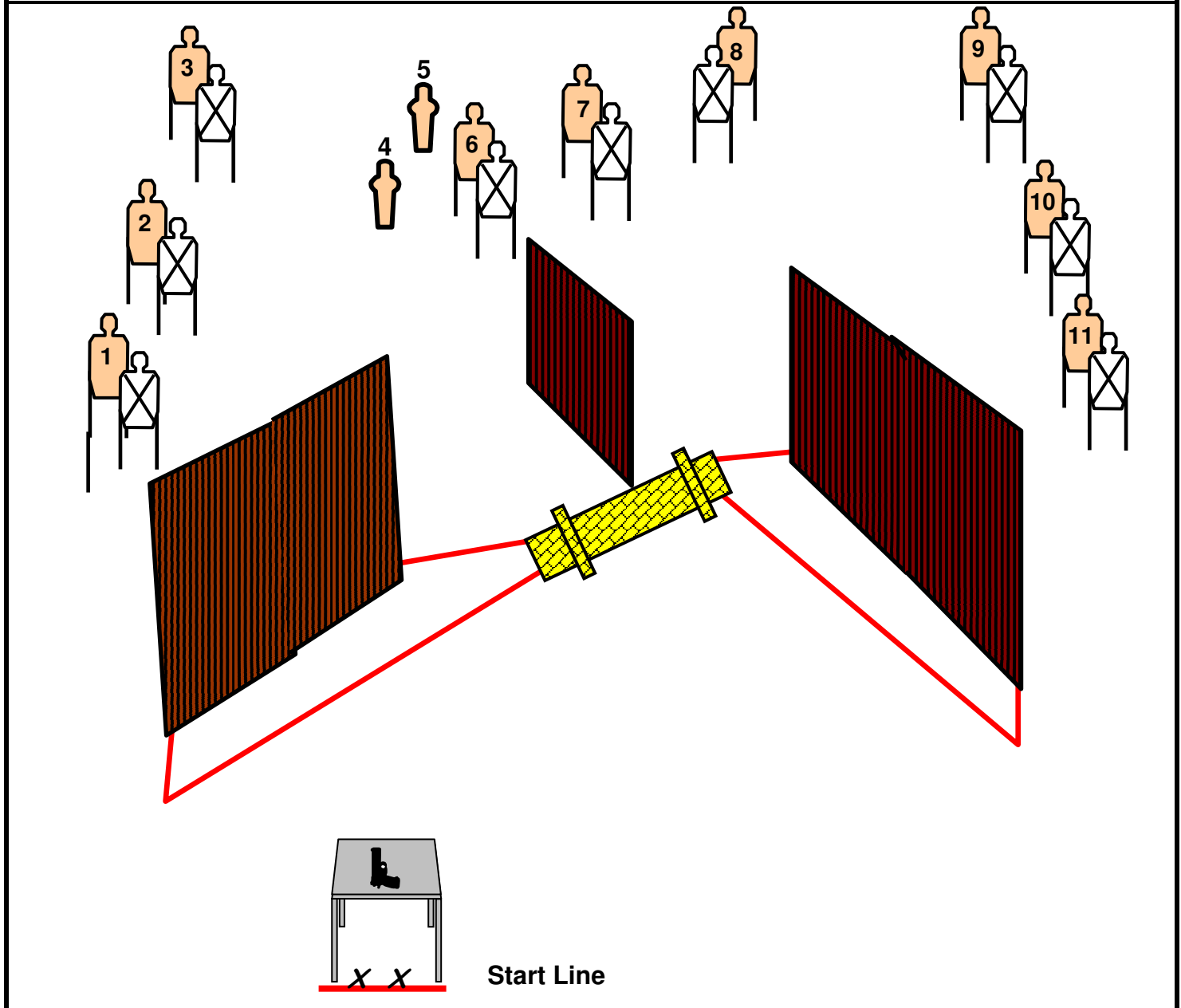


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 2	<b>Course Name:</b> Quick Walk Drill
<b>Stage Type:</b> Skill Based	<b>Start / Stop:</b> Shot Timer / Last Shot – 180 Max Time
<b>Targets:</b> 9 Paper and 2 Steel	<b>Scoring:</b> TPC - Best 2 hits on paper and steel must fall.
<b>Firearms / Rounds Required:</b> Duty Handgun = 20 Rounds	
<b>Start Position:</b> Unloaded Handgun with slide forward on table with locator indicator visible thru trigger guard. All magazines must be on the person. Standing facing up range with toes touching start line.	
<b>Course Description:</b> This Course of Fire will allow you to practice multiple Duty Handgun Skills: loading under time stress, target identification, multiple target engagement, non-threats creating visual and physical barriers, unusual shooting positions, shooting on the move and accuracy with speed. On Start Signal, retrieve handgun and <u>using a magazine from Duty Pouch</u> , and engage Threat Targets 1 thru 11 from within the Firing Area.	



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

**Course:** 2

**Course Name:** Swinging Bridge Walk

## **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 Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 1
- ❑ Material To Create Firing Area
- ❑ TPC Targets = 18 (some used for Non-Threat)
- ❑ Target Stands = 18
- ❑ Target Stand Sticks = 36 Various lengths
- ❑ Steel Knock Down Plates = 2 Pistol Grade
- ❑ TPC Tan Paint for Steel
- ❑ Swinging Walk Bridge
- ❑ Table for Prop
- ❑ Piece of carpet to place handgun on
- ❑ 6 x 8 foot panels for visual barriers = 5
- ❑ Other:



NRA Law Enforcement Division

# NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Handgun = 20 Rounds

Fired Time →

	- 0	- 2	- 4	Miss	Hits Required
Target 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Steel 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 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"/>	2
Target 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>20</b>

**Statistical Office Use**

Target Not Engaged  → Times 20 =

No Shoot Target Hits  → Times 10 =

Procedural Penalties  → Times 10 =

Accuracy Loss Penalty

**Final Tactical Score**

Fired Time Plus All Penalties

**Statistical Office Use**

Accuracy Loss Factor		Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<b>0</b>	+	+	+	= <input type="text"/>

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	<b>NRA Course H 1000 - Quick Walk Drill</b>	Course Number:	<b>2</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

