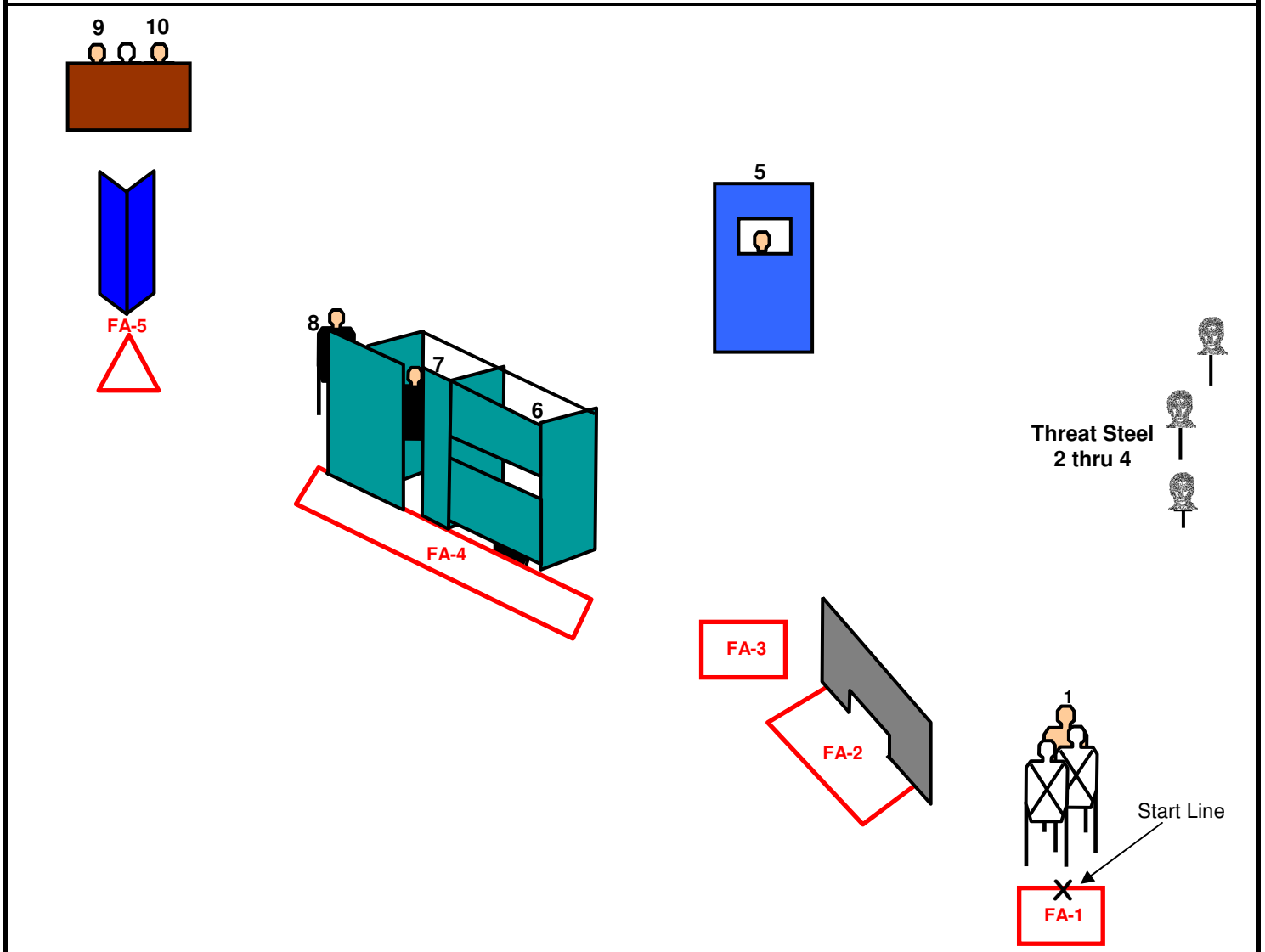


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> Fairfax 6	<b>Course Name:</b> Head Shots Only	<b>H-1036</b>
<b>Course Type:</b> Skill Based	<b>Start/Stop:</b> Shot Timer / Last Shot – 180 Max Time	
<b>Targets:</b> 7 Paper / 3 Steel	<b>Scoring:</b> TPC - Best 2 Hits on Paper / Steel Must Fall	
<b>Firearms / Rounds Required:</b> Duty Handgun = 17 Rounds		
<b>Start Position:</b> Loaded Handgun secured in holster. 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.		
<b>Course Description:</b> Actual incidents have caused many agencies to recognize that they need to incorporate head shots in their training programs. However, many devote very limited training and practice time for officers to become proficient or know their personal limitations. Countless situations may force an officer to make a head shot, including obstructed view of the threat, the threat accidentally or purposely using cover, suspect is wearing body armor, or the suspect deliberately or unintentionally concealed behind a person not posing an immediate threat. This Course places you in 5 situations where the only viable targeting options are head shots. On start Signal: from within Firing Area 1 engage Threat Target 1; move to FA-2 and engage Threat Steel 2 thru 4 thru 4 from under wall; move to FA-3 and engage Threat Target 5 thru port; move to FA-4 and engage Threat Targets 6 thru 8; and move to FA-5 and engage Threat Targets 9 and 10.		
<b>First Shot Time</b> = 2.5 Seconds / Failure = Actual First Shot Time is Penalty		



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

**Course:** Fairfax 6

**Course Name:** Head Shots Only

**H-1036**

## **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 = 10 (3 for Non-Threats)
- Target Stands = 10
- Target Stand Spikes
- Target Stand Sticks = 20 Minimum / Various Lengths
- Steel Head Plate with Stands / Handgun Grade = 3 plus 1 spare
- Visual Barrier Wall - Horizontal with Ground Level Port for FA 2 / Approx. 4' x 8' = 1
- Visual Barrier Wall - Vertical with Port for FA 3 / Approx. 4' x 5' = 1
- Visual Barrier Wall – Vertical for FA 4 / Approx. 4' x 6.5' = 3
- Visual Barrier Wall – Horizontal for FA 5 / Approx. 3/5' x 8' = 1
- RTT Panel Bracket Sets to Make above if walls are not available = 7
- 2 x 2 Lumber for RTT Panel Brackets / 8' lengths = 21 approx. depending on construction design
- Wall Braces = 6
- Blue Training Radio
- Simulated Drivers License
- Tan Head Target Overlays for Steel Targets = 350
- Spray Glue for Head Target Overlays
- Black Paint to Mark Hard Cover on paper targets
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 17 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 =

Loss of Accuracy Penalty

Final Tactical Score

Fired Time Plus All Penalties

*Statistical Office Use*

	- 0	- 2	- 4	Miss	Hits Required
Target 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Steel 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
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
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
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>17</b>

*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"/>

Shooter Initial:

RO Initial:

Time of Day:

H-1036	Course Name: <b>Head Shots Only</b>	Course Number: <b>6</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: