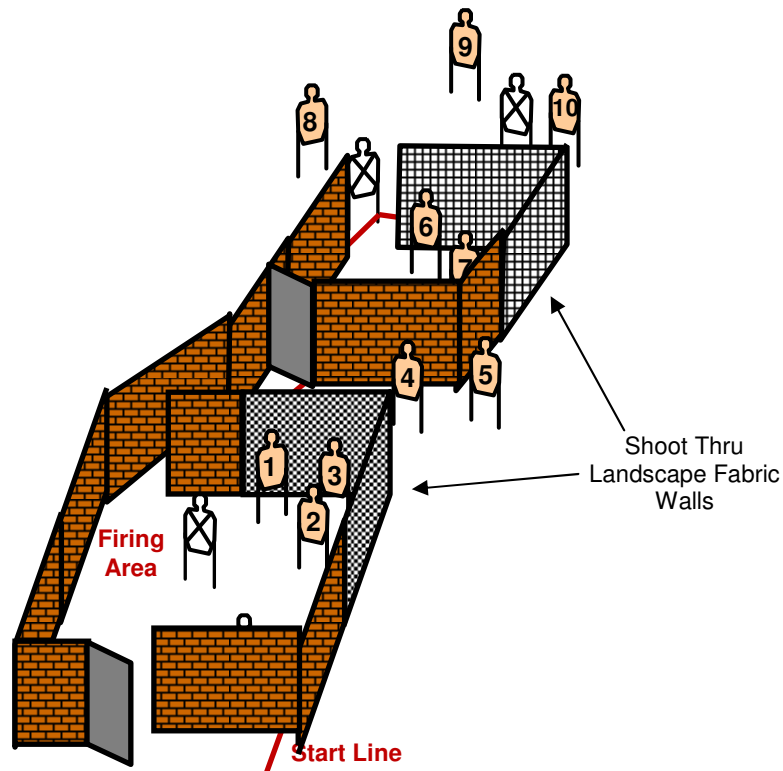


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 3	<b>Course Name:</b> Shield Up & Clear	<b>H-1053</b>
<b>Course Type:</b> Scenario Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time	
<b>Targets:</b> 10 Paper	<b>Scoring:</b> TPC - Best 2 Hits on Paper	
<b>Firearms / Rounds Required:</b> Duty Handgun = 20 Rounds		
<b>Start Position:</b> Holstered loaded handgun. Standing with Heels on Start Line holding Ballistic Shield. Shield must be positioned so that you can look fully through the Viewport.		
<b>Course Description:</b> You are on the scene of an active shooter call at a business. Backup is at least 10 minutes away. You are positioned at the corner of the building and hear gunfire and screaming. If you do not enter now it is assured that innocent persons will be killed. When you arrived you pulled your Ballistic Shield from your cruiser and brought it with you. On the Start Signal, enter the structure and engage Threat Targets 1 through 10 as seen.		
<b>NOTE:</b> ♦ The Ballistic Shield must be carried so as to protect your upper body and you must look through the Viewport at all times except when Reloading or taking Immediate Action. One warning will be issued for failing to use the Viewport. Afterwards Procedurals will be assessed.		
<ul style="list-style-type: none"><li>♦ One Procedural will be assessed for each Threat Target engaged if the handgun is not sighted through the Viewport.</li><li>♦ All Reloading: For Safety Consistency the handgun will be placed in the holster and magazines exchanged as needed.</li><li>♦ Slide Release: May only be done using the Slide Release, or hooking the rear sight on the side of the Ballistic Shield with the muzzle downrange.</li><li>♦ Immediate Action: TAP the Magazine on the side of the Ballistic Shield, RACK the slide by hooking the rear sight on the side of the Ballistic Shield with the muzzle down range, and engage threats if still necessary.</li><li>♦ Feedway Clearance: For Safety Consistency, lower the Ballistic Shield directly in front of you to provide cover to your lower torso and legs and use both hands to LOCK the slide open, RIP out the magazine, RACK the slide several times, TAP in a new magazine, RACK the slide and be READY to engage threats if still necessary.</li></ul>		



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

**Course:** 3

**Course Name:** Shield Up & Clear

**H-1053**

## **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 Target Pastors
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- TPC Targets = 14 (4 for Non-Threat)
- Target Stands = 14
- Target Stand Spikes = Minimum of 14 / Optimum with 28
- Target Stand Sticks = 28 Minimum - Various Heights
- Full Size Fence Sections = 10 Some will be cut in half to create 4 foot sections
- Shoot Thru Walls = 4 Full Size Framed with 2" x 2" lumber and covered with Landscape Fabric
- Doors = 2
- Door Hinge Sets = 2
- Door Springs = 2 Sets
- Door Handle = 2
- 2" x 2" x 8' Lumber = 33
  - For Wall Supports = 13
  - Framing for Shoot Through Walls = 20
- 2" x 4" x 8' Lumber to Hang Door = 4
- 1" x 2" x 8' Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 20
- Landscape Fabric for Shoot-thru-Walls / 6' x 50' Roll = 2 Rolls
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 20 Rounds

Fired Time →

First Shot Time  
↓

**N/A**

First Shot Maximum = N/A

First Shot Penalty

**N/A**

*Statistical Office Use*

→ = **N/A**

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

	- 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
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>20</b>

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

RO Name:

Shooter Initial:

Time of Day:

H - 1053	Course Name: <b>Shield Up &amp; Clear</b>	Course Number: <b>3</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: