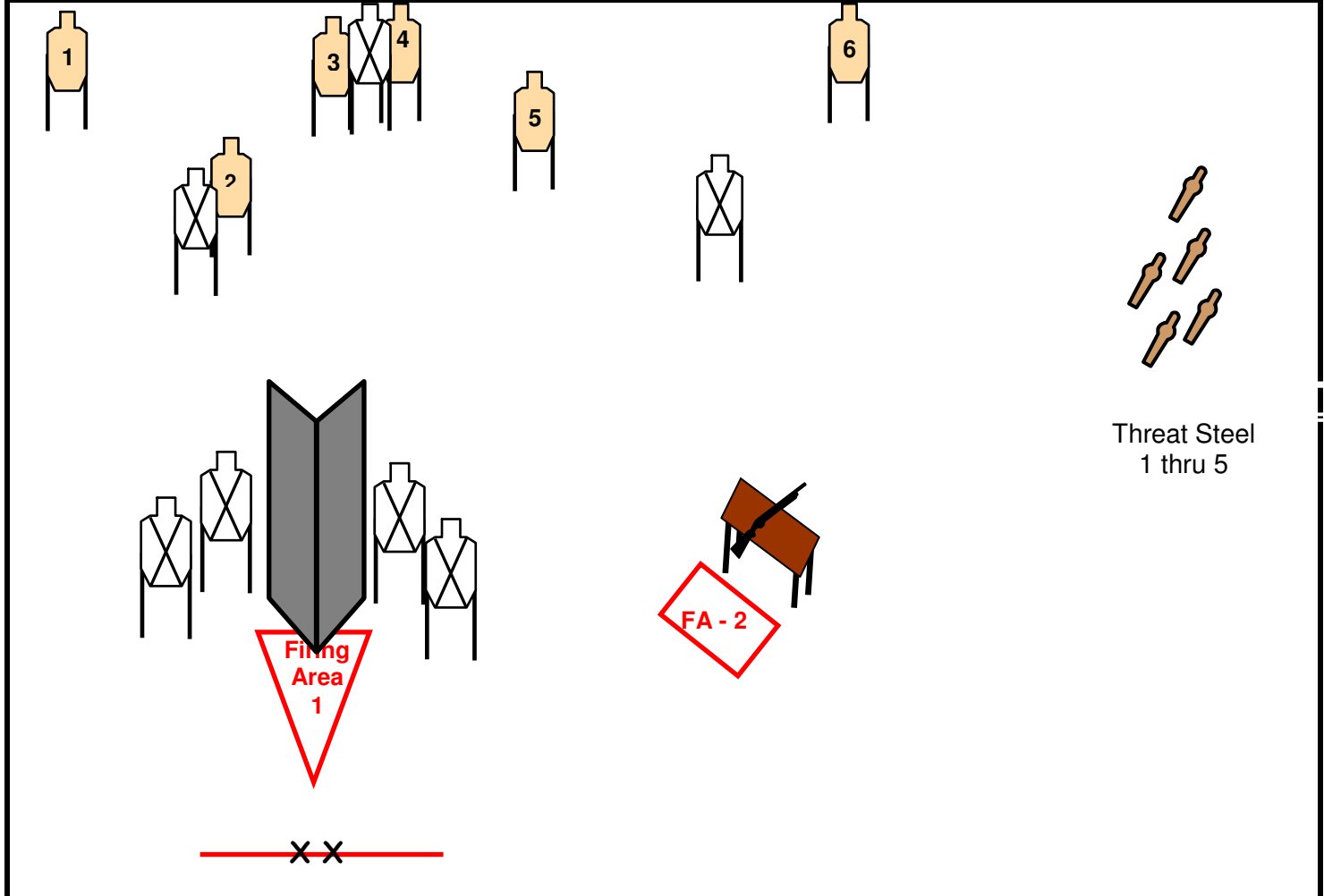


NRA TACTICAL POLICE COMPETITION

Course: 5	Course Name: Rifle – Shotgun - Handgun Transition	
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot – 180 Max Time
Targets: 6 Paper - 5 Steel	Scoring: TPC - Best 4 Hits on Paper / Steel Must Fall	
Firearms / Rounds Required: Patrol Rifle = 24 Rounds Duty Shotgun = MAXIMUM of 4 Birdshot Rounds Duty Handgun = 1 Round		
Start Position: Holstered loaded handgun. Unloaded shotgun on table, Safety ON, action closed, muzzle towards Steel Threat Targets with position reference visible through trigger guard. Four Birdshot rounds on table as directed. Rifle loaded to Cruiser Ready with FULL magazine at Shoulder Ready Position. Standing with heels touching start line.		
Course Description: On signal, move to Firing Area and engage Threat Targets 1 thru 6 with 2 rounds to the body and 2 rounds to the head with rifle rounds from standing unsupported position. Threat Target 1 and 2 must be engaged from the left side of the barricade and Threat Target 5 and 6 must be engaged from the right side of the barricade. Shooter may start on ether side. After engaging Threat Targets on one side of the barricade, prior to engaging targets on the opposite side a Tactical Reload must be completed - failure to perform = 2 Procedural Penalties. Move to Firing Area 2, ground rifle with safety ON, muzzle down range on Shotgun table. Secure Duty Shotgun, load, and fire four Birdshot Rounds at Threat Steel. Immediately transition to Duty Handgun when empty and engage any remaining Threat Steel one handed. Duty Shotgun <u>must be</u> gripped & secured in Support Hand using Muzzle Up or Muzzle Down Transition Technique after transition. A sling <u>may not</u> be used nor may shotgun rest on any support. Fail to Comply = 2 Procedurals.		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 5

Course Name: Rifle – Shotgun - Handgun Transition

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 Make Start Line
- ❑ TPC Targets = 13 (6 Threat / 7 Non-Threat)
- ❑ Target Stands = 13
- ❑ Target Stand Spikes
- ❑ Target Stand Sticks = 26 Minimum / Various Lengths
- ❑ Two, 4-5 Foot Wide Standing Panel, Barrels or Other Material to Make Visual Barricade
- ❑ Steel Shotgun/Handgun Rated Poppers = 5
- ❑ Table to Stage Shotgun
- ❑ Other:



NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Rifle = 24 Rounds / Duty Shotgun = 4 / Duty Handgun = 1

Fired Time →

Each Rifle Target Requires 2 Body Hits & 2 Head Hits

	- 0	- 2	- 4	Miss	Hits Required
Target 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
Target 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
Target 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
Target 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
Target 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
Target 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4
Steel 1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1
Steel 2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1
Steel 3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1
Steel 4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1
Steel 5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	29

Statistical Office Use

Target Not Engaged → Times 20 =

No Shoot Target Hits → Times 10 =

Procedural Penalties → Times 10 =

Accuracy Loss Penalty

Final Tactical Score

Fired Time Plus All Penalties

Statistical Office Use

Accuracy Loss Factor

Accuracy Loss Penalty **0** + Above Times 2 + Above Times 4 + Above Times 10 = Total

Course Name: NRA Course HRS 6008 - Rifle-Shotgun-Handgun Transition	Course Number: 5
Competitor Name: <input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number: <input type="text"/>

