

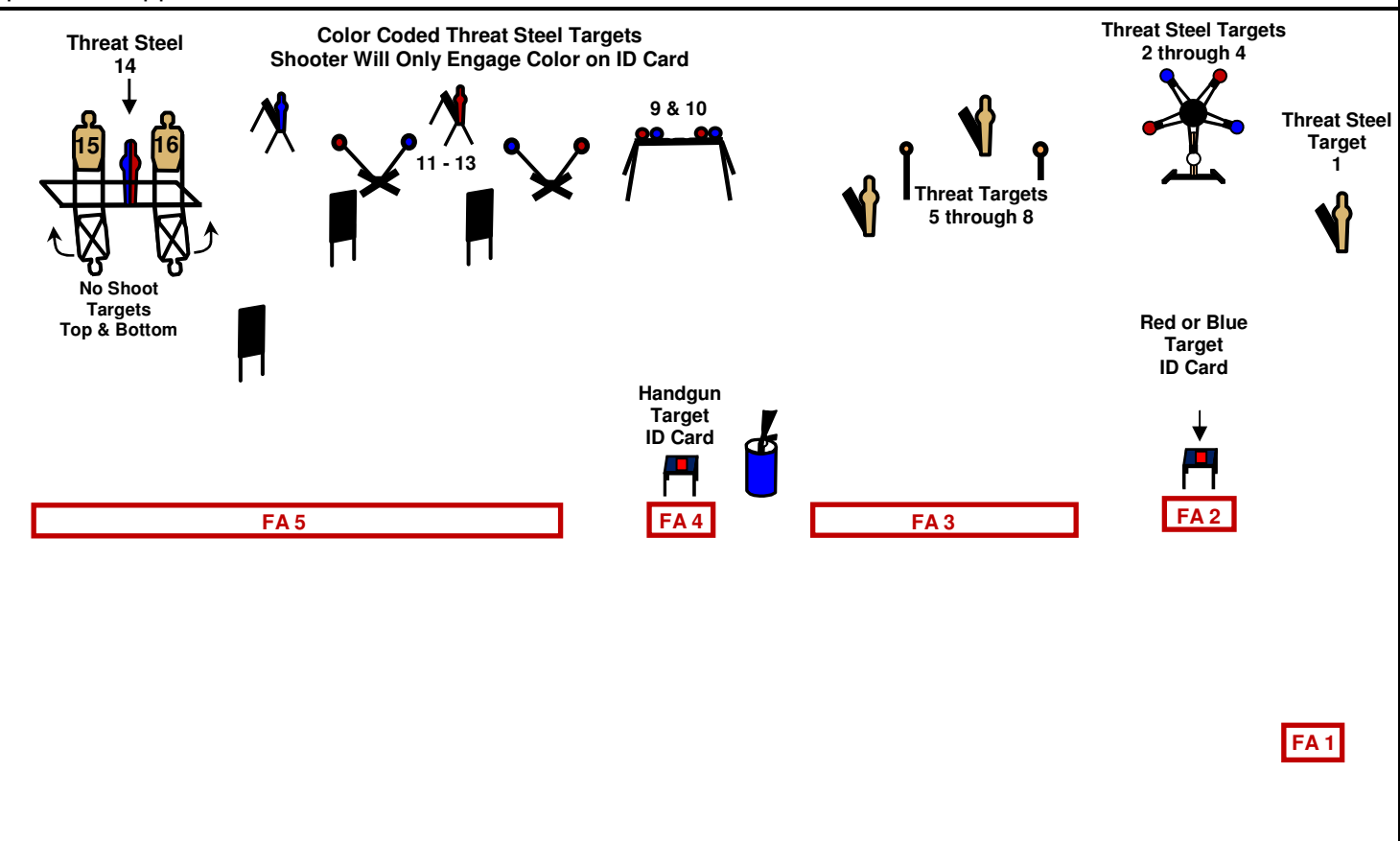
# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> HS-4026	<b>Course Name:</b> Target Identification is Critical
<b>Course Type:</b> Skill Based	<b>Start/Stop:</b> Shot Timer / Last Shot - 180 Max Time
<b>Targets:</b> 12 Steel / 2 Clays / 2 Paper	<b>Scoring:</b> Best 2 Hits on Paper / Steel Must Fall or Called Hit by RO
<b>Firearms / Rounds Required:</b> Duty Shotgun = 8 Birdshot Rounds / Duty Handgun = 10 Rounds	
<b>Start Position:</b> Standing inside Firing Area 1 with empty Duty Shotgun with Safety OFF and bolt locked open held at Shoulder Ready position.	

**Course Description:** This skills course will evaluate your handling skills and accuracy while under time created stress with your Duty Shotgun and Pistol.

On the Start Signal Combat Load Duty Shotgun with 1 round and engage Threat Steel Target 1 within the First Shot Time Requirement of 4 seconds. Combat Load another round while still within Firing Area 1, then move to Firing Area 2 and engage the Texas Star White Threat Steel Plate. Additional rounds may not be loaded until after engaging the White Steel Threat Plate. Then pick up the Target Identification Card and engage the two Threat Steel Plates on the Texas Star that match the Target Color on the card, move to Firing Area 3, engage Threat Steel Targets 5 through 8, and place Duty Shotgun Muzzle Down in barrel with Safety ON. After entering Firing Area 4, pick up the Target Identification Card and engage all Threat Steel Threat Targets matching the color on the card. The Plate Rack Threat Steel Targets must be engaged from Firing Area 4 and the remaining color coded Steel Threat Targets from Firing Area 5, with Threat Steel Popper Target 14 engaged LAST. Engage paper Threat Targets 15 and 16 when they appear.

**NOTE:** 1. Before leaving Firing Area 1 the Combat Load **MUST** be completed and the bolt locked forward. It cannot be done while leaving or while moving. One Procedural will be applied for violation. 2. Penalty for failing to meet First Shot Time Requirement is the actual First Shot Time. 3. Engaging a Threat Target with the incorrect color or hitting the wrong target accidentally is the same as hitting a Non-Threat Target with the same penalties applied.



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

**Course:** HS-4026

**Course Name:** Target Identification is Critical

## **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 Pastes
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table = 2
- Material To Create Firing Area Boundaries
- TPC Targets = 4 (2 Used for Non-Threat)
- TPC Cover Targets = 3
- Target Stands = 3
- Target Stand Sticks
- Plate Rack – Handgun Grade
- NEVCO Double Pop Up Target Stand
- MGM Steel Lolli-Popper Target = 2
- Texas Star = 1
- Pepper Popper = 3 2 Full Size & 1 Half Size
- MGM Mini-Popper with Stands = 2
- Table or Barrels to Place Target ID Cards On = 2
- 1" x 2" x 8' Lumber for Target Sticks and Firing Area Lines = 32
- Spikes for Target Stands, Firing Area Lines, and Steel Target anchors = 60
- Blue Paint for Steel
- Red Paint for Steel
- Red and Blue Target ID Card Set = 2
- Clay Bird Stand = 3 (1 is for back-up)
- Clay Birds = 2 Per Shooter
  - For 150 Shooters = 300 = 4 Cases (90 Count Box)
  - 3 Cases (135 Count Box)
- Other:



# TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 8 Birdshot Rounds / Duty Handgun = 10 Rounds

**Max Time Exceeded = Plus 1000**

**Did Not Finish Course = Plus 1500**

**Disqualified = Plus 2000**

*Penalty Will be Added by the Statistical Office*

**Fired Time** →

**First Shot Time**  
↓

First Shot Maximum = **4 Seconds**

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

	0	2	4	Miss	Hits Required
Threat Steel	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12
Clays	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 15	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 16	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
<b>Total Zone Hits</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>18</b>

*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"/>

**RO Name:**

**Shooter Initial:**

**Time of Day:**

Course Name:	<b>Target Identification is Critical</b>	Course Number:	<b>HS-4026</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Range:	<b>3</b>