

NRA TACTICAL POLICE COMPETITION

Course: 3 **Course Name:** Warrant Search **H-1064**

Course Type: Scenario Based - **Blind Stage** **Start/Stop:** Shot Timer / Last Shot - 180 Max Time

Targets: 12 Paper **Scoring:** TPC - Best 2 Hits on Paper

Firearms / Rounds Required: Duty Handgun = 24 Rounds

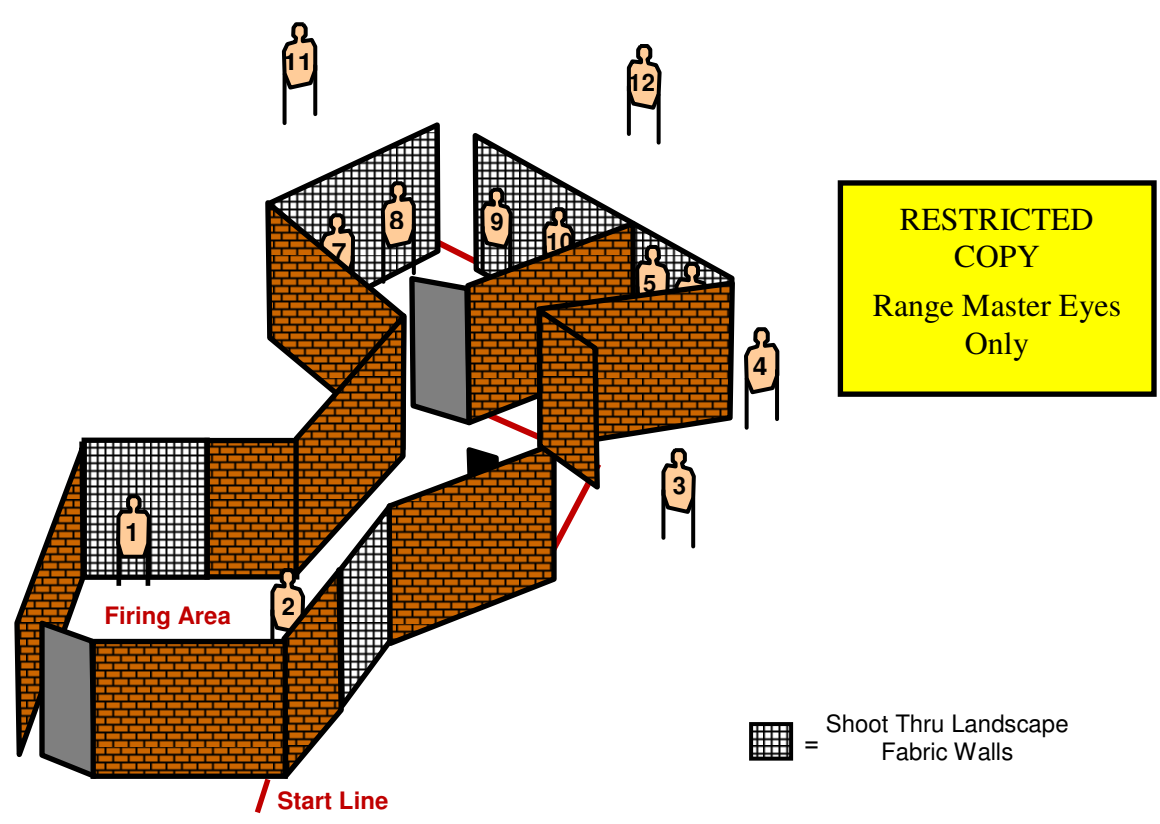
Start Position: Standing with Heels on Start Line. Handgun at Ready Position holding Ballistic Shield at eye level so that you can look fully through the Viewport.

Course Description: It is believed a subject with outstanding warrants for Felonious Assault may be hiding inside one of several abandoned row houses on the block. You and a group of six officers have already checked three. The other officers are starting to search the next two houses and you volunteered to check a small garage and then catch up with them. **There is no Walk Thru on this course.**

On the Start Signal, enter the structure and engage any Threat Targets located.

NOTE: ♦ 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.

- ♦ One Procedural will be assessed for each Threat Target engaged if the handgun is not sighted through the Viewport.
- ♦ All Reloading: For Safety Consistency the handgun will be placed in the holster and magazines exchanged as needed.
- ♦ 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. Procedural for Violation.
- ♦ 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.
- ♦ 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.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 3

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H-1064

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
- ❑ Fence Sections - Full Size = 10 / Some will be cut in half.
Shoot Thru Walls As Shown in Diagram: Connect Fence Section Walls with 2" x 2" lumber and cover with Landscape Fabric or solid black plastic to make Shoot Thru Walls
- ❑ Doors = 2
- ❑ Door Hinge Sets = 2
- ❑ Door Springs = 2 Sets
- ❑ Door Handle = 2
- ❑ 2" x 2" x 8' Lumber = 50
 - For Wall Supports = 28
 - Framing for Shoot Through Walls = 22
- ❑ 2" x 4" x 8' Lumber to Hang Door = 6
- ❑ 1" x 2" x 8' Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 40
- ❑ Landscape Fabric or Black Plastic Sheeting for Shoot-thru-Walls / 8' x 60'
- ❑ Spikes for Target Stands and Wall Supports = 55
- ❑ Ballistic Shield = 2 One for shooter and one for shooter on deck to familiarize with.
- ❑ 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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	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"/>

RO Name: **PRINT**

Shooter Initial:

Time of Day:

H - 1064	Course Name: Warrant Search	Course Number: 3
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: