

# NRA TACTICAL POLICE COMPETITION

**Course:** SA 3 | **Course Name:** Double Zero Down | **H-1079**

**Course Type:** Skill Based | **Start/Stop:** Shot Timer / Last Shot - 180 Max Time

**Targets:** 10 Paper / 5 Steel | **Scoring:** TPC - Best 2 Hits on Paper / Steel Must Fall

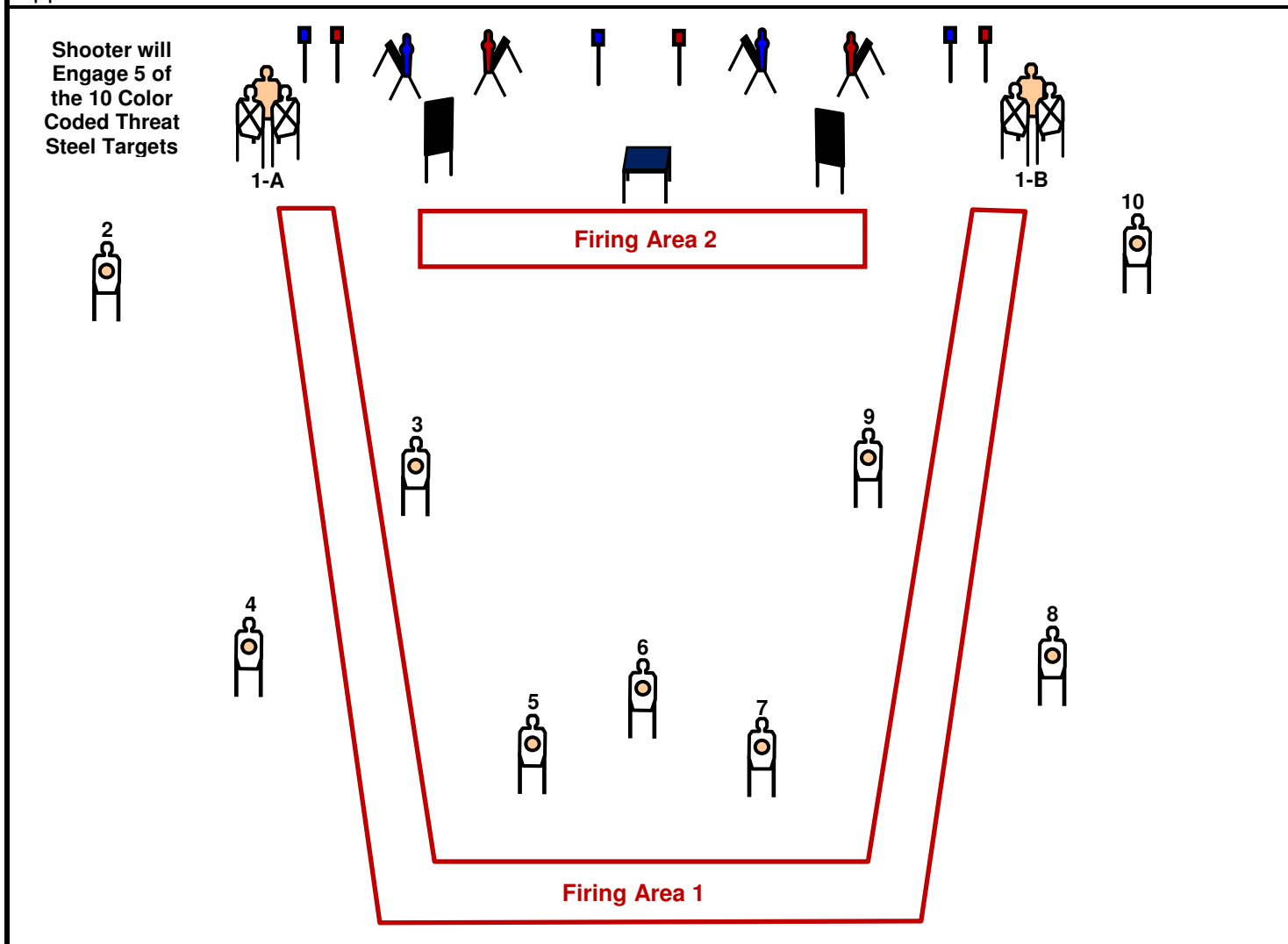
**Firearms / Rounds Required:** Duty Handgun = 25 Rounds

**Start Position:** Loaded holstered Duty Handgun. Facing Down Range with toes on front line of Firing Area 1. Shooters may choose to be on right side or left side of the Firing Area to start.

**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, engage Threat Target 1-A **OR** 1-B with a First Shot Time Requirement of 1.5 seconds. First Shot Time Requirement failure penalty is actual fired time. Then begin walking backward through Firing Area 1. When you reach the back edge of Firing Area 1 advance forward across the range and then follow the marked Firing Area down range walking forward. As you walk engage Threat Targets 2 through 10 **AS SEEN** by firing **through** the Zero Down area cut out in the Non Threat target.

When you reach the end of Firing Area 1, move to Firing Area 2 and pick up the target identification flash card on the table. 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 from within Firing Area 2. 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.





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

**Course:** SA 3

**Course Name:** Double Zero Down

**H-1079**

## **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 = 24 (13 Used for Non-Threat with 9 of these the Zero Down Area Cut Out)
- TPC Cover Targets = 2
- Target Stands = 26
- Target Stand Sticks
- Head Plate Target with Stand = 6
- Steel Mini-Popper Target with Stand = 4
- Table or Barrel to Stage Flash Card On
- 1" x 2" x 8' Lumber for Target Sticks and Firing Area 2 Markers = 64
- Rope to Make Firing Area 1
- Spikes for Target Stands and Firing Area Lines =
- Blue Paint for Steel
- Red Paint for Steel
- Red and Blue Flash Card Set
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 25 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="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
Threat Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	5

**Total Zone Hits**      **25**

		<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:**  Print Your Name Here

**Shooter Initial:**

**Time of Day:**

<b>H-1079</b>	Course Name: <b>Double Zero Down</b>	Course Number: <b>3</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: