

NRA TACTICAL POLICE COMPETITION

Course: 4 | **Course Name:** All Three & Handgun Again

Stage Type: Scenario Based | **Start / Stop:** Shot Timer / Last Shot – 180 Max Time

Targets: 20 Paper - 9 Steel - 5 Clays | **Scoring:** Best 2 on Paper / Steel Must Fall or Flash / Clays Break

Firearms / Rounds Required: Shotgun = 5 Birdshot / Duty Handgun = 16 Rounds / Rifle = 33 Rounds

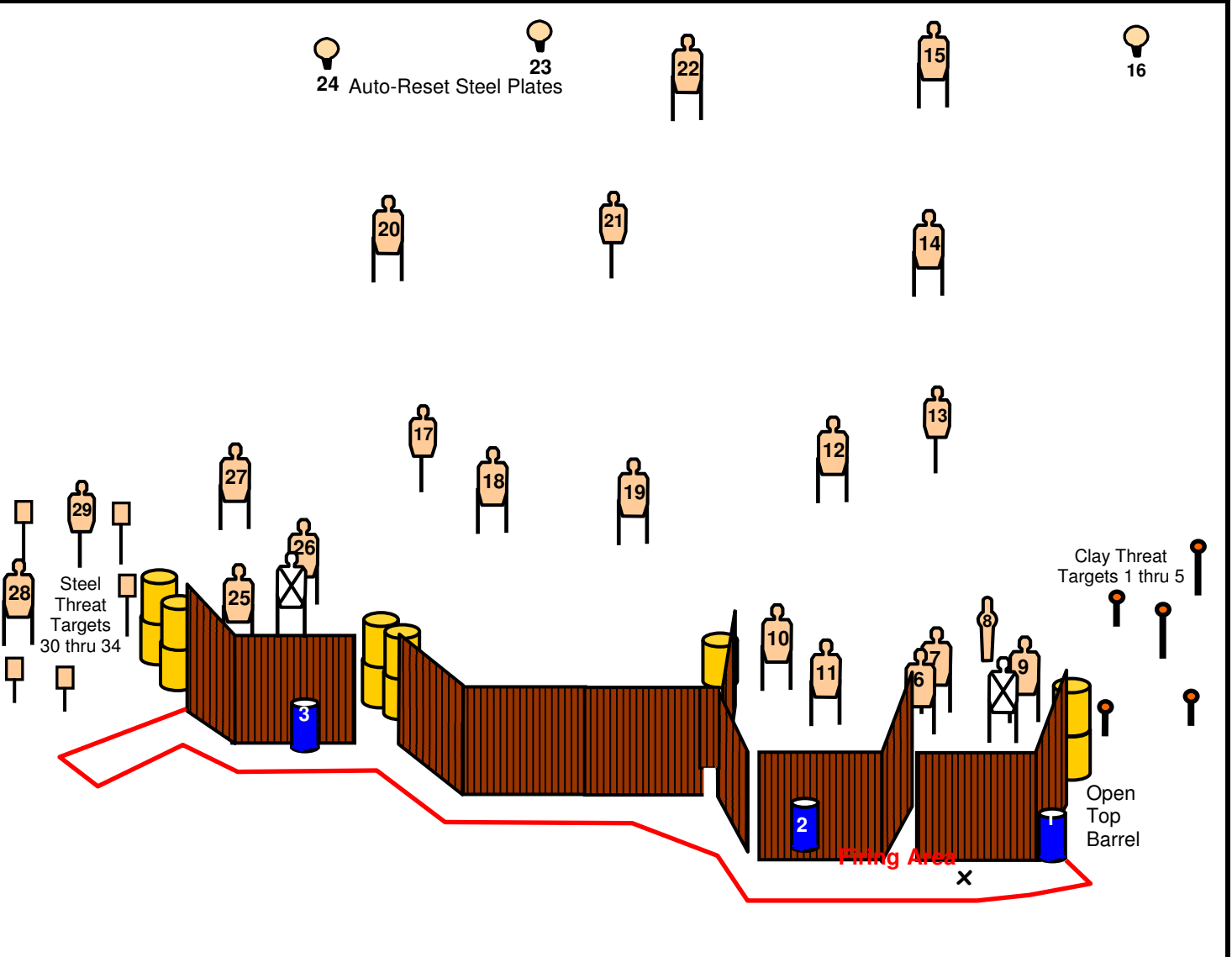
Start Position: * Holstered Loaded Duty Handgun.

Patrol Rifle loaded to Cruiser Safe (safety ON, bolt closed on empty chamber, magazine locked in place) staged in Open Top Barrel 2.

Standing with heels on mark with Duty Shotgun loaded with 4 rounds at Shoulder Ready Position. No additional shotgun rounds may be loaded until after first shotgun round has been fired.

Course Description: On Start Signal, from within the Firing Area engage Clay Targets with Duty Shotgun and then place Shotgun muzzle down inside Barrel 1 with Safety ON. Transition to Handgun and engage Threat targets 6 thru 9. Recover Patrol Rifle from Barrel 2 and engage Threat Targets 10 thru 27 as seen. Place Rifle muzzle down in Barrel 3 with Safety ON. Transition to Duty Handgun and engage Threat Targets 28 thru 34.

RO will call Hits on Auto-Reset Steel.



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 & Black Target Pastors
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- Tan Paint for Steel
- TPC Targets = 19
- IPSC 1/2 Size Targets = 4
- Target Stands = 23
- Target Stand Sticks = 46 Minimum / Various lengths
- Target Stand Spikes
- Steel Auto-Reset 8 Inch Plate = 3
- Steel Pepper Popper – Small Size / Handgun Grade = 1
- Steel 6 x 6 Plates with Stand Rods = 5
- Clay Bird Holder = 5
- 6 x 8 Fence Sections = 11
- Open Top Barrels = 3
- Barrels for visual barriers = 11
- Carpet or foam for bottom and sides of barrels to protect firearm
- Wall Supports
- Other:



NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Shotgun = 5 Birdshot / Patrol Rifle = 33 Rounds / Duty Handgun = 16 Rounds

	- 0 A-B	- 2 C	- 4 D	Miss	Hits Required
Clay 1 - 5					5
Popper 6					1
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
Target 20					2
Target 21					2
Target 22					2
Target 23					2
Target 24					2
Rifle Steel					1
Rifle Steel					1
Rifle Steel					1
Target 28					2
Target 29					2
Steel 30-34					5
Total Zone Hits					54

Fired Time →

Statistical Office Use	
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"/>
Accuracy Loss Penalty	<input type="text"/>
Final Tactical Score	<input type="text"/>
Fired Time Plus All Penalties	

Statistical Office Use				
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"/>
	0	+	+	=

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	HRS 6007 - All Three & Handgun Again	Course Number:	4
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

