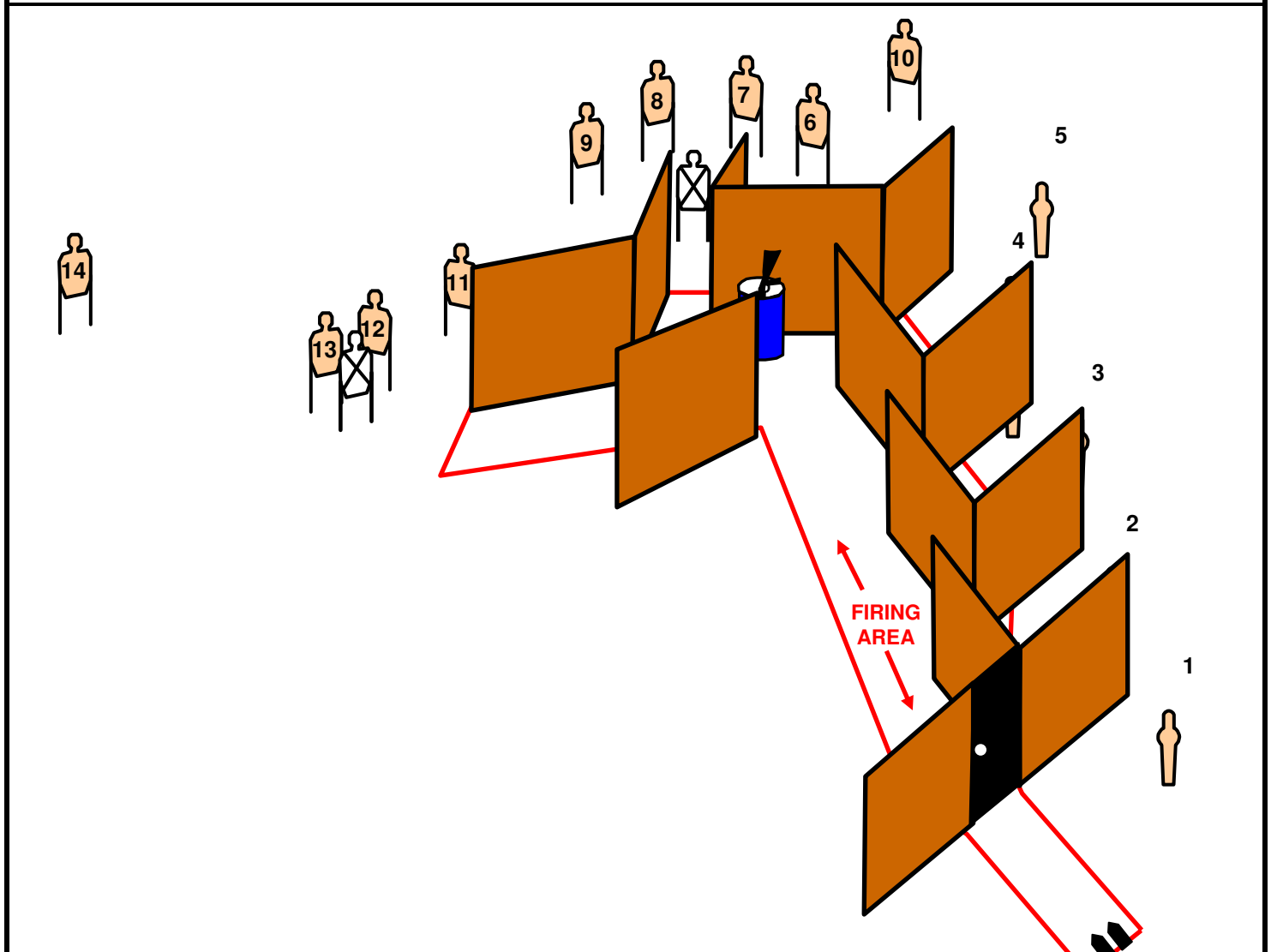


NRA TACTICAL POLICE COMPETITION

Course: 6	Course Name: Guns at the Pawn Shop	HS - 4014
Course Type: Scenario Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time	
Targets: 5 Steel / 9 Paper	Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall	
Firearms / Rounds Required: Duty Shotgun = 5 Birdshot Rounds MAXIMUM / Duty Handgun = 18 Rounds		
Start Position: Holstered loaded Duty Handgun. Shotgun loaded with 5 rounds. Standing with heels touching marks and Shotgun at Shoulder Ready Position. No other Shotgun Rounds may be carried or used.		
Course Description: A caller stated that he saw several subjects enter a pawn shop with guns in hand. Knowing the building layout, you approach the rear door in an effort to see if you can look through the rear window. As you round the building corner you come face to face with an armed individual. On the Start Signal, from within the Firing Area, engage Threat Target 1, move into the building and engage Threat Steel 2 thru 5 with Duty Shotgun. Place Shotgun Muzzle Down in barrel and secure to barrel using handcuffs (Safety may be OFF since Shotgun is UNLOADED). Transition to duty Handgun and engage Threat Targets 6 thru 14.		
Duty Handgun may be used to engage Threat Steel missed after firing all Shotgun Rounds.		
First Shot Time Requirement = 1.5 Seconds / Failure = Actual First Shot Time is Penalty		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 6

Course Name: Guns at the Pawn Shop

HS – 4014

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
- Material To Mark Start Line
- TPC Targets = 11 (2 for Non-Threat)
- Target Stands = 11
- Target Sticks = 22 Various Sizes
- Spikes for Target Stands, Poppers and Wall Braces = 40
- Pepper Popper Steel Targets / Pistol-Shotgun Grade = 5
- Fence Sections for Walls – 6.5' x 8' = 12 plus 1 Half Section
- Conduit Wall Supports = 14 minimum
- Paint For Steel
- Door
- Spring Loaded Hinges for Door
- 2 x 4 x 8 Lumber to Create Left and Right Door Frame - 2
- 2 x 2 x 8 Lumber for Wall Cross Braces = 8
- 1 x 2 x 8 Lumber for Target Stand Sticks = 22
- Open Top Barrel / Padded with Foam or Carpet
- Training Handcuffs with Speed Release
- Other:



NRA Law Enforcement Division

TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 5 Birdshot Rounds / Duty Handgun = 18 Rounds

Fired Time →

First Shot Time
↓

First Shot Maximum = 1.5 Seconds

	- 0	- 2	- 4	Miss	Hits Required
Steel Targets					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
Total Zone Hits					23

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:

PRINT

Shooter Initial:

Time of Day:

HS - 4014

Course Name:

Guns at the Pawn Shop

Course Number:

6

Competitor Name:

Patrol

Tactical

Team Number: