

NRA TACTICAL POLICE COMPETITION

Course: 3 | **Course Name:** Alarm Sounding - They're Not Always False

Stage Type: Scenario Based | **Start/Stop:** Shot Timer / Last Shot

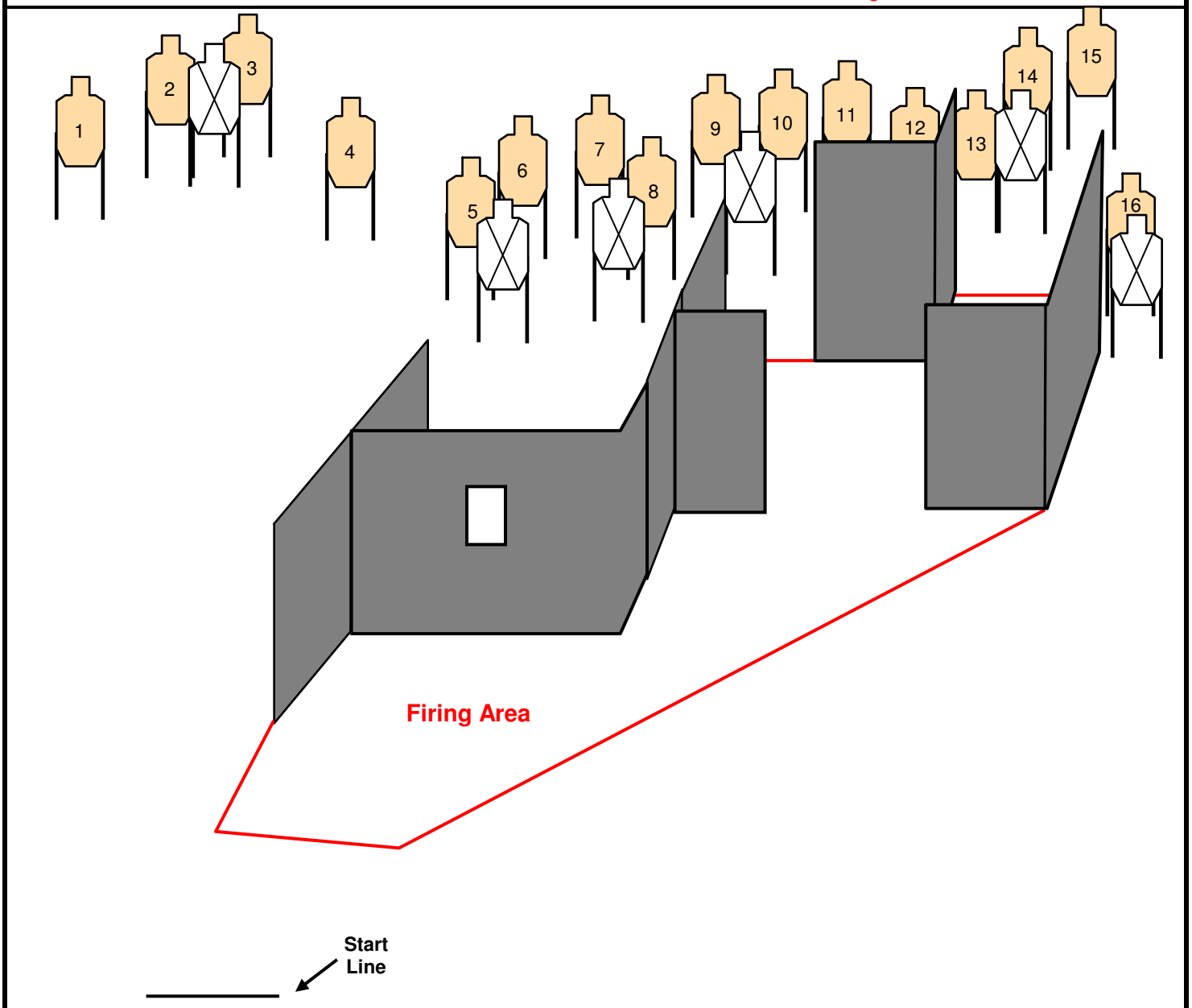
Targets: 16 Paper | **Scoring:** TPC - Best 2 Hits on Paper

Firearms / Rounds Required: Duty Handgun = 32 Rounds

Start Position: Handgun is loaded and holstered. Heels on Start Line with portable radio in your hand. Radio held so that microphone area is at mouth level and held there until Start Signal is given.

Course Description: You have arrived to the dispatched location of an alarm sounding. You are walking towards the building while calling Communications on your portable radio for more information about meeting with the key holder. As you are walking forward you see four subjects exit the building from the left side. You begin to issue a Police Challenge when you observe one of the subjects draw a gun from their waist and begin to point it at you. On the Start Signal seek cover and engage Threat Targets 1 thru 4 from within the Firing Area. Then continue to search the building, engaging Threat Targets as seen. All walls are cover.

* You will begin walking forward from the Start Line on the Range Officer's Command of "Move". At some point after you begin walking you will hear the Start Signal – the tone of a Shot Timer Tone. Handgun may be drawn when the Shot Timer Tone is heard but no rounds fired until within the Firing Area.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 3

Course Name: *Alarm Sounding - They're Not Always False*

Course Material & Supplies

- Shot Timer with Random Start function.
- Scorecards
- RO Clipboard
- Staple Gun & Staples
- IPSC Targets = 22 (16 Threat – 6 Non-Threat)
- Target Stands = 22
- Target Stand Sticks = 44 minimum / Various lengths
- Tan Target Pasters
- White Target Pasters
- Wall Sections – 12 – One with port
- Material to mark Start Line
- Material to make Control Lines
- Blue Portable Training Radio
- RO Table
- Other: