

NRA TACTICAL POLICE COMPETITION

Course: 2	Course Name: Perimeter Duty Downed Officer	HR- 5017
Course Type: Scenario Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 19 TPC Paper	Scoring: TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Duty Handgun = 10 Rounds / Duty Rifle = 28 Rounds		
Start Position: Shooter's rifle magazines placed in downed officer's rifle Grab & Go Bag. Duty Handgun loaded and at Ready Position. Standing with Heels on Start Line.		
RO INFO ONLY: Staged Rifle Set Up - dummy round in the chamber with an empty case set up as a "stove pipe" with bolt closed on it and an empty magazine locked in place.		
<p>Course Description: The local Multi-Jurisdictional Task Force is executing a search warrant on a house where members of the anti-government Posse Comitatus group live. You and other patrol units are on perimeter duty watching the rear of the house, which is surrounded by privacy walls made of concrete hollow-core decorative block, from another yard across an alleyway. You have been at your position for approximately 20 minutes when you hear a single gunshot but see nor hear any additional activity. After calling your partner on the radio and receiving no response you move to his position and see him on the ground at the rear gate of the target location. He is not moving as you make your approach. On the Start Signal, move towards your downed partner, engaging any Threat Targets seen with your Duty Handgun. Once there, recover his Duty Rifle and engage any additional Threat Targets.</p>		
<p>The diagram illustrates the course layout. At the bottom right, a 'Start Line' is marked with an arrow pointing left. A red line traces the path of a competitor: from the start line, through a brick wall, around a corner, through a narrow alleyway between two brick walls, and finally into the rear yard of a house. In the rear yard, a blue figure representing a downed officer lies on the ground. A green line shows the 'Walk Thru' path, which is a straight line from the start line to the downed officer, crossing the brick wall and the alleyway. A green box with the text 'Competitors Cannot Go Beyond This Point During Walk Thru' has an arrow pointing to the green line. The house is a long, grey structure with several windows. The rear yard contains several green trees and 19 numbered threat targets (represented by small human icons) positioned around the perimeter. Targets 1-6 are located near the house, target 7 is on the left wall, target 8 is on a window, targets 9-10 are on a table, target 11 is near a tree, target 12 is on a window, target 13 is near a tree, target 14 is on a wall, target 15 is on a window, target 16 is on a wall, target 17 is near a tree, target 18 is on a wall, and target 19 is on a window.</p>		

NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 2

Course Name: Perimeter Duty Downed Officer

HR- 5017

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 & Black Target Pastors
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- TPC Targets = 19
- Target Stands = 18
- Target Stand Spikes = 18 Minimum
- Target Stand Sticks = 36 of Various Lengths
- Spikes for Walls & Wall Braces
- Conduit Wall Supports
- Wall Fence / 6.5' x 8' = 8
- Simulated Concrete Block Walls – Made using 2" x 2" x 8' Lumber & Landscape Fabric = 6
- Simulated Building Windows Made Using Coroplast or Other Material = 3
- Simulated Horizontal and Vertical Walls – 3.5' x 6' = 2
- 2" x 2" x 8' Lumber to Wall Framing, Port Openings & Cross Braces = 21
- 1" x 2" x 8' Lumber for Firing Areas Boundaries & Target Sticks = 32
- Various Size Empty Cardboard Boxes for Props to Block Some Ports
- Artificial Trees for Visual Barriers
- Dummy Rounds for Staged Rifle - 5.56 caliber = 20
- Grab & Go Bag = 1
- Empty Rifle Magazine = 1
- Simulated Downed Officer / Drag Dummy or Upper Torso Made of Compressed Peat Moss Bags
- Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Handgun = 10 Rounds / Duty Rifle = 28 Rounds

	- 0	- 2	- 4	Miss	Hits Required
Target 1					2
Target 2					2
Target 3					2
Target 4					2
Target 5					2
Target 6					2
Target 7					2
Target 8					2
Target 9					2
Target 10					2
Target 11					2
Target 12					2
Target 13					2
Target 14					2
Target 15					2
Target 16					2
Target 17					2
Target 18					2
Target 19					2
Total Zone Hits					38

Fired Time →

First Shot Time
↓

First Shot Maximum = **None**

First Shot Penalty

→

Statistical Office Use

→

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

<i>Statistical Office Use</i>				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<input style="background-color: black;" type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

RO Name:

PRINT

Shooter Initial:

Time of Day:

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Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: