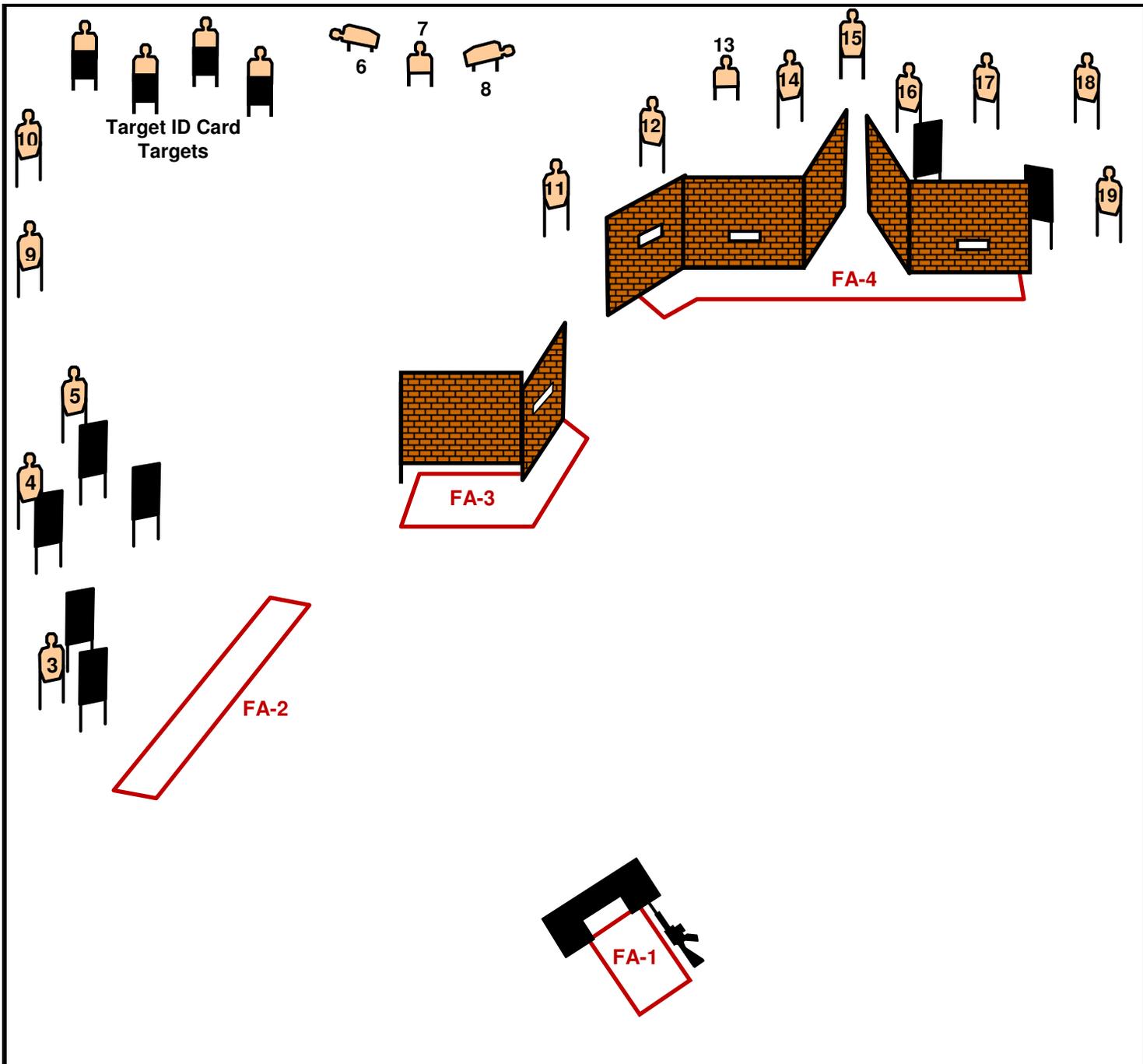


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 1	<b>Course Name:</b> Flash Card Targets	<b>HR-5020</b>
<b>Course Type:</b> Skill Based		<b>Start/Stop:</b> Shot Timer / Last Shot – 180 Max Time
<b>Targets:</b> 19 Paper	<b>Scoring:</b> TPC - Best 2 Hits on Paper	
<b>Firearms / Rounds Required:</b> Patrol Rifle = 28 Rounds MAXIMUM / Duty Handgun = 10 Rounds		
<b>Start Position:</b> Holstered Loaded Handgun. Shooter in Prone Position observing threat area through port. Patrol Rifle loaded with 28 Rounds with Safety ON placed on ground parallel to body on either left or right side with muzzle touching wall.		
<b>Course Description:</b> On Start Signal, pick up Target ID Card in front of you and engage Threat Targets indicated on the Target ID Card through the port from FA-1. Move to FA-2 and engage Threat Targets 3 through 5, then move to FA-3 and engage Threat Targets 6 through 8 from underneath wall and 9 and 10 through port. Advance to FA-4 and engage Threat Targets 11 through 19 from within the Firing Area. When Rifle goes empty, transition to Duty Handgun using Muzzle Up or Muzzle Down technique, or Sling Muzzle Down and complete course. Rifle cannot be left behind or grounded except to clear malfunctions/load. NOTE: Hitting a Target not on the Target ID Card is hitting a Non-Threat Target.		



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

**Course:** 1

**Course Name:** Flash Card Targets

**HR-5020**

## **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 (if available) – 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- TPC Targets = 20 (2 for Non-Threats)
- TPC Cover Targets = 10
- Target Stands = 28
- Target Stand Spikes
- Target Stand Sticks = 56 Minimum / Various Lengths
- Full Size Fence Sections or Horizontal Wall Visual Barriers - 6.5' x 8' = 7 (4 with Ports)
- Conduit Wall Supports
- Coroplast to Make FA-1 Wall = 1 - 4' x 8' Sheet
- 2" x 2" x 8' Lumber to Make Wall at FA-1 and Wall Supports = 20
- 1" x 2" x 8' Lumber to Make Frames / Supports to Hang Coroplast = 50
- Target ID Cards
- Number/Color Target ID Sheets
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Patrol Rifle = 28 Rounds / Duty Handgun = 10 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
<b>Total Zone Hits</b>					<b>38</b>

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

*Statistical Office Use*

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

+

+

+

=

RO Name:

Shooter Initial:

Time of Day:

HR-5020	Course Name: <b>Flash Card Targets</b>	Course Number: <b>1</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number:

## **Next Three Pages**

**Print in color and then cut pages into quarters to get 12 Target ID Flash Cards**

## **Pages 8 and On**

**The large numbers on the pages following the cards are the actual Target Numbers to hang on the targets.**

**RO randomly places one of the 12 cards face down underneath the prone port.**

**On the Start Signal the shooter turns over the card and they see what targets to engage.**

**A card that has a Blue Square and the Number 2 on it would mean they shoot the Number 2 Target and the target that has the Blue background on the Target Number.**

**A card that has a Yellow Square and the Number 3 on it would mean they shoot the Number 3 Target and the target that has the Yellow background on the Target Number.**

**1**



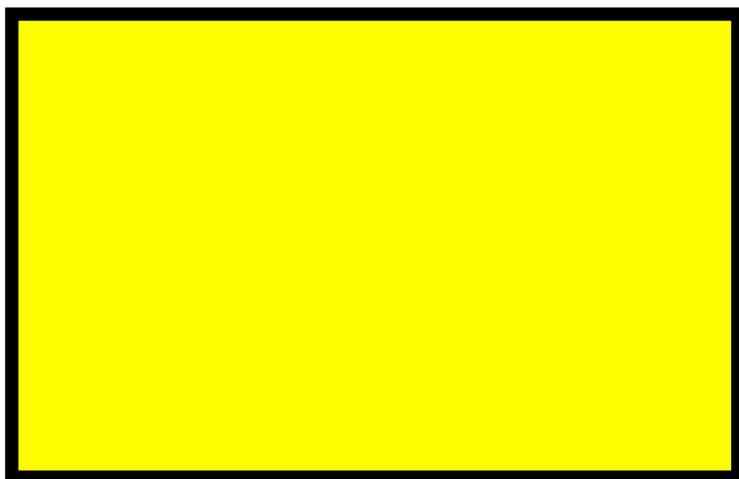
**3**



**4**



**2**



**2**



**4**



**3**



**1**



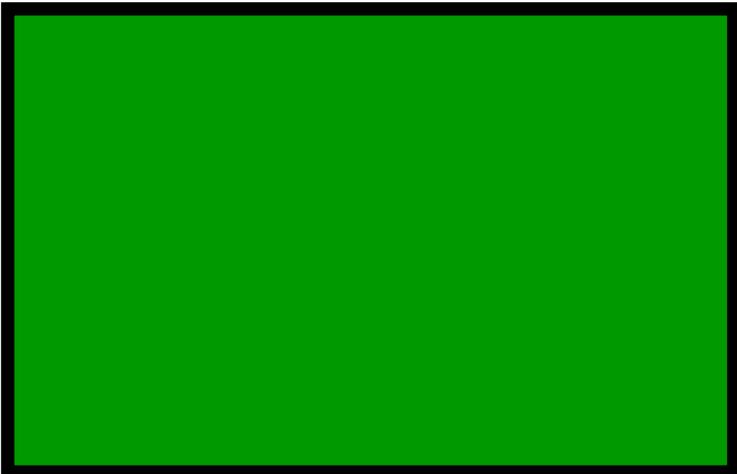
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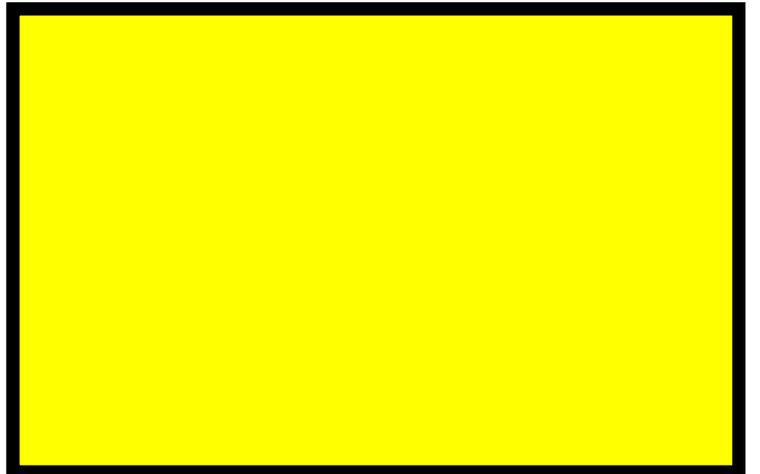
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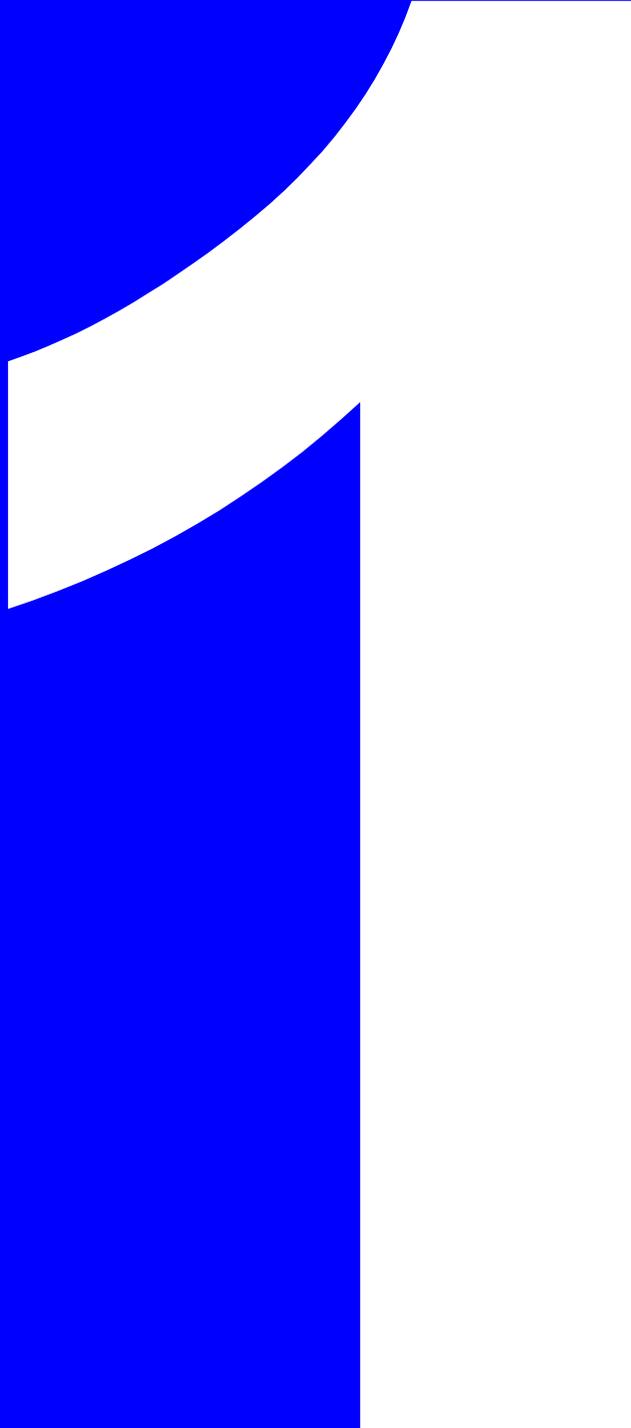
**1**



**3**



2



33

4