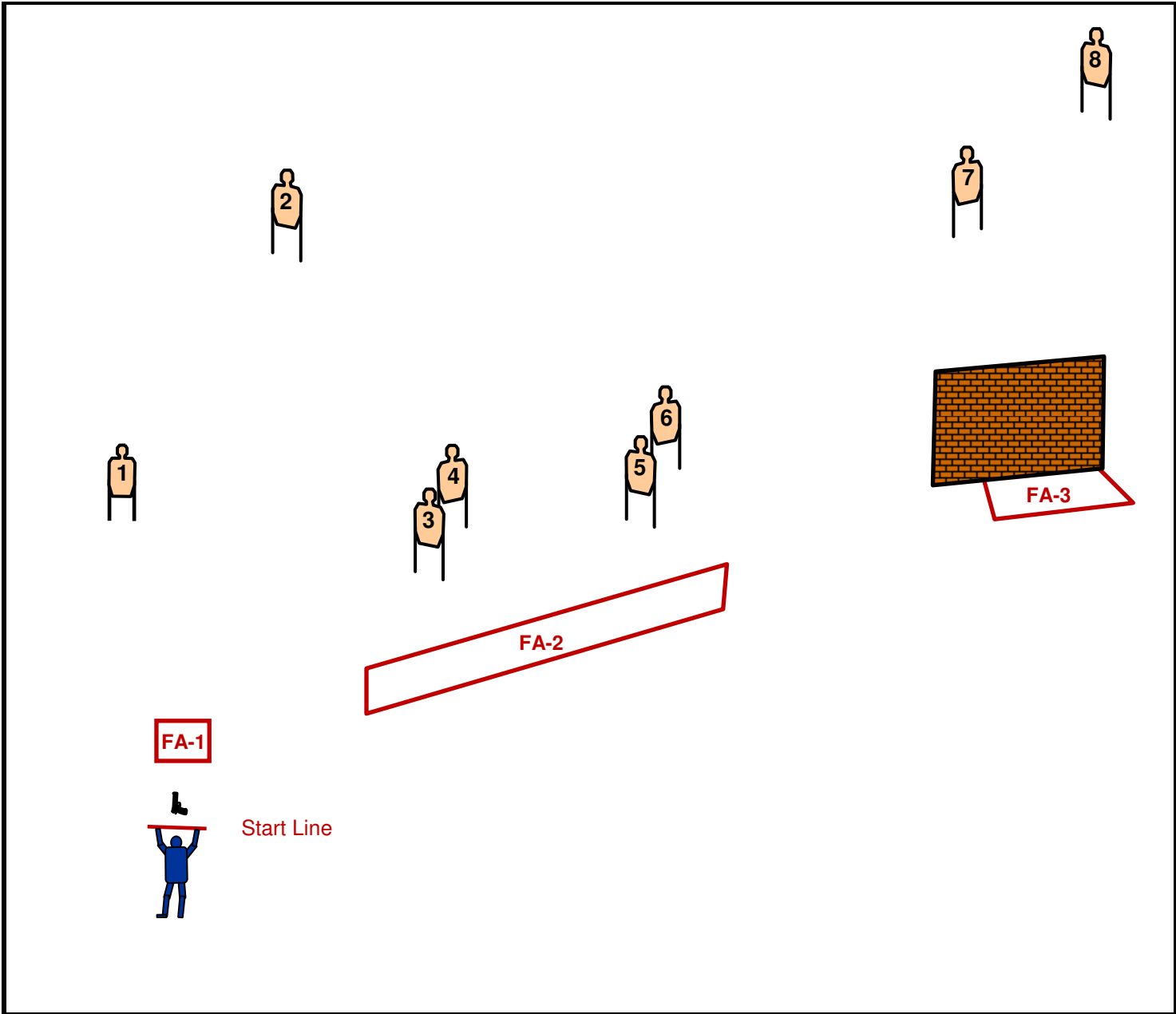


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 2	<b>Course Name:</b> Handgun Recovery	<b>H-1067</b>
<b>Course Type:</b> Scenario Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time	
<b>Targets:</b> 8 Paper	<b>Scoring:</b> TPC - Best 2 Hits on Paper	
<b>Firearms / Rounds Required:</b> Duty Handgun = 16 Rounds		
<b>Start Position:</b> Loaded Duty Handgun on ground with muzzle down range, Left side UP for Right handed shooters – Right side UP for Left hand shooters, with mark showing through Trigger Guard. Shooter prone with arms FULLY extended and fingertips touching Start Line. Arms and legs in complete contact with the ground.		
<b>Course Description:</b> You were in foot pursuit of two suspects wanted for armed robbery when your toe caught on an uneven sidewalk seam and fell face first to the ground. As you fell you lost control of your handgun and when it hit the concrete it slide several feet away from you. On the Start Signal, retrieve your Duty Handgun, and engage Threat Target 1 and 2 from Firing Area 1. Move to Firing Area 2 and engage Threat Targets 3 through 6 <b>WHILE MOVING</b> towards Firing Area 3 to get to cover. Once at Firing Area 3, perform a Tactical Reload behind cover and then engage Threat Targets 7 and 8. <b>NOTE:</b> You MUST shoot on the move in Firing Area 2. ONE Procedural Penalty will be assessed for each Threat Target engaged when stationary. Movement speed MUST be close to a normal walk pace.		



# **NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES**

**Course:** 2

**Course Name:** Handgun Recovery

**H-XXXX**

## **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 = 1
- Material To Create Firing Area Boundaries – See Below
- TP-1 Targets = 8
- Target Stands = 8
- Target Stand Spikes
- Target Stand Sticks = 16 Minimum - Various Heights
- Fence Section Wall / 6.5' x 8' = 1
- 2" x 2" x 8' Lumber for Wall Supports = 2
- 1" x 2" x 8' Lumber for firing Area Lines, Start Line and Target Sticks = 28
- Spikes for Target Stands, Wall Supports and Firing Area Lines = 48
- Shooting Mat to Place at Start Position
- Carpet Square to Place Handgun On
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 16 Rounds

**Fired Time** →

First Shot Time  
↓

First Shot Maximum = *None*

First Shot Penalty

→ **Statistical Office Use** → =

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

	- 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
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>16</b>

**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 +  +  +  =

**RO Name:**  Print Name Here

**Shooter Initial:**

**Time of Day:**

H - 1067	Course Name: <b>Handgun Recovery</b>	Course Number: <b>2</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: