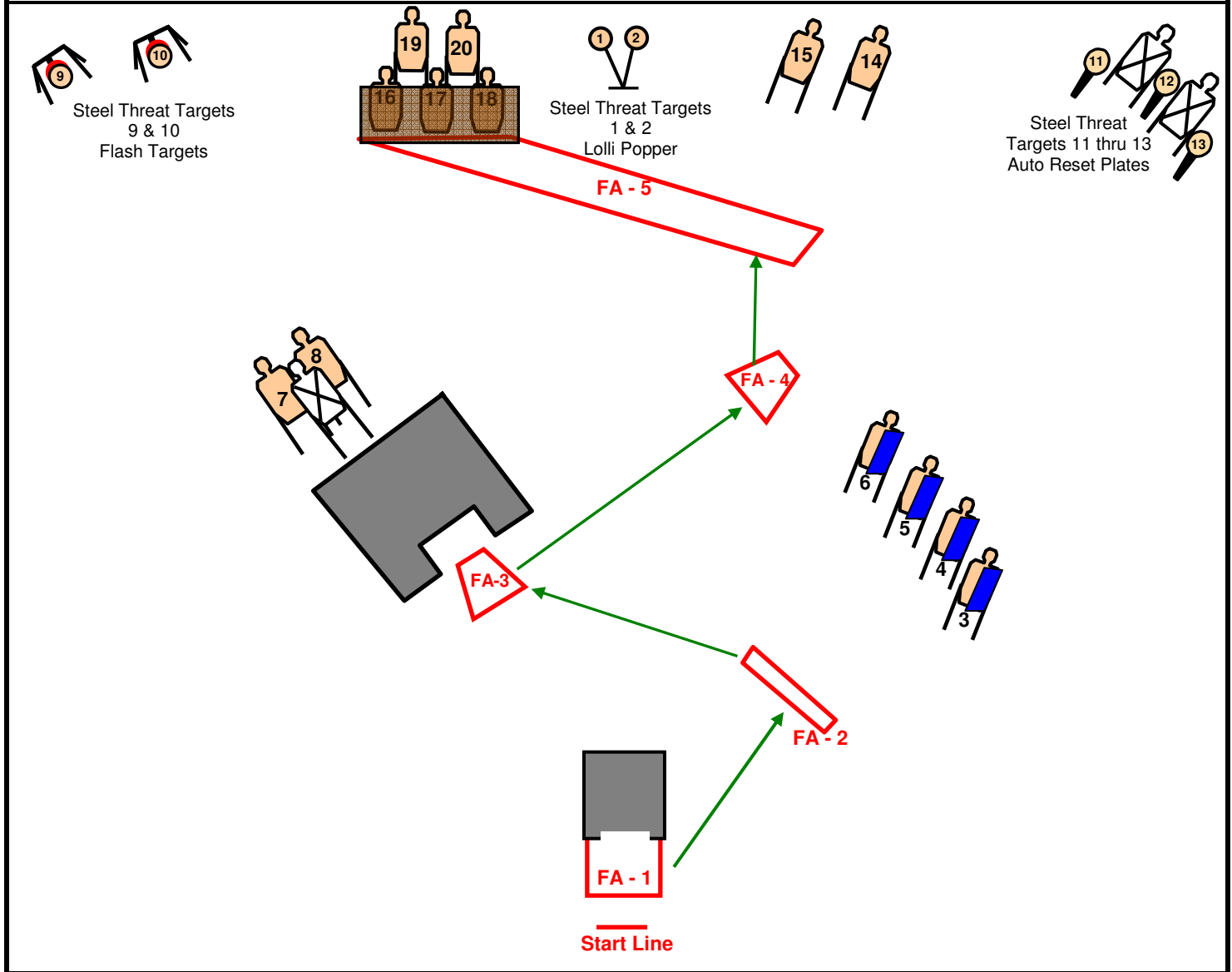


# NRA TACTICAL POLICE COMPETITION

<b>Course:</b> 4	<b>Course Name:</b> Near and Far on the Run
<b>Stage Type:</b> Skill Based	<b>Start / Stop:</b> Shot Timer / Last Shot – 180 Max Time
<b>Targets:</b> 13 Paper & 7 Steel	<b>Scoring:</b> TPC - Best 2 Hits on Paper / Steel Must Fall or Flash
<b>Firearms / Rounds Required:</b> Patrol Rifle = 33 Rounds	
<b>Start Position:</b> Unloaded Rifle on ground where marked. Shooter standing with heels on Start Line. All ammunition and magazines must be on shooters person secured in Magazine Pouch or pocket. No magazines in hands, etc.	
<b>Course Description:</b> On Start Signal move to Firing Area 1 and engage Steel Threat Targets 1 & 2, move to FA-2 and engage Threat Targets 3 thru 6, move to FA-3 and engage Threat Targets 7 thru 10, move to FA-4 and engage Threat Targets 11 thru 13, move to FA-5 and engage Threat Targets 14 thru 20. RO will call hits on steel.	



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

**Course:** 4

**Course Name:** Near and Far on the Run

## **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
- Paint for Steel
- TPC Targets = 16
- Target Stands = 16
- Target Stand Sticks = 32 Minimum / Various lengths
- Steel Flash Targets / Rifle Grade = 2
- Steel 2 Plate Lolli-Popper / Rifle Grade – 1
- Auto-Set 8 Inch Steel / Rifle Grade = 3
- Cardboard or coroplast to make side visual barriers for targets 3 thru 6
- 4 x 8 foot wall section to make knee wall for visual barrier
- Other:



NRA Law Enforcement Division

# NRA TACTICAL POLICE COMPETITION SCORECARD

Patrol Rifle = 33 Rounds

	-0	- 2	- 4	Miss	Hits Required
Steel 1 & 2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2
Target 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Steel 9 & 10	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2
Steel 11 - 13	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	3
Target 14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 17	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 18	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 19	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
Target 20	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
<b>Total Zone Hits</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>33</b>

Fired Time →

Statistical Office Use	
Target Not Engaged <input type="checkbox"/>	Times 20 = <input type="text"/>
No Shoot Target Hits <input type="checkbox"/>	Times 10 = <input type="text"/>
Procedural Penalties <input type="checkbox"/>	Times 10 = <input type="text"/>
Accuracy Loss Penalty <input type="text"/>	
<b>Final Tactical Score</b> Fired Time Plus All Penalties	<input type="text"/>

Statistical Office Use				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
Accuracy Loss Penalty	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>0</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Shooter Initial:

RO Initial:

Time of Day:

Course Name:	<b>NRA Course R 2010 - Near and Far on the Run</b>	Course Number:	<b>4</b>
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Competitor Number:	<input type="text"/>

