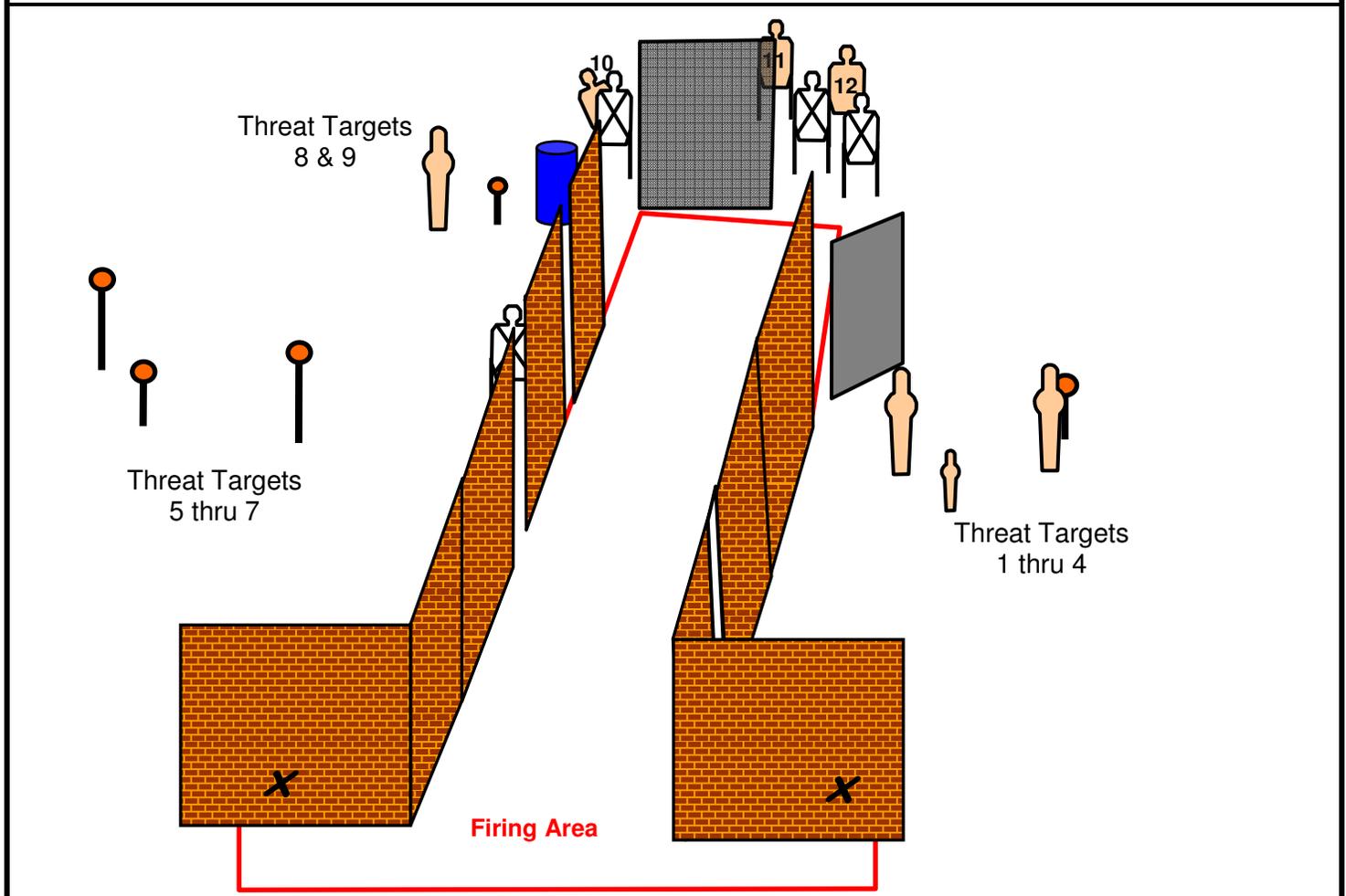


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 6	<b>Course Name:</b> Bank Robbery Perimeter
<b>Course Type:</b> Scenario Based	<b>Start/Stop:</b> Shot Timer / Last Shot – 180 Max Time
<b>Targets:</b> 3 Paper / 5 Clays / 4 Steel	<b>Scoring:</b> Best 2 Hits on Paper / Steel Must Fall / Clays Must Break
<b>Firearms / Rounds Required:</b> Duty Shotgun = <b>MAXIMUM</b> of 8 Birdshot Rounds / Handgun = 7 Rounds	
<b>Start Position:</b> Handgun loaded & holstered. Duty Shotgun loaded with up to 5 rounds. Additional shotgun rounds cannot be loaded until after the first round has been fired. Shooter standing with toe touching mark on either wall, Shotgun at Shoulder Ready - Safety ON.	
<b>Course Description:</b> You are part of responding units to an armed bank robbery and have been directed to come from the rear between two commercial buildings 8 blocks away and take a position to observe & cover the front street. It is believed that an off-duty officer tried to intervene as he was entering the bank and was shot by the get away vehicle driver just outside the bank. Callers who claim to be inside the bank state that 4 to 8 armed individuals fled on foot. While deploying the Duty Shotgun from your cruiser you see that the <u>sling is missing</u> . You move to enter between the buildings to go to the front and find an observation position. Just as you round the corner to enter the alley you see 3 or 4 suspects who begin firing as they retreat.	
At the Start Signal, advance and engage Threat Targets 1 thru 9 with Duty Shotgun until empty. Transition to Duty Handgun and engage remaining Threat Targets. Paper Threat Targets may not be engaged with Shotgun - any Hit will count as a Miss, plus 1 Procedural Penalty Per Shot will be assessed.	
Duty Shotgun <u>must be</u> gripped & secured in Support Hand using Muzzle Up or Muzzle Down Transition Technique after transition to Duty Handgun and a sling <u>may not</u> be used. Fail to Comply = 2 Procedurals	



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

**Course:** 6 | **Course Name:** Bank Robbery Perimeter

## **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 Lines
- TPC Targets = 7 (4 for Non –Threat)
- Target Stands = 7
- Target Stand Stakes
- Target Stand Sticks = 14 minimum / Various lengths
- Pepper Popper Steel Targets / Pistol-Shotgun Grade = 4 (2 Large & 2 Small if available)
- Clay Target Stands = 5 / Various Heights
- Plastic Barrels = 1 Full Size used for visual barrier
- Wall Fence Sections = 9 Full
- Narrow wall section or wide barricade for visual barrier on right side
- Conduit Wall Braces = 18 Minimum
- Paint For Steel
- Clay Targets = 120 Shooters = 600 - 7 cases of 90 count / 100 Shooters = 500 - 6 Cases
- Other:



NRA Law Enforcement Division

# NRA TACTICAL POLICE COMPETITION SCORECARD

Duty Shotgun = 8 Birdshot Rounds / Duty Handgun = 7 Rounds

Fired Time →

Target Not Engaged

*Statistical Office Use*

Times 20 =

No Shoot Target Hits

Times 10 =

Procedural Penalties

Times 10 =

Accuracy Loss Penalty

**Final Tactical Score**

Fired Time Plus All Penalties

	- 0	- 2	- 4	Miss	Hits Required
Steel 1 - 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
Clay 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Clay 5 - 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	3
Clay 8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Steel 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 11	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 12	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2

Total Zone Hits





**15**

*Statistical Office Use*

Accuracy Loss Factor

Accuracy Loss Penalty

Above Times 2 +

Above Times 4 +

Above Times 10 +

=  Total

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	<b>NRA Course HS 4006 - Bank Robbery Perimeter</b>	Course Number:	<b>6</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

