

NRA TACTICAL POLICE COMPETITION

Course: H-1085

Course Name: Challenging Bank Deposit

Course Type: Scenario - Visual Walk Through ONLY

Start/Stop: Shot Timer / Last Shot - 180 Max Time

Targets: 12 TP-1 Targets

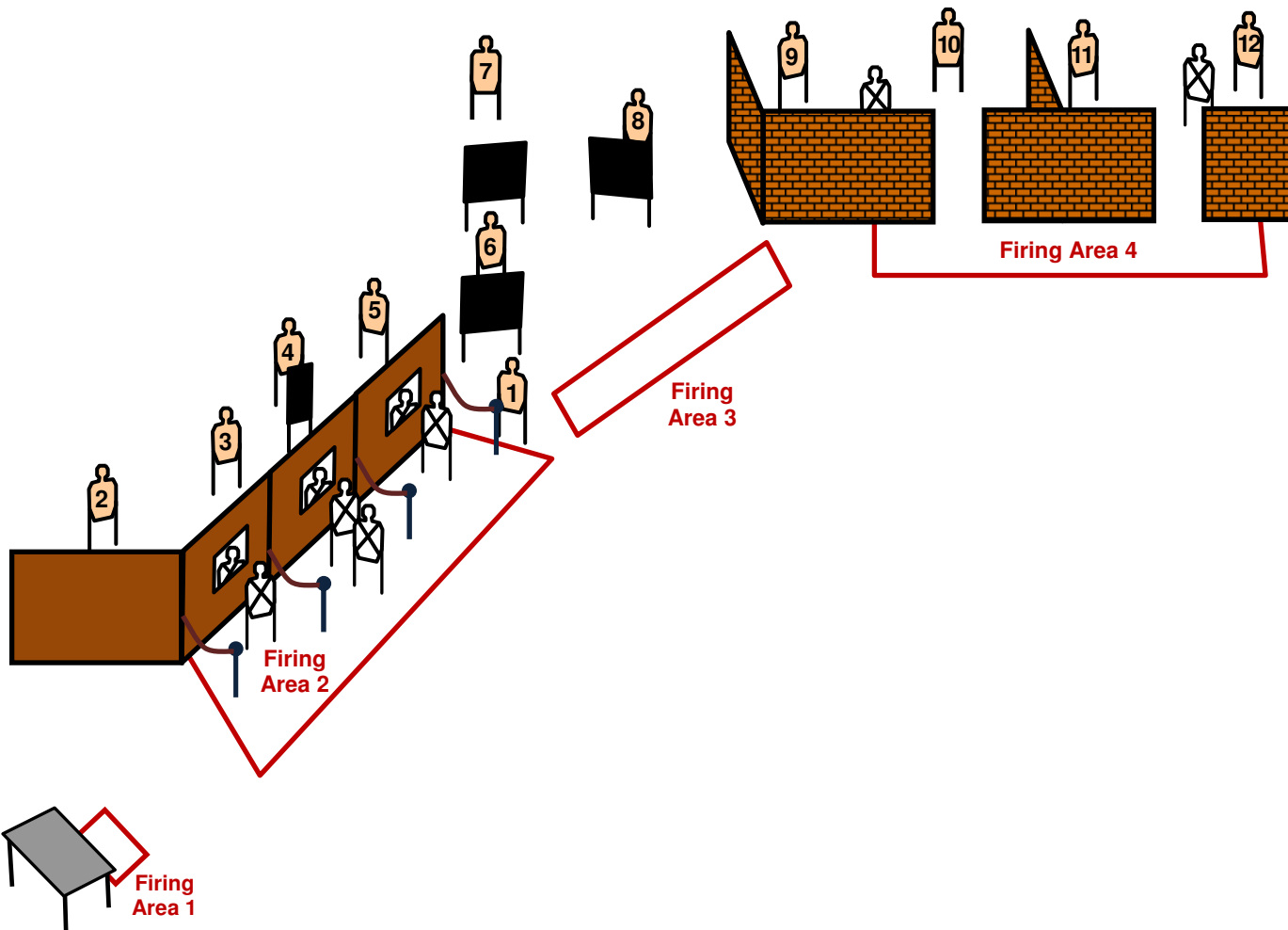
Scoring: TPC - Best 2 Hits on Paper

Firearms / Rounds Required: Duty Handgun = 24 Rounds

Start Position: Standing in Firing Area 1 with loaded holstered Duty Handgun and facing up-range and right. Both forearms flat on table top, holding pen in support hand with pen tip in name box on Deposit Slip as if completing the slip. Head down with eyes looking at deposit slip. Deposit Slip cannot be moved from set location prior to the Start Signal.

Course Description: A check you requested from your credit union came in yesterday's mail and because you are out of deposit slips you need to go to your bank. A branch is in the area you are working and calls are slow so you decide to go in and make the deposit. As you enter you see the lobby is a little crowded but see nothing unusual. You are at one of the customer service tables near the entrance filling out a deposit slip. As you glance over your shoulder you see someone at the last teller window leaning over the counter getting a small backpack from the teller. At about the same time, he turns towards the bank exit and you see he has a pistol in his other hand. You draw and challenge him and he raises his gun towards you. Unbeknownst to you there are other robbers inside the bank.

On the start signal engage Threat Target 1 from Firing Area 1. Enter Firing Area 2 to secure the suspect and engage any other Threat Targets found in the teller area and then move through Firing Area 3 to get to Firing Area 4 to clear the manager's office area. Any Threat Targets in Firing Area 3 MUST be engaged ON THE MOVE. Movement speed MUST be at least close to a normal walk pace. ONE Procedural Penalty will be assessed for each Threat Target engaged while stationary. Knocking over a Non-Threat Target is ONE Procedural.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

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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
- ❑ TP-1 Full Size Targets = 21 (9 for Non-Threat)
- ❑ TPC Cover Targets = 7
- ❑ Target Stands = 25
- ❑ Target Stand Sticks = 50 Minimum - Various Heights
- ❑ Wall Sections for Managers Area = 4 Full Size / 1 Half Size
- ❑ Teller Wall Area Walls: Frame of 2" x 2" lumber covered with Landscape Fabric. Fence Panels may be used instead.
- ❑ Landscape Fabric for Above = 8' x 40'
- ❑ 2" x 2" x 8' Lumber For Wall Supports and Shoot Thru Wall Frames = 50
- ❑ 1" x 2" x 8' Lumber for firing Area Lines, Target Sticks, and Wall Cross Braces = 80
- ❑ Spikes for Walls, Wall Supports, Target Stands, Firing Area Lines = 130
- ❑ Simulated Deposit Slip
- ❑ Table for Start Point
- ❑ Pens = 10
- ❑ Other



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 24 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 = N/A

	- 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

First Shot Penalty: →

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

Statistical Office Use

Accuracy Loss Factor

Accuracy Loss Penalty: + + + =

Above Times 2 Above Times 4 Above Times 10 Total

RO Name:

Shooter Initial:

Time of Day:

Course Name:	Challenging Bank Deposit	Course Number:	H-1085
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	6