

# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> SIG 1	<b>Course Name:</b> Better Off With A Rifle	<b>HSR-6012</b>
<b>Course Type:</b> Scenario Based		<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time
<b>Targets:</b> 5 Clays / 16 Paper / 3 Steel	<b>Scoring:</b> Best 2 Hits on Paper / Steel Must Fall / Clays Must Break	
<b>Firearms / Rounds Required:</b> Shotgun = 5 Birdshot MAX / Duty Handgun = 12 Rds / Patrol Rifle = 23 Rds		
<b>Start Position:</b> Holstered loaded handgun. Patrol Rifle loaded to Cruiser Safe (Safety ON, bolt closed on empty chamber, loaded magazine locked in place) locked in cruiser trunk. Standing with toes on Start Line with Duty Shotgun loaded with 5 rounds held in primary hand with arm fully extended down by side.		
<p><b>Course Description:</b> About an hour ago units had chased a group of gang members from the scene of a burglary. You decide to check the far side of a park in your assigned area that adjoins one of the streets near the area the gang members were seen on. You think there is a chance they passed through the park and stashed the stolen property there so they would not be caught with it if stopped and will come back for it later. Due to the dense vegetation in the park you decided to take your Duty Shotgun with you. You are on the path leading to the back section when you suddenly come up on three of the gang members who see you at the same time. They immediately begin to pull handguns from their waistbands.</p> <p>On the Start Signal, engage Threat Targets 1 through 5 with your Duty Shotgun from within Firing Area 1. First Shot Time Requirement is 2 seconds. Transition to your Duty Handgun and make your way back to your cruiser engaging Threat Targets 6 through 11 as you move through Firing Area 1. Move to your cruiser and secure your empty Duty Shotgun Muzzle Down in the barrel and get your Patrol Rifle from the trunk. Move through Firing Area 2 engaging Threat Targets 12 through 14 with your Patrol Rifle to get to cover at Firing Area 3. Continuing with your Patrol Rifle engage Threat Targets 15 through 24 from within Firing Area 3. Only one Steel Threat Target may be engaged from each port.</p> <p><b>NOTES:</b> 1. For transition from Duty Shotgun to Duty Handgun you may use a sling, Muzzle Up, or Muzzle Down Transition methods. 2. First Shot Time Requirement failure = Penalty is Actual First Shot Time.</p>		
<p>The diagram illustrates the course layout. At the top, five clay targets (Threat Targets 1-5) are positioned above a red 'Start Line'. Below the start line is Firing Area 1 (FA-1), a red-outlined area containing a blue cruiser, a blue barrel, and several green trees. Threat Targets 6-11 are represented by human figures scattered throughout FA-1. To the right of FA-1 is Firing Area 2 (FA-2), a red-outlined area containing Threat Targets 12-14 (human figures). Further right is Firing Area 3 (FA-3), a large red-outlined area containing Threat Targets 15-24. Threat Targets 15-16 are human figures, while 17-24 are represented by human figures behind a brown bench. Above FA-3 are three steel targets (22, 23, 24) represented by icons of a handgun, a handgun in a holster, and a handgun in a holster. A legend at the top right shows icons for Threat Targets 22, 23, and 24.</p>		

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

**Course:** SIG 1

**Course Name:** Better Off With a Rifle

**HSR = 6012**

## **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
- ❑ TPC Targets = 16
- ❑ TPC Cover Target = 7
- ❑ Target Stands = 23
- ❑ Target Stand Stakes = 40 Minimum
- ❑ Target Stand Sticks = 46 Minimum -Various Heights
- ❑ Full Size Fence or Landscape Walls for FA-3
- ❑ Large Size Rifle Grade Flash Steel Target = 1
- ❑ Medium Size Rifle Grade Flash Target = 2
- ❑ Cruiser
- ❑ Open Top Barrel
- ❑ 2" x 2" x 8' Lumber  
Wall Framing, Wall Braces and Cross Braces = 55
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines, & Target Stand Sticks = 85
- ❑ Spikes for Walls, Supports. Firing Area lines, Target Stands, etc. = 120
- ❑ Clay Bird Stands = 7 (COF plus 2 extra)
- ❑ Clay Birds: 5 Per Shooter  
For 100 Shooters = 500 Clays / 90 Count Box = 6 Cases  
For 130 Shooters = 650 Clays / 90 Count Box = 8 Cases
- ❑ Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 5 Birdshot MAX / Duty Handgun = 12 Rounds / Patrol Rifle = 23 Rounds

**Max Time Exceeded = Plus 1000**

**Did Not Finish Course = Plus 1500**

**Disqualified = Plus 2000**

*Penalty Will be Added by the Statistical Office*

	0	+ 2	+ 4	Miss	Hits Required
Clays					5
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
Target 20					2
Target 21					2
Steel					3
<b>Total Zone Hits</b>					<b>40</b>

**Fired Time** →

**First Shot Time** ↓  
 First Shot Maximum = 2 Seconds

**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 Above Times 2 Above Times 4 Above Times 10 Total

Accuracy Loss Penalty **0** +  +  +  =

**RO Name:**  PRINT

**Shooter Initial:**

**Time of Day:**

HSR-6012	Course Name: <b>Better Off With A Rifle</b>	Course Number: <b>1</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: