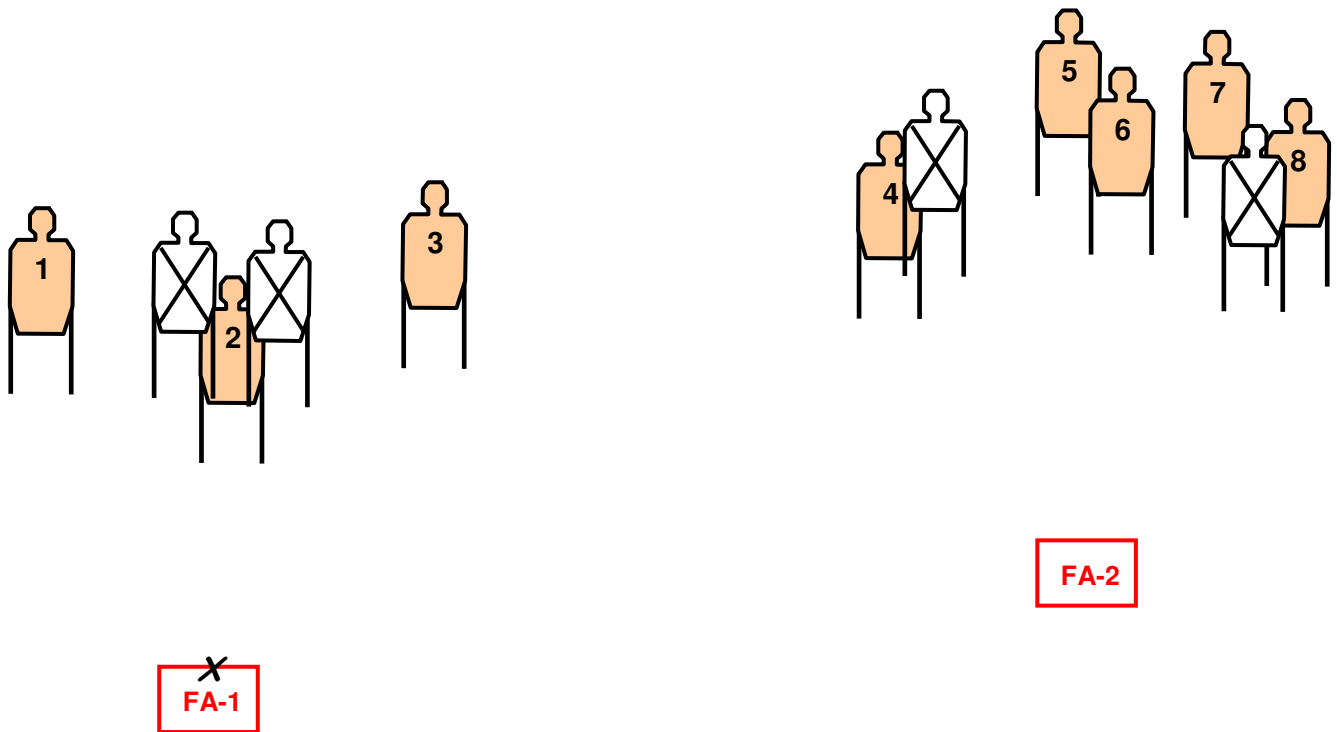


NRA TACTICAL POLICE COMPETITION

Course: 6	Course Name: Basic Pistol Skills Check	H1034
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot – 180 Max Time
Targets: 8 Paper	Scoring: TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Duty Handgun = 16 Rounds		
Start Position: Holstered Handgun loaded with 6 live rounds and 1 Dummy Round. All other magazines that you intend to use in the course can ONLY be loaded with 6 rounds. Standing with toes on Start Line, police radio in one hand and drivers license in the other hand. Radio held at mouth level as if speaking, and ID held at nose level as if reading the information while being able to see a suspect in front of you.		
Course Description: On the Start Signal, engage Threat Targets 1 thru 3 from within FA-1. Should your handgun malfunction, take Immediate Action / TAP-RACK-READY and fire any necessary rounds. Move to FA-2 and engage Threat Targets 4 thru 8.		
NOTE: Failing to TAP the magazine FIRST is a Procedural Penalty. All reloading MUST be done from within a Firing Area. RO will load your first magazine for you. The Dummy round will be loaded to be either round 3,4, or 5. Revolvers = Same set up but RO will load the revolver and hand back to holster.		
First Shot Time = 2.5 Seconds / Failure = Actual First Shot Time is Penalty		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 6

Course Name: Basic Pistol Skills Check

H1034

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 (if available) = 2
- Material to mark Firing Areas
- TPC Targets = 12 (4 for Non-Threats)
- Target Stands = 12
- Target Stand Spikes
- Target Stand Sticks = 24 Minimum / Various Lengths
- Blue Training Radio
- Simulated Drivers License
- Dummy Rounds = 9mm, .38 Special, .357 SIG caliber, .40 caliber, .45 caliber, 10mm
- Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 16 Rounds

Fired Time →

First Shot Time
↓

First Shot Maximum = 2.5 Seconds

First Shot Penalty

→ → =

Target Not Engaged

→ Times 20 =

No Shoot Target Hits

→ Times 10 =

Procedural Penalties

→ Times 10 =

Statistical Office Use

→ Accuracy Loss of Penalty =

Final Tactical Score =

Fired Time Plus All Penalties

	- 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

Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	16
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Statistical Office Use

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

Shooter Initial:

RO Initial:

Time of Day:

H1034	Course Name:	Basic Pistol Skills Check	Course Number:	6
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical		Team Number:	