NRA Tactical Police Competition

Course: 6  
Course Name: Cruiser Swap Out  
HS - 4013

Course Type: Scenario Based  
Start/Stop: Shot Timer / Last Shot - 180 Max Time

Targets: 2 Paper / 9 Steel  
Scoring: TPC Steel Must Fall / Clays Must Break

Firearms / Rounds Required: Duty Handgun = 4 Rounds / Duty Shotgun = 9 Birdshot Rounds

Start Position: Holstered loaded Duty Handgun. Duty Shotgun loaded to Cruiser Safe with 4 rounds (Safety ON, Bolt locked on empty chamber, and Magazine Tube loaded with 4 rounds). Standing with heels touching marks on on FA-1, holding gear bag in one hand and Duty Shotgun in the other hand with arms fully extended down. Shotgun muzzle down and forward or parallel with the ground pointing down range.

Course Description: It is three in the morning and you are at the municipal garage changing cruisers because the emergency bar light on your cruiser went out during a traffic stop earlier. You parked your cruiser in the fenced in vehicle repair drop off and are in the process of shuttling your equipment to the cruiser you are picking up on the other side of the repair bays. Unknown to you there is a group in the process of stealing four police cruisers for use in a criminal enterprise later the same day. As you walk across the open parking area you see two individuals come out from between two parked dump trucks brandishing handguns. The nearest cover is the maintenance building ahead of you.

On the Start Signal, engage Threat Targets 1 and 2 with your Duty Handgun from within FA-1. Transition to your Duty Shotgun, enter FA-2 and engage Threat Targets 3 thru 7, move to FA-3 and engage Threat Targets 8 thru 11. Slings may not be used in any manner.

NOTE: Duty Shotgun cannot be loaded with additional rounds until one Shotgun Target has been engaged and hit from within FA-2 = 2 Procedurals for Violation.
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 = 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- TPC Targets = 2
- TPC Target Stands = 2
- Target Sticks = 4
- Target Stand Spikes
- Pepper Popper Steel Targets / Pistol-Shotgun Grade = 9
- Fence Sections for Horizontal Visual Barriers – 6.5’ x 8’ = 3
- Conduit Wall Supports = 4 minimum
- Gear Bag
- Paint For Steel
- Other:
NRA Law Enforcement Division

Tactical Police Competition Score Sheet

Duty Handgun = 4 Rounds  /  Duty Shotgun = 9 Birdshot Rounds

Fired Time

First Shot Time

First Shot Penalty = N/A

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

Shooter Initial: 

RO Initial: 

Time of Day: 

Target 1
- 0
- 2
- 4
Miss
Hits Required
2
2
9

Total Zone Hits

Steel Targets

Cruiser Swap Out

Course Name: 

Course Number: 6

Competitor Name: 

Patrol

Tactical

Team Number: