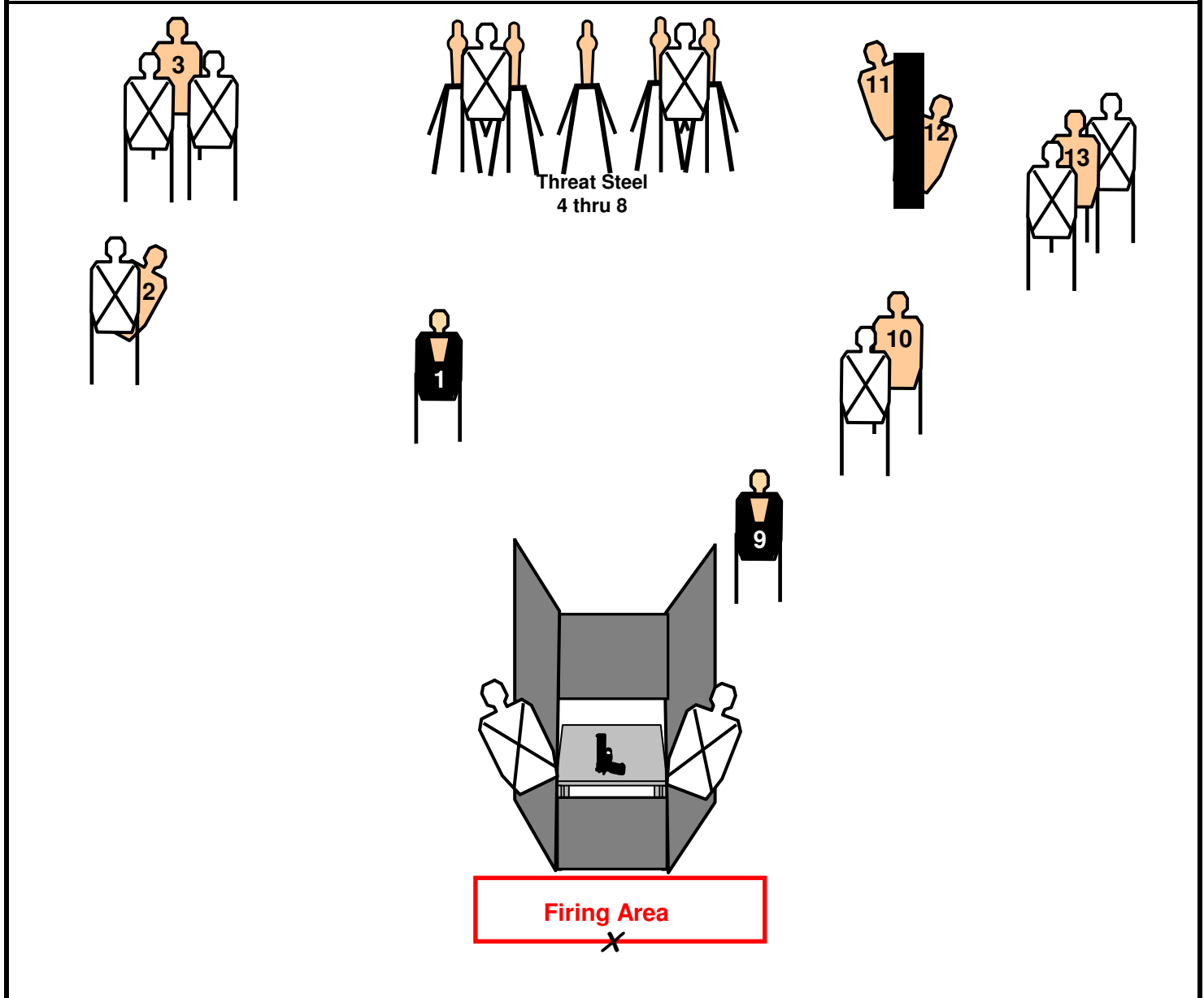


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 2	<b>Course Name:</b> Accuracy First – Speed Second
<b>Stage Type:</b> Skill Based	<b>Start / Stop:</b> Shot Timer / Last Shot – 180 Max Time
<b>Targets:</b> 8 Paper & 5 Steel	<b>Scoring:</b> TPC - Best 2 Hits on Paper / Steel Must Fall
<b>Firearms / Rounds Required:</b> Duty Handgun = 21 Rounds	
<b>Start Position:</b> Unloaded Handgun with slide forward on table with locator indicator visible thru trigger guard. All loaded magazines must be on person. Standing facing up range with toes touching marks.	
<b>Course Description:</b> On Start Signal, retrieve handgun, load <u>using a magazine from Duty Pouch</u> , and engage Threat Targets 1 thru 13 with handgun from within the Firing Area. Threat Steel must be engaged thru center port. NO other Threat Targets can be engaged thru port. All firing must be standing position with NO artificial support.	



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

**Course:** 2

**Course Name:** Accuracy First – Speed Second

## **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 = 16
- Target Stand Sticks = 32 Various lengths
- Steel Pepper Popper 1/4 Size with Elevated Stands = 5 Pistol Grade
- TPC Tan Paint for Steel
- Table for Prop
- Piece of carpet to place handgun on
- Two 4 x 7 foot panels for visual barriers
- Panels for low and high visual barriers on table
- Other:



NRA Law Enforcement Division

# NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Handgun = 21 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
Target 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
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
Steel 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 13	<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>21</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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

0

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	<b>NRA Course H 1027 - Accuracy First – Speed Second</b>	Course Number:	<b>2</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input style="width: 60px;" type="text"/>

