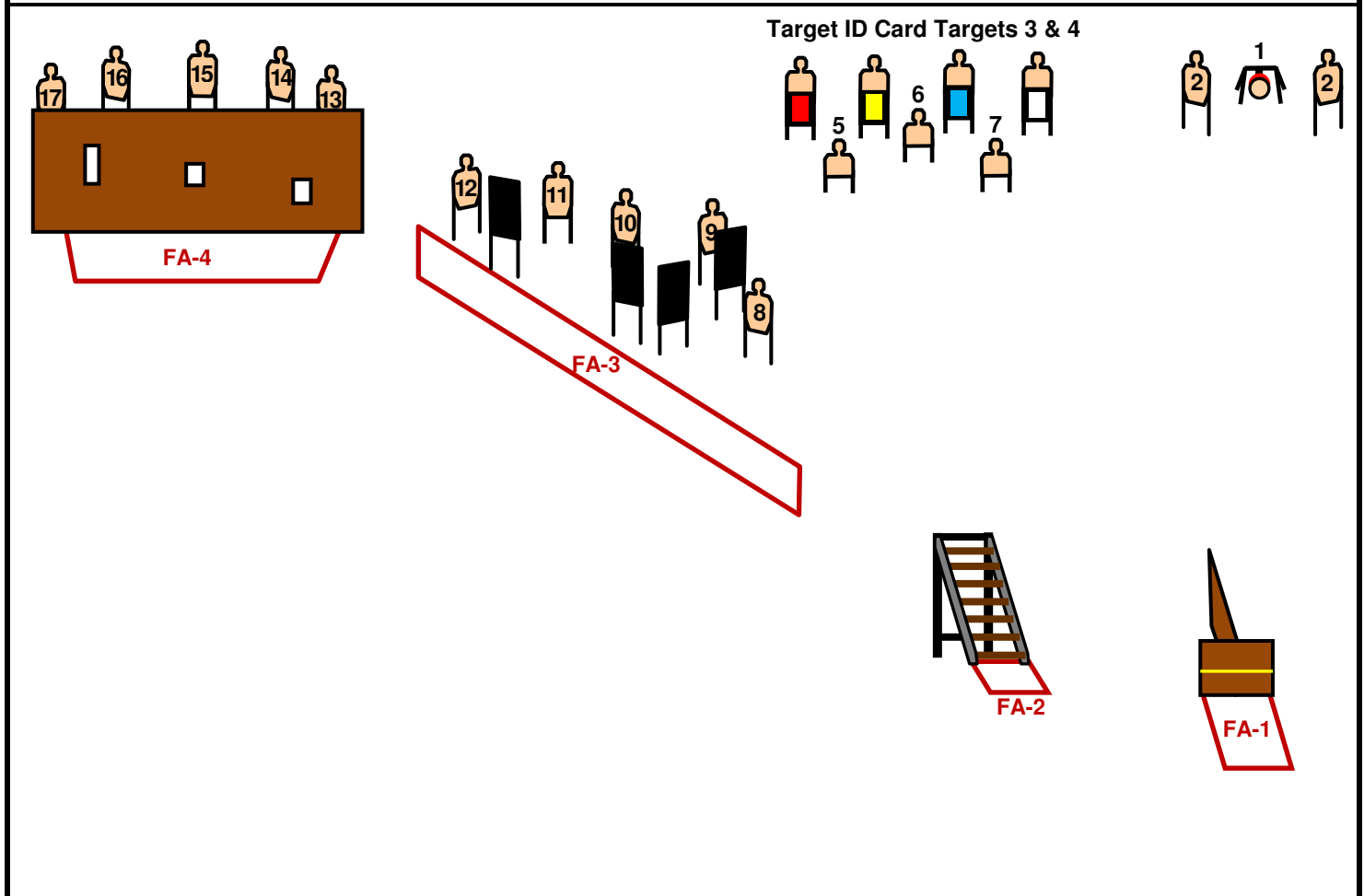


NRA TACTICAL POLICE COMPETITION

Course: Fairfax 3	Course Name: Rifle Ready	R-2038
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 17 TPC Paper / 1 Steel	Scoring: TPC - Best 2 Hits on Paper / Steel Must Fall or Hit Called by RO	
Firearms / Rounds Required: Patrol Rifle = 33 Rounds		
<p>Start Position: Patrol Rifle loaded with magazine downloaded to 11 rounds. Seated in Firing Area 1 using wall for full cover. Patrol Rifle at Shoulder Ready position with muzzle end below line marked on wall. Head off of stock and leaning out from either the left or right side with eyes on Threat Target 1 as if on perimeter duty.</p>		
<p>Course Description: This course will allow you to access your Patrol Rifle skills when shooting at various target types, from various positions, shooting on the move, target identification, and reloading skills.</p> <p>On Start Signal, engage Threat Target 1 and then either left side or right side Threat Target 2 while seated in Firing Area 1. First Shot Time Requirement is 2 seconds. Move to Firing Area 2 and pick up the Target Identification Card. Engage the two Threat Targets that match the color or number on the Target ID Card standing through step treads. Drop to a kneeling position and engage Threat Targets 5 through 7, the low targets, through step treads. Move to Firing Area 3 and engage Threat Targets 8 through 12 and then to Firing Area 4 and engage Threat Targets 13 through 17.</p>		
<p>NOTE:</p> <ul style="list-style-type: none"> ◆ First Shot Time Requirement Penalty is the Actual First Shot Time. ◆ Targets engaged from wrong position are scored as Misses. ◆ Hitting a Target not on the Target ID Card is scored as hitting a Non-Threat Target. 		



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: Fairfax 3

Course Name: Rifle Ready

R-2038

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 Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ Material To Create Firing Area Boundaries
- ❑ TPC Targets = 20
- ❑ TPC Cover Targets = 4
- ❑ Target Stands = 24
- ❑ Target Stand Stakes = 48 Minimum
- ❑ Target Stand Sticks = 48 Minimum - Various Heights
- ❑ Flash Steel Targets - Rifle Grade = 1
- ❑ Ported Wall – 20' x 6.5" for FA-4
- ❑ Pre-Fab Stair Stringers = 2 ten foot sections
- ❑ 2" x 4" x 10' Lumber to Connect Stair Stringers and Cross Braces for Legs = 2
- ❑ 4" x 4" x 10' Lumber for Stair Legs = 2
- ❑ ½ inch Plywood to Make Sides for Assembled Stairs = 1
- ❑ 5/4 x 8" x 10" Lumber for Stair Treads = 4
- ❑ 2" x 2" x 8' Lumber = 25 Total
 - Wall Braces and Cross Braces = 6
 - Framing to Create FA-1 Structure = 6
 - Framing for Cloth Covered Wall at FA-4 = 13
- ❑ 1" x 2" x 8' Lumber for Firing Area Lines, Start Line, Target Stand Sticks = 60
- ❑ Landscape Fabric to Cover FA-1 and FA-4 Framing
- ❑ 8 ½" x 11" Numbered Color Targets
- ❑ Numbered Color Flash Card Set
- ❑ If range has a paved deck:
 - Plywood to place Flash Target on to prevent damage to deck from bullet fragments
- ❑ Other:



TACTICAL POLICE COMPETITION SCORE SHEET

Patrol Rifle = 33 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 = **2 Seconds**

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

	0	2	4	Miss	Hits Required
Steel 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
Target 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 4	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 5	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 7	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 8	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 9	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
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
Target 13	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Target 14	<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
Target 17	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2
Total Zone Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	33

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: PRINT

Shooter Initial:

Time of Day:

R-2038	Course Name: Rifle Ready	Course Number: 3
Competitor Name:	<input type="checkbox"/> Patrol <input type="checkbox"/> Tactical	Team Number: