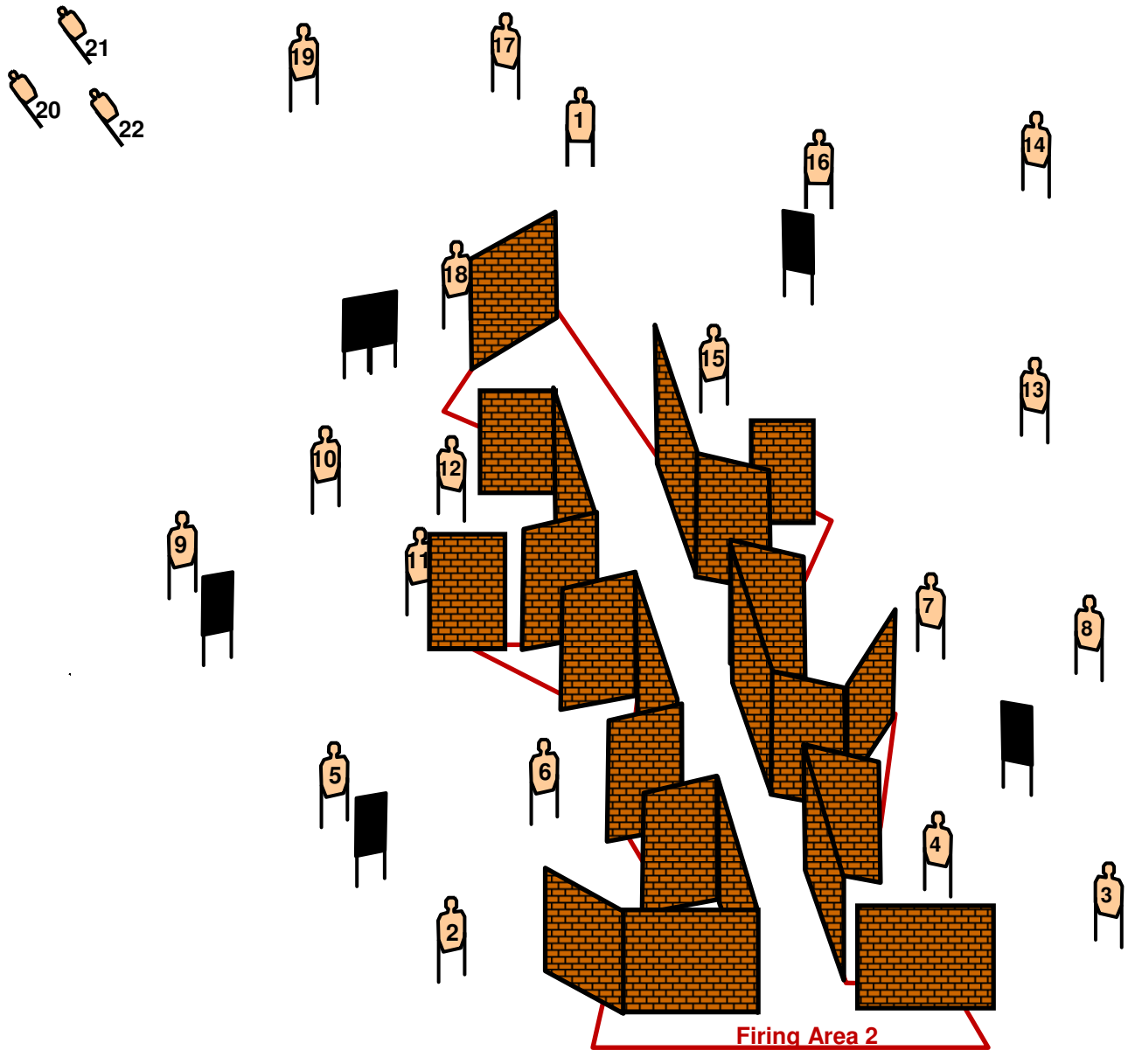
NRA Tactical Police Competition

Course: 2	***Course Name:*** Close Quarters II	**R-2024**
Course Type: Skill Based	***Start/Stop:*** Shot Timer / Last Shot – 180 Max Time	
***Targets*:** 22 Paper	***Scoring:*** TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Patrol Rifle = 44 Rounds		
Start Position: Standing in Firing Area 1 facing up-range with loaded Rifle at the Safety Circle Position.		

Course Description: On Start Signal, engage immediate Threat Target 1 from within Firing Area 1. Move into Firing Area 2 and engage Threat Targets 2 through 22 as seen.

NOTE: Threat Target 1 may only be engaged from Firing Area 1. If engaged from anywhere else 1 Procedural will be given for each round fired and a hit of highest hit value on the target will be scored as a Miss for each round fired.

NOTE: First Shot Time Requirement = 3 Seconds. Penalty = Actual First Shot Time



NRA Tactical Police Competition - course material & supplies

Course: 2	***Course Name:*** Close Quarters II	**R-2024**

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 Pasters
- RO Table & Pop Up Tent for Shelter
- Competitor Equipment Staging Table (if available) – 2
- Material To Create Firing Area Boundaries
- Material To Mark Start Line
- NRA TP-1 Targets = 19
- NRA TP-2 Targets (Reduced Size) = 9 (3 for course and 6 for replacement)
- TPC Cover Targets = 6
- Target Stands = 28
- Target Stand and Wall Support Spikes = 60
- Target Stand Sticks = 56 Minimum / Various Lengths
- Full Size Fence Sections or Horizontal Wall Visual Barriers - 6.5’ x 8’ = 16
- Conduit Wall Supports
- 2” x 2” x 8’ Lumber for Wall Supports and Cross Braces = 20
- 1” x 2” x 8’ Lumber for Firing Areas, Target Sticks, and Start Line = 85
- Other:

NRA Law Enforcement Division

Tactical Police Competition Score Sheet

Patrol Rifle = 44 Rounds

	- 0	- 2	- 4	Miss	Hits Required
Target 1					2
Target 2					2
Target 3					2
Target 4					2
Target 5					2
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
Target 22					2
Total Zone Hits					44

Fired Time → .

First Shot Time ↓

First Shot Maximum = 3 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 Name Here

Shooter Initial:

Time of Day:

R-2024	Course Name:	*Close Quarters II*	Course Number: 2
Competitor Name:		❑ Patrol ❑ Tactical	Team Number: