

NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

Course: 1	Course Name: Officer Down
Stage Type: Scenario Based	Start / Stop: Shot Timer / Last Shot
Targets: 8 Clays, 10 Steel, 8 Paper	Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall or Flash
Firearms / Rounds: Duty Handgun = 20 Rounds / Shotgun = 8 Birdshot Rounds / Patrol Rifle = 12 Rounds	

Start Position: Handgun loaded & holstered. Standing with loaded Shotgun at Shoulder Ready, heels touching Start Line. A match provided EOTech equipped DPMS rifle belonging to the officer who arrived ahead of you is staged down range. RO will place two of your loaded rifle magazines in the downed officer's magazine pouches. You must use this ammunition prior to using any other magazines you may have. Two Procedurals (20 Seconds) will be assessed for failing to do so.

Course Description: You have arrived as back-up for a fellow officer investigating a report of a juvenile carrying what looks like a shotgun in the park. You are following the park path into the woods trying to locate the other officer who has failed to answer the radio when you hear gunfire to your front. At the start signal engage Threat Targets 1 thru 8 with the shotgun. You have no more shotgun ammunition and decide to handcuff the shotgun to a bench and move on. This will be simulated by placing the shotgun safety On -Muzzle Down in the open top barrel. Advance on foot path and engage Threat Targets 9 thru 20 as seen with your handgun. As you continue to advance to a pumping station building you see the downed officer and come under fire. Threat distance requires you to use the downed officer's rifle. Recover it and engage Threat Targets 21 thru 26 with 1 rifle round from one side of the building. You receive incoming rounds and are forced to move to the other side of the building for cover. Reengage each Threat Target with 1 additional rifle round. RO will call Hits on all non-falling steel. All rounds must be fired from within the Foot Path - Firing Area.

