

NPSC INVITATIONAL DUTY RIFLE SPECIFICATIONS

Firearm: Commercially manufactured

Semi-Automatic or Pump Action rifle or Pistol Caliber Carbine marketed to law enforcement agencies for use as a Duty Rifle for law enforcement uniformed patrol. Eligible select-fire rifles may be used but only in Semi-Automatic mode.

Sights

- Iron Sight Division: Metallic Sights Only
- Dot Optic Division: Any non-magnified optic. Magnifier attachments are not allowed. Co-witnessed iron sights are encouraged.
- Magnified Optic: Fixed or variable power optic or Dot Optic with Magnifier. Co-witnessed iron sights are encouraged.

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|---|------------|
| Barrel Length Maximum | 20 Inches |
| Trigger Pull Minimum of First Shot and Reset Shot. | 3.5 Pounds |
| Sling for movement from Stage to Stage and for some Start Positions. May be used for shooting support once the Start Signal has been given. | Required |
| Suppressor Equipped | Allowed |
| AR Pistols, or similar configurations classified by BATF as pistols. | Prohibited |
| Use of a Mono-Pod or Bi-Pod. | Prohibited |
| Minimum Caliber: .223/5.56 mm for Rifles and 9mm of Pistol Caliber Carbines. | |

COURSE OF FIRE

50 Rounds

- Magazine & Loading: Minimum of three 10 round or higher capacity magazines needed. One loaded with 5 Rounds and all others loaded with 10 rounds. Time will be given to load magazines during the course. Tactical Reloading the rifle is not allowed during the Course.
- Position Order and Sling Use: Firing Positions must be fired in order. A Sling is required. It is your choice whether to use your sling when firing unless directed otherwise.
- Shoulder Ready Position: Toe of Stock in Shoulder Pocket with muzzle depressed at least 45 degrees.
- Safety: Must be ON until the Start Signal and placed back immediately on at last shot of each stage.
- B-27 Target Scoring: Body Hits = Face Value X, 10, 9, 8 & 7. Head Hits = 10 Points. Any extra Hits are taken from the highest value.

Stage 1: 50 Yards ~ **Rifle loaded with a magazine with 5 rounds**. Start Position is standing 6 feet to the REAR and 6 feet to the RIGHT of the your Barricade with Rifle on Primary Shoulder in the Shoulder Ready Position with head upright and off of the stock. Stage 1 is 15 Shots Total, Firing 3 Shots from each position.

On the Start Signal, move forward to the RIGHT side of your Barricade and Fire; 3 Shots Standing Unsupported using your Primary Shoulder; 3 Shots Standing RIGHT Shoulder from the Right side of the Barricade using it for Cover and Support; 3 Shots Standing LEFT Shoulder from the Left side of the Barricade using it for Cover and Support; 3 Shots Kneeling using the Barricade for Cover and Support and 3 Shots Prone. The Time Limit is **70 seconds** which includes a Speed Reload.

Stage 2: 25 Yards ~ **Rifle loaded with a magazine with 10 rounds**. Start Position is standing 6 feet to the REAR and 6 feet to the LEFT of the Barricade with Rifle on Support Shoulder in the Shoulder Ready Position with head off of stock. Stage 2 is 10 Shots Total.

On the Start Signal, move forward to the LEFT side of the Barricade and Fire 1 Shot Standing Unsupported using your Support shoulder. Then Fire 2 Shots to the Body and 1 Shot to the Head Standing LEFT Shoulder using the Left side of the Barricade for Cover and Support; 2 Shots to the Body and 1 Shot to the Head Standing RIGHT Shoulder using Right side of the Barricade for Cover and Support; and 2 Shots to the Body and 1 Shot to the Head Kneeling using the Barricade for Cover and Support. The Time limit is

45 seconds.

Stage 3: 25 Yards ~ **Rifle loaded with a magazine with 10 rounds**. Start Position is Standing one full arm's length to the RIGHT side of the Barricade with Rifle Slung Muzzle Down across front of body at NRA Safety Circle Position with Primary Hand on Pistol Grip. Support Hand cannot touch any part of the Rifle. Stage 3 is 6 Shots Total.

On the Start Signal Fire 3 Shots Standing Unsupported and 3 Shots Kneeling Unsupported. The Time Limit is **15 seconds**.

When completed ensure your Rifle is ON Safe and leave it Loaded-As-Is. Do NOT reload.

Stage 4: 15 Yards ~ **Rifle already loaded from prior Stage with a magazine with 4 rounds**. Start Position is Standing with Rifle at Shoulder Ready with head off of Stock. Stage 4 is 6 Shots Total.

On the Start Signal Fire 3 Shots Standing and 3 Shots Kneeling. The Time Limit is **12 seconds** which includes a Speed Reload.

When completed ensure your Rifle is ON Safe and leave it Loaded-As-Is. Do NOT reload.

Stage 5: 15 Yards ~ **Rifle Loaded from prior Stage with 8 Rounds**. Rifle Slung Muzzle Down across front of body at NRA Safety Circle Position with Primary Hand on Pistol Grip. Support Hand cannot touch any part of the Rifle. Stage 5 is 3 Shots Total.

On the Start Signal Fire Firing 2 Shots to the Body and 1 Shot to the Head in **6 seconds**.

When completed ensure your Rifle is ON Safe and leave it Loaded-As-Is. Do NOT Reload.

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Stage 6: 7 Yards ~ **Rifle Loaded from prior Stage with 5 Rounds.** Make sure your last magazine is loaded with at least 5 rounds. Start Position is Standing with Rifle at Shoulder Ready with Head off of Stock. Stage 6 is 6 Shots Total.

On the Start Signal Fire 2 Shots to the Body & 1 Shot to the Head and IMMEDIATELY repeat the drill for a total of 6 Shots. The Time Limit is **13 seconds** which includes a Speed Reload.

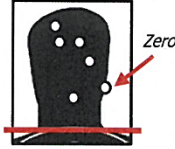
When completed ensure your Rifle is ON Safe and leave it Loaded-As-Is. Do NOT Reload.

Stage 7: 7 Yards ~ **Rifle Loaded from prior Stage.** Start Position is Standing with Rifle at Shoulder Ready with Head off of Stock. Stage 7 is 4 Shots Total.

On the Start Signal Fire 2 Shots Standing in 3 Seconds. This will be repeated one additional time for a total of 4 Shots.

~ End of Course ~

Duty Rifle Scorecard

| Duty Rifle Match 85 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| <i>If you have a Shooter Label place it here or print your first and last name and the other required information.</i> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| First Name: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Last Name: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Division | <input type="checkbox"/> Iron | <input type="checkbox"/> Dot Optic <input type="checkbox"/> Magnified Optic | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shooter ID: | Target Number: | Relay Number: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"><thead><tr><th>HEAD HITS</th><th>NUMBER OF HITS</th></tr></thead><tbody><tr><td>Scoring 10 Point Head Hits</td><td></td></tr><tr><td>0 Value Head Hits</td><td></td></tr><tr><td>Missing</td><td></td></tr><tr><td>Total Above</td><td></td></tr><tr><td>Possible Head Hits</td><td>6</td></tr></tbody></table> | HEAD HITS | NUMBER OF HITS | Scoring 10 Point Head Hits | | 0 Value Head Hits | | Missing | | Total Above | | Possible Head Hits | 6 | <table border="1"><thead><tr><th>BODY HITS</th><th>NUMBER OF HITS</th></tr></thead><tbody><tr><td>X Ring Hits</td><td></td></tr><tr><td>10 Ring Hits</td><td></td></tr><tr><td>9 Ring Hits</td><td></td></tr><tr><td>8 Ring Hits</td><td></td></tr><tr><td>7 Ring Hits</td><td></td></tr><tr><td>0 Value Hits</td><td></td></tr><tr><td>Missing</td><td></td></tr><tr><td>Total of Above</td><td></td></tr><tr><td>Possible Body Hits</td><td>44</td></tr></tbody></table> | BODY HITS | NUMBER OF HITS | X Ring Hits | | 10 Ring Hits | | 9 Ring Hits | | 8 Ring Hits | | 7 Ring Hits | | 0 Value Hits | | Missing | | Total of Above | | Possible Body Hits | 44 | <p>Head Hits MUST be totally within the black and above the top of the 7 Ring to Score as a Hit.</p>  <p>For Body Hits, if a Hits breaks a scoring line the higher Hit Value is scored. Example: Hit is on a scoring ring with half in the 8 Ring area and half in the 9 Ring area. This Hit Value is scored as a 9 Ring Hit.</p> |
| HEAD HITS | NUMBER OF HITS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Scoring 10 Point Head Hits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 Value Head Hits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Missing | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Total Above | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Possible Head Hits | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BODY HITS | NUMBER OF HITS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| X Ring Hits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 Ring Hits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9 Ring Hits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 Ring Hits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7 Ring Hits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 Value Hits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Missing | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Total of Above | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Possible Body Hits | 44 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"><tr><td>Scorer's Printed Name</td><td></td></tr><tr><td>Scorer's Signature</td><td></td></tr><tr><td>Competitor's Signature</td><td>BY SIGNING YOU ACCEPT THE NUMBER OF HITS AND VALUES AS RECORDED.</td></tr></table> | | | Scorer's Printed Name | | Scorer's Signature | | Competitor's Signature | BY SIGNING YOU ACCEPT THE NUMBER OF HITS AND VALUES AS RECORDED. | | | | | | | | | | | | | | | | | | | | | | | | | | |
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