NRA Tactical Police Competition

Course: 6  Course Name: Basic Pistol Skills Check  H1034

Course Type: Skill Based  Start/Stop: Shot Timer / Last Shot – 180 Max Time

Targets: 8 Paper  Scoring: TPC - Best 2 Hits on Paper

Firearms / Rounds Required: Duty Handgun = 16 Rounds

Start Position: Holstered Handgun loaded with 6 live rounds and 1 Dummy Round. All other magazines that you intend to use in the course can ONLY be loaded with 6 rounds.

Standing with toes on Start Line, police radio in one hand and drivers license in the other hand. Radio held at mouth level as if speaking, and ID held at nose level as if reading the information while being able to see a suspect in front of you.

Course Description: On the Start Signal, engage Threat Targets 1 thru 3 from within FA-1. Should your handgun malfunction, take Immediate Action / TAP-RACK-READY and fire any necessary rounds. Move to FA-2 and engage Threat Targets 4 thru 8.

NOTE: Failing to TAP the magazine FIRST is a Procedural Penalty.

All reloading MUST be done from within a Firing Area.

RO will load your first magazine for you. The Dummy round will be loaded to be either round 3, 4, or 5. Revolvers = Same set up but RO will load the revolver and hand back to holster.

First Shot Time = 2.5 Seconds / Failure = Actual First Shot Time is Penalty
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 Pasters
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table (if available) = 2
- Material to mark Firing Areas
- TPC Targets = 12 (4 for Non-Threats)
- Target Stands = 12
- Target Stand Spikes
- Target Stand Sticks = 24 Minimum / Various Lengths
- Blue Training Radio
- Simulated Drivers License
- Dummy Rounds = 9mm, .38 Special, .357 SIG caliber, .40 caliber, .45 caliber, 10mm
- Other:
### Tactical Police Competition Score Sheet

**Duty Handgun = 16 Rounds**

#### Fired Time
- **First Shot Time:**
  - **Maximum:** 2.5 Seconds

#### Statistical Office Use
- **Target Not Engaged:**
  - Times 20
- **No Shoot Target Hits:**
  - Times 10
- **Procedural Penalties:**
  - Times 10
- **Loss of Accuracy Penalty:**
  - 

#### Accuracy Loss Factor

<table>
<thead>
<tr>
<th>Accuracy Loss Factor</th>
<th>Above Times 2</th>
<th>Above Times 4</th>
<th>Above Times 10</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>+</td>
<td>+</td>
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<td></td>
</tr>
</tbody>
</table>

#### Final Tactical Score
- Fired Time Plus All Penalties

#### Target Hits

<table>
<thead>
<tr>
<th>Target</th>
<th>- 0</th>
<th>- 2</th>
<th>- 4</th>
<th>Miss</th>
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<tbody>
<tr>
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<tr>
<td>Target 2</td>
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<td>Target 3</td>
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<td>Target 7</td>
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<tr>
<td>Target 8</td>
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</tbody>
</table>

**Total Zone Hits:**
- 16

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**Competitor Name:**

**Shooter Initial:**

**RO Initial:**

**Time of Day:**

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**Course Name:** Basic Pistol Skills Check

**Course Number:** 6

**Team Number:**

- Patrol
- Tactical