**NRA Tactical Police Competition**

**Course**: SB 2  
**Course Name**: Walking Dead Attack  
**Start/Stop**: Shot Timer / Last Shot - 180 Max Time

**Targets**: 17 Head Targets  
**Scoring**: TPC = Best 1 Shot Hit on Paper / Steel Must Fall

**Course Description**: 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 as seen. Move through Firing Area 2 and engage Threat Targets 8 and 9. Enter Firing Area 3 and engage Threat Targets 10 through 17 while moving backwards 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.

**NOTE**: TPC Scoring Reminder - to count as a Hit the round must be totally within the marked 0 Down area on the head overlay.
## 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 Pasters
- 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
NRA Law Enforcement Division

TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 17 Rounds

Target 1
Target 2
Target 3
Target 4
Target 5
Target 6
Target 7
Target 8
Target 9
Target 10
Target 11
Target 12
Target 13
Target 14
Target 15
Target 16
Target 17

Total Zone Hits

- 0 - 2 - 4 Miss

Hits Required

1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

Total Zone Hits

17

Fired Time ➔

First Shot Time 

First Shot Maximum = 1 Second

Target Not Engaged

No Shoot Target Hits

Procedural Penalties

Loss of Accuracy Penalty

Fired Time Plus All Penalties

Statistical Office Use

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

0 + 0 + 0 + 0 = 0

H - 1074  Walking Dead Attack

Competitor Name:  Patrol Tactical

Course Name: 2

Course Number:

Team Number:

RO Name: Print Name Here

Shooter Initial: Time of Day: