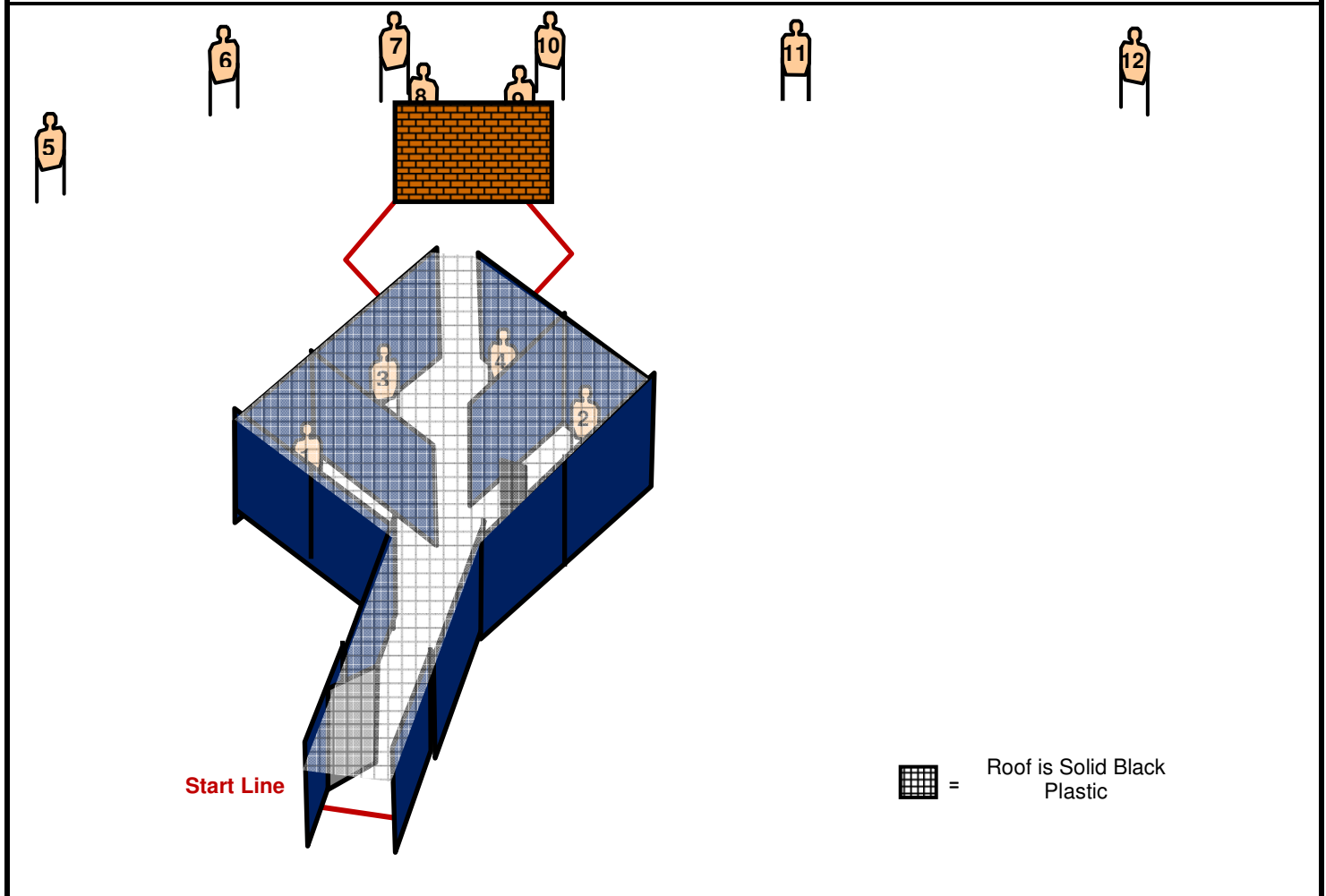


NRA TACTICAL POLICE COMPETITION

Course: 4	Course Name: Apartment Run Through	H-1063
Course Type: Scenario Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 12 NRA TP-1 Paper	Scoring: TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Duty Handgun = 24 Rounds		
Start Position: Holstered Duty Handgun with handheld flashlight in hand. Standing with Heels on Start Line.		
<p>Course Description: You are acting as uniformed back up for the Narcotics Street Crimes Unit doing a Buy Bust Operation in an apartment complex parking lot. Instead of producing narcotics to sell the suspect produced a handgun and robbed the Undercover of the buy cash. Instead of signaling back up officers of the reversal, the Undercover pulled his gun and challenged the suspect. The suspect then fired two shots at the Undercover as he ran away. As you hear the notification on the radio you realize the suspect just ran past you with the Undercover in chase. You join the foot chase and are in between the shooter and the Undercover. As you close to within 10 feet he runs into the open door of a ground floor apartment that you noted while on perimeter and thought it looked like a small party was going on inside the apartment. Thinking that the Undercover was right behind you, you follow the shooter inside. As the shooter runs through the apartment and out the back patio door he fires several shots. On the Start Signal, enter the structure apartment and engage any Threat Targets located, exit and search for additional Threat Targets.</p> <p>NOTE: Before Roll Call you checked your Handgun Mounted Flashlight and found it to be inoperable. You changed batteries but it still did not work. Your supervisor said he would get you a replacement bulb from the Property Officer's Supply Lock Box after he got the shift on the road but you got assigned to this call before he got the bulb for you.</p>		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 4

Course Name: Apartment Run Through

H-1063

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 = 12
- ❑ TPC Cover Target = 2 placed vertically on one stand
- ❑ Target Stands = 13 (one for a Cover Target)
- ❑ Target Stand Spikes = Minimum of 13 / Optimum is 26
- ❑ Target Stand Sticks = 26 Minimum - Various Heights
- ❑ Walls: Framing made with 2" x 2" lumber in 8 foot sections with the walls 7' tall. Framing covered in solid landscape fabric or heavy black plastic.
Top: Covered in black plastic to block light
- ❑ Fence Section / 8' Wide x 6.5' Tall = 1
- ❑ Strobe or Flashing Battery Powered Lights = 4 minimum placed top far corners of each room up behind Threat Targets aimed at shooter.
- ❑ Doors = 1 Option to add second door to create dark space as soon as first door is closed
- ❑ Door Hinge Sets = 1
- ❑ Door Springs = 1 Sets
- ❑ Door Handle = 1
- ❑ 2" x 2" x 8' Lumber = 78 Minimum
 - For Wall Framing = 50
 - For Wall Supports = 18
 - For Top Wall Cross Braces = 10
- ❑ 2" x 4" x 8' Lumber to Hang Door = 3
- ❑ 1" x 2" x 8' Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 32
- ❑ Landscape Fabric or Black Plastic Walls: 8' x 140'
- ❑ Black Plastic for Roof = Approximately 60' x 6'
- ❑ Spikes for Target Stands and Wall Supports = Approximately 80
- ❑ Black Duct Tape to Cover Bullet Holes In Fired Walls = 2 Rolls
- ❑ Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 24 Rounds

Fired Time →

First Shot Time
↓

N/A First Shot Maximum = N/A

First Shot Penalty

N/A → → = **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
Target 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

Total Zone Hits **24**

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"/>

RO Name: **PRINT**

Shooter Initial:

Time of Day:

H - 1063	Course Name: Apartment Run Through	Course Number: 4
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: