

# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> SIG 6	<b>Course Name:</b> Tight Shot Challenge	<b>H-1077</b>
<b>Course Type:</b> Skill Based		<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time
<b>Targets:</b> 11 Paper / 18 Steel	<b>Scoring:</b> TPC - Best 2 Hits on Paper / Steel Must Fall or Called Hit by RO	
<b>Firearms / Rounds Required:</b> Duty Handgun = 40 Rounds		

**Start Position:** Loaded holstered Duty Handgun. Standing with heels on Start Line.

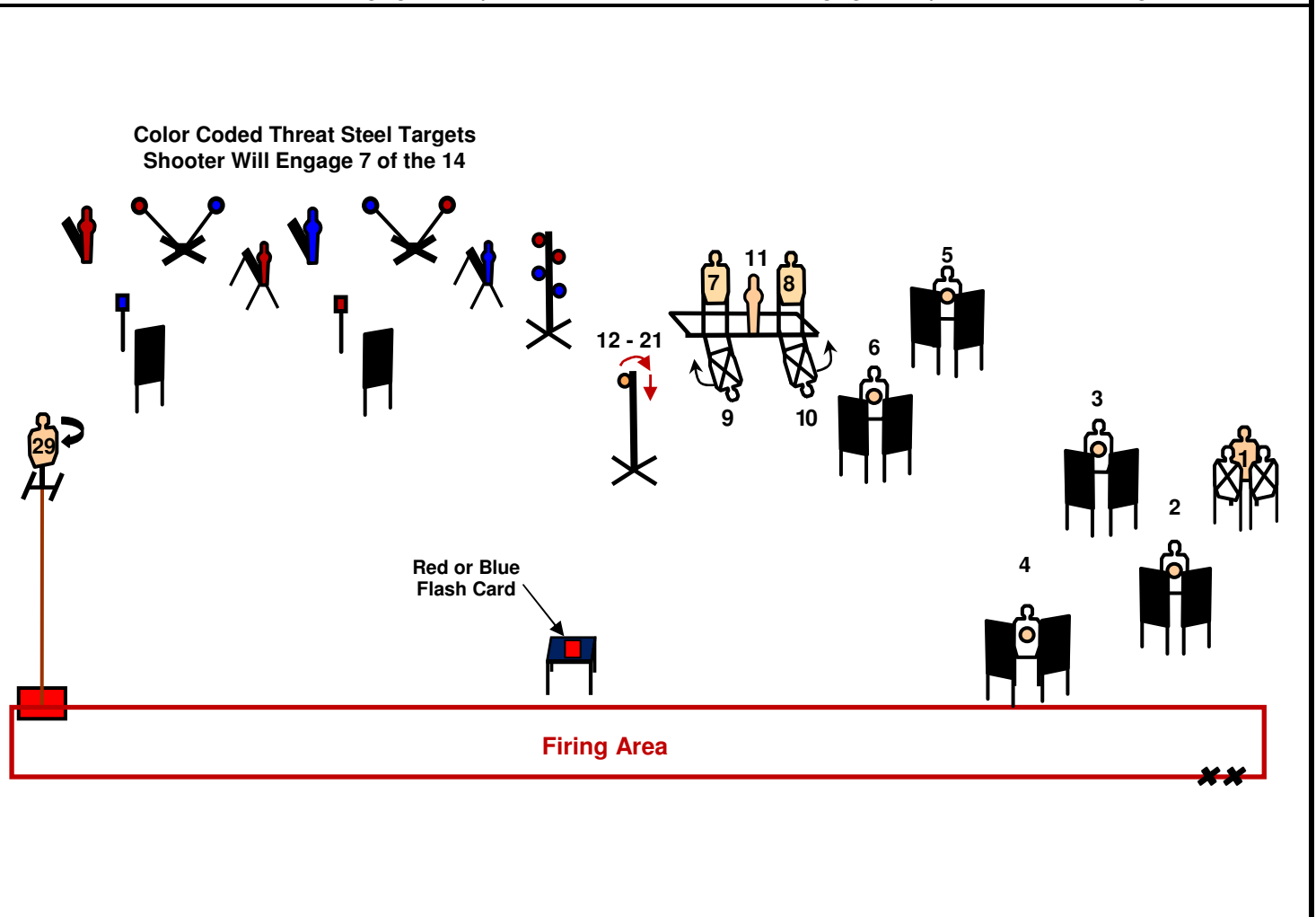
**Course Description:** This course will challenge your ability to focus on the two most important firearm fundamentals, Sight Picture and Trigger Control. This is also a great test to see if you can make that critical head shot that may be necessary to save a hostage or can make a hit when you can only see a small portion of a threat target that must be engaged.

On the Start Signal, from within the Firing Area engage Threat Target 1 with a First Shot Time Requirement of 1.5 seconds and then Threat Targets 2 through 11. First Shot Time Requirement failure penalty is actual fired time.

Then engage Swinging Drop Plate Threat Target 12 to push it fully to the other side of the center rail where it will drop down. Engage the plate 9 additional times, swinging it left and right until it drops from the bottom of the rail.

Go to the table and pick up the Flash Card placed on the table by the Range Officer. The card will either have a Red square or Blue square on it. Engage all Threat Steel Targets that correspond with the color of the card. Engaging a Threat Target with the incorrect color or hitting the wrong target accidentally is the same as hitting a Non-Threat Target with the same penalties applied. To count as a hit, the Dueling Tree plates MUST be swung fully to the opposite side.

After Threat Steel has been engaged step on the activator box and engage Drop Turn Threat Target 29.





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

**Course:** SIG 6

**Course Name:** Tight Shot Challenge

**H-1077**

## **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 Pasters
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- TPC Targets = 13 (7 Used for Non-Threat with 5 of these with 10" Circle Cut Out)
- TPC Cover Targets = 12
- Target Stands = 25
- Target Stand Sticks
- Dueling Tree Steel Target
- NEVCO Double Pop Up Target Stand
- MGM Steel Lolli-Popper Target = 2
- Swing Drop Plate Steel Target
- Head Plate Target and Stand = 2
- Steel Popper Target = 2
- Steel Mini-Popper Target with Stand = 2
- Drop Turn Target
- Activator Stomp Box
- Table to Stage Flash Card On
- 1" x 2" x 8' Lumber for Target Sticks = 50
- Red Rope to Create Firing Area
- Spikes for Target Stands, Firing Area Lines, and Steel Target anchors = 68
- Blue Paint for Steel
- Red Paint for Steel
- Small Table to Stage Flash Card
- Red and Blue Flash Card Set
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 40 Rounds

**Max Time Exceeded = Plus 1000**

**Did Not Finish Course = Plus 1500**

**Disqualified = Plus 2000**

*Penalty Will be Added by the Statistical Office*

**Fired Time** →

**First Shot Time**  
↓

First Shot Maximum = 1.5 Seconds

	- 0	- 2	- 4	Miss	Hits Required
Target 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Drop Swinger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10
Other Steel	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8
Target 29	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2

<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>40</b>
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		<i>Statistical Office Use</i>	
First Shot Penalty	→ <input type="text"/>	→ =	<input type="text"/>
Target Not Engaged	→ <input type="text"/>	Times 20	<input type="text"/>
No Shoot Target Hits	→ <input type="text"/>	Times 10 =	<input type="text"/>
Procedural Penalties	→ <input type="text"/>	Times 10 =	<input type="text"/>
Loss of Accuracy Penalty	→ <input type="text"/>		<input type="text"/>
<b>Final Tactical Score</b>			<input type="text"/>
<i>Fired Time Plus All Penalties</i>			

<i>Statistical Office Use</i>				
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"/>
<b>0</b>	+	+	+	=

**RO Name:**

**Shooter Initial:**

**Time of Day:**

<b>H-1077</b>	Course Name: <b>Tight Shot Challenge</b>	Course Number: <b>6</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: