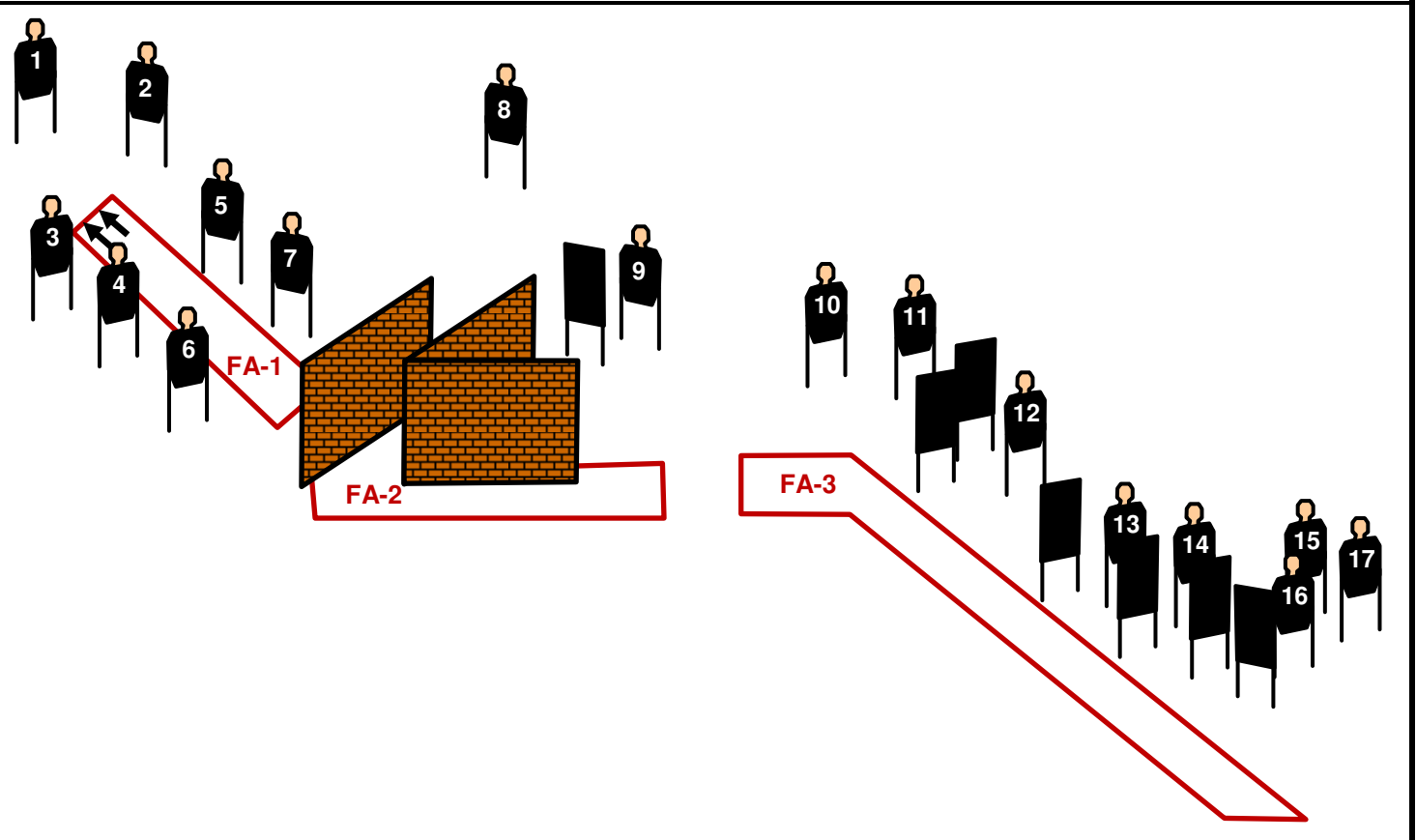


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> SB 2	<b>Course Name:</b> Walking Dead Attack	<b>H - 1074</b>
<b>Course Type:</b> Scenario Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time	
<b>Targets:</b> 17 Head Targets	<b>Scoring:</b> TPC = <b>Best 1 Shot Hit on Paper</b> / Steel Must Fall	
<b>Firearms / Rounds Required:</b> Duty Handgun = 17 Rounds		
<b>Start Position:</b> Standing with toes touching front of Firing Area 1. Loaded Duty Handgun at Ready Position (depressed 45 degrees or more – Single Actions must have safety ON).		
<b>Course Description:</b> The Zombie Apocalypse has come true and you are in your own Zombie horror. This course will test your head shot accuracy as you try to escape a horde of Zombies. On the Start Signal engage Threat Target 1 with a First Shot Time Requirement of 1 Second. Penalty is actual First Shot Time. Then move through Firing Area 1 and engage Threat Targets 2 through 8 <b>as seen</b> . Move through Firing Area 2 and engage Threat Targets 8 and 9. Enter Firing Area 3 and engage Threat Targets 10 through 17 <u>while moving backwards</u> as seen. In FA-3 you cannot turn up range or run/walk up range and turn back around to fire. Any round fired while not moving backwards or fully facing down range will be scored as a Miss. <b>NOTE:</b> TPC Scoring Reminder - to count as a Hit the round must be totally within the marked 0 Down area on the head overlay.		



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

**Course:** SA 2

**Course Name:** Walking Dead Attack

**H - 1074**

## **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 Target Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 1
- ❑ TPC Targets = 17
- ❑ Cover Targets = 7
- ❑ Target Stands = 24
- ❑ Spikes for Target Stands, Firing Areas, & Wall Supports = Minimum of 116
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines & Target Sticks = 72
- ❑ 2" x 2" x 8' Lumber for Wall Supports and Cross Braces = 8
- ❑ Steel Head Plate Target = 2
- ❑ Fence Sections = 3
- ❑ TPC Head Target Overlays
- ❑ Spray Glue to Attach Head Target Overlays
- ❑ Assorted T-Shirts to cover Threat Targets = 17



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 17 Rounds

- Max Time Exceeded = Plus 1000
- Did Not Finish Course = Plus 1500
- Disqualified = Plus 2000

*Penalty Will be Added by the Statistical Office*

**Fired Time** →

**First Shot Time**  
↓

First Shot Maximum = 1 Second

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"/>	1
Target 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 14	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 15	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 16	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 17	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>17</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"/>

**RO Name:**

**Shooter Initial:**

**Time of Day:**

<b>H - 1074</b>	Course Name: <b>Walking Dead Attack</b>	Course Number: <b>2</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: