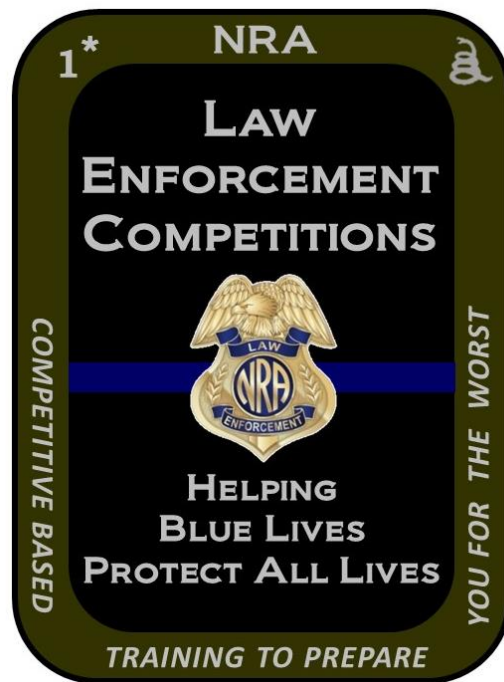


**National Rifle Association
Law Enforcement Division**

NRA

TACTICAL POLICE COMPETITION

STANDARDS



***A Competitive Based Training Program
of the
NRA Law Enforcement Division***



***THE NRA
TACTICAL POLICE COMPETITION PROGRAM
WAS CREATED TO SUPPORT THE
NATION'S LAW ENFORCEMENT OFFICERS
AND IN
HONOR OF OUR FALLEN COMRADES
AND THEIR FAMILIES.***

Note: This document is written gender neutral. The phrase "his/hers", "he/she" are not used. The words "he" and "his" apply to both male and female competitors.

NATIONAL RIFLE ASSOCIATION

TACTICAL POLICE COMPETITION STANDARDS

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SECTION 1: PURPOSE

The NRA Law Enforcement Activities Division created the Tactical Police Competition (TPC) program to encourage patrol officers to gain more experience, training and time on the range using their duty firearms. While traditional standard qualification courses of fire are very important, we believe officers need additional practice time, live fire exercises, and challenges to hone their skills and gain additional experience in handling and deploying duty firearms.

TPC is different in many ways from other combat or tactical competitions. Some notable differences include:

- ❑ TPC is only for law enforcement officers, members of the U.S. Military and private sector law enforcement officers.

- ❑ Firearms, holsters and other equipment must be “patrol duty gear.”

- ❑ Courses of fire are designed as either Skill Based Courses or Scenario Based Courses.

Skill Based Courses challenge the officer’s skills and abilities in handling, accuracy and overall proficiency with a given firearm system under set conditions.

Scenario Based Courses place the officer in a hypothetical law enforcement encounter. The officer must then decide how to run the course and solve the challenges presented according to their own tactics and skills.

TPC matches are comprised of four to eight separate courses of fire. Courses may be handgun only, rifle or shotgun only, or a combination of firearms. Each course is designed to challenge the officer’s skills in the use of their duty firearms and equipment. Some of the challenges include: assessing threat and non-threat targets; firing from unusual shooting positions; making tactical decisions of how to move through a course; using cover and working around visual barriers; being responsible for ammunition management; assessing hits; and balancing the paramount need for accuracy with speed. TPC courses of fire can be used by agencies as skill or tactical training courses simply by removing the timed scoring element.

NRA Law Enforcement Instructor Development Schools teach “Bring the street to the range.” TPC is designed with a similar philosophy and where possible we attempt to have officers face the same challenges. For instance, in TPC there are no separate categories for high capacity handguns and single stack handguns, or different scoring systems for different calibers. This is because suspects on the street do not know, care or act differently because of any of these factors. If an officer carries a handgun with a capacity of only 8 rounds he should be very proficient in ammunition management, and Tactical and Speed Reloads. TPC has no equalizing formulas for calibers and does not modify courses to make them “friendly” to specific firearm types. What an officer carries on the street should be what he uses in TPC courses.

An exception to our street reality preference is the use of multiple sets of threat targets. Most law enforcement firearm related street encounters involve one or two lethal threat adversaries. If TPC matches strictly followed this statistic, officers would fire only 10 to 20 rounds during an entire day’s match. While realistic in threat numbers, this is not a very efficient use of the officer’s time and fails to maximize range time for practice and training. As such, in Scenario Based Courses officers will find multiple engagement decisions and sets of threat targets to provide additional opportunities for officers to practice and evaluate their skills.

SECTION 2: COMPETITOR ELIGIBILITY

Competitors must meet one of the eligibility requirements listed below. It is the competitor's responsibility to have his law enforcement or military identification in his possession when entering and competing in NRA Tactical Police Competitions.

2.1 Categories

- 2.1.1 Full Time Sworn Law Enforcement:** Regular full time sworn public law enforcement officers, including transit police and correctional officers, of a regularly constituted law enforcement agency of a municipal, county, state, or federal government.
- 2.1.2 Full Time Certified Law Enforcement Firearm Instructor:** Full time certified Law Enforcement Firearm Instructors employed by public law enforcement agencies, academies, or private law enforcement agencies.
- 2.1.3 Full Time Private Law Enforcement Officer:** Individuals working as licensed, armed private security professionals, industrial police, Nuclear Security Officers, or as a contracted security officer for a private, or government agency.
- 2.1.4 Reserve or Auxiliary Officers:** Officers of a regularly organized reserve or auxiliary unit who perform the same duties as full time public law enforcement officers, have sworn arrest powers, and are authorized to be armed.
- 2.1.5 Retired Law Enforcement Officers:** Officers who retire and receive retirement credentials from any of the above categories.
- 2.1.6 Federal Flight Deck Officers:** Must possess current certification.
- 2.1.7 U.S. Armed Forces Personnel:** Active duty and reserve personnel serving in the United States Armed Forces or National Guard. Retired service members are eligible.
NOT ELIGIBLE: Members assigned, or who have been assigned within the last 12 months, to any military marksmanship unit, such as the Army Marksmanship Unit, except as a short term student.
- 2.1.8 Non-US Law Enforcement:** Sworn law enforcement officers from other countries with proof of identity and position.
- 2.1.9 Invitational / Shoot-with-a-Cop Program:** At the discretion of the Match Director persons who do not meet TPC eligibility requirements may be allowed to participate in a TPC event.

These may include volunteer match officials, match sponsors, firearm industry representatives, eligible shooters who wish to use non-compliant firearms/ equipment and Shoot-with-a-Cop program shooters.

The Shoot-with-a-Cop Program allows eligible TPC competitors to sponsor a civilian they know and bring them to a TPC event to educate them about the conditions and circumstances that law enforcement members face when forced to deploy their duty firearms when on the street by allowing them to shoot one or all of the TPC courses as an Invitational shooter.

Shoot-with-a-Cop shooters must be known to the Sponsoring Shooter and legally be able to possess and use firearms and certify that the Shoot-with-a-Cop participant is

Safe and Competent with the type of firearms used at TPC events and certify this on their Registration Form.

Shoot-with-a-Cop competitors can select to fire either in the Invitational Patrol Division or the Invitational Tactical Division and either use TPC compliant firearms and gear or use their regular firearms and gear, including competition equipment and firearms.

Regardless of the type, Invitational competitors are not eligible for prizes, but are eligible for any scheduled Invitational Trophies.

Recorded scores are maintained and published separately from regular competitors.

- 2.2 NRA Membership:** While encouraged, NRA membership is not required to compete in NRA Law Enforcement Tactical Police Competition events.

SECTION 3: SAFETY

Safety is paramount at all times. Anyone observing an unsafe act or situation will report it to a range official. If there is an immediate danger the person observing is responsible for calling a CEASE FIRE. Any violation of the Core Safety Rules or any Operational Safety Rule may be grounds for a competitor being Disqualified (DQ).

A competitor who is disqualified will not be allowed to complete the match and is not eligible for refund of match fees or to receive any awards or prizes.

3.1 Core Safety Rules:

- ☐ Treat all firearms as loaded at all times.
- ☐ Muzzle Discipline: Always keep your muzzle in the safest direction and never intentionally cross anything you are not prepared to shoot.
- ☐ Trigger Finger: Always keep your trigger finger straight on the frame of the gun unless the muzzle is pointed at something you are prepared to shoot.
- ☐ Be sure of your Target, Surroundings, and Beyond.

3.2 Operational Safety Rules

Failing to follow any Operational Safety Rule may be grounds for a competitor being Disqualified (DQ).

- 3.2.1 Unloading and Loading:** Competitors arriving with a loaded holstered Duty Handgun should leave it loaded and holstered. The handgun will be unloaded under the direction of a Match Official at the Firearm Inspection Station near Registration or a Range Officer at their first Course of Fire. If the competitor desires to unload prior to this they should ask a Match Official for instructions.

Loaded long guns, or long guns loaded to Cruiser Safe Condition where the Safety is ON, the chamber is EMPTY and a loaded magazine is locked in place or shotgun rounds are in the magazine tube **must** be unloaded **prior** to presenting them for Firearm Inspections. Presenting any firearm with ammunition in the chamber, magazine, or magazine tube is grounds for Disqualification.

Competitors LEGALLY authorized to carry a loaded firearm while off the range and wish to load before leaving the range are to notify a Match Official for instructions on where and when to reload.

NRA assigned Range Officers may be armed while working their assignment following any applicable laws.

- 3.2.2 Cold Range Status:** Due to the various host range rules, high traffic and multiple activities occurring during TPC Matches, NRA Tactical Police Competitions are normally conducted as **COLD** ranges. All firearms are to be unloaded when coming on or off the range and between courses. This includes cased and holstered firearms. The only exception is under §3.2.1, or as allowed by the Match Director of Chief Range Officer.
- 3.2.3 Movement on the Range Complex with Firearms:** Unless actually firing a course all firearms are to be unloaded with magazines removed and holstered, cased or carried/slung muzzle down, with the action open. Any firearm not cased or holstered must be carried with the action open and muzzle down and should have a Round Excluder Device or Chamber Flag inserted in the chamber if available so that match officials and competitors can clearly see it is unloaded. Specific requirements may be noted in the Match Announcement or Match Program.
- 3.2.4 Safe Area:** A marked Safe Area for firearm inspection or maintenance may be established by the Match Director. No other handling or dry practice is allowed in a Safe Area.
- NO AMMUNITION** is allowed in a Safe Area. Dummy ammunition, inert rounds, and practice snap caps are considered the same as live ammunition. A violation of this rule is grounds for disqualification.
- Safe Areas are set with a designated Down Range area. Muzzles must be pointed Down Range when uncased, un-holstered, handled, re-cased, etc.
- 3.2.5 Firearm Handling:** Handling of firearm at any time other than during a course of fire is only permitted in designated areas or where directed to by a Match Official.
- 3.2.6 Muzzling:** Muzzling occurs when the muzzle of a competitor's firearm crosses any part of the competitor or any other person. The firearm does not need to be loaded for muzzling to occur.
- 3.2.7 180 Degree Safety Rule:** A firearm may never be pointed in an unsafe direction. During a course a competitor must control the direction of the muzzle at all times, keeping it pointed straight down range / toward the target area (0 degrees) as much as possible. In order to engage targets, move on the range, negotiate obstacles, etc. the competitor may not be able to keep the muzzle down range at exactly 0 Degrees. The muzzle may move up to 90 degrees left or right, and up or down from 0 Degrees (a total of 180 degrees). If the course requires the shooter to move across the range, from one area to another, to one bay to another bay, the 180 Degree area normally "moves with the shooter" and follows any instructions given by the RO. If the muzzle is down, such as when using the NRA Safety Circle position, there is no violation of the 180 Degree Rule, even if the shooter is facing up range. An example is a course of fire where the Start Position has the shooter facing up range with the long gun in the Safety Circle Position.

Breaking the 180 degree safety rule is grounds for disqualification.

Because of course design or due to range limitations, the Match Director may reduce the 180 Degree Safety Rule. This information will be given and explained to each competitor as part of the course briefing.

3.2.8 Trigger Finger Control: The trigger finger **MUST** be off the trigger and outside of the trigger guard unless engaging designated targets. This includes loading, unloading, and moving between shooting positions. Competitors will receive one warning. Repeated violations will result in disqualification.

3.2.9 Dropped Firearm:

3.2.9.1 If a competitor drops a firearm at any time; they must call a Match Official who will safely retrieve the firearm, check to see if it is loaded, and hand it back to the shooter to secure.

If a competitor drops an unloaded firearm at a Safe Area, or other area where the competitor is authorized to handle a firearm, the competitor will normally receive a warning from a Match Official. However, he may be Disqualified based on the circumstances of the incident.

3.2.9.2 If a competitor drops a loaded or unloaded firearm **during a course of fire** they may not retrieve the firearm. They must immediately STOP the course and await instructions from the Range Officer.

Dropping a firearm during a course will result in the competitor being Disqualified from the course of fire they dropped the firearm in. The competitor may be Disqualified from the match by the Match Director based on the circumstances of the incident.

The competitor's scorecard will be marked to indicate he dropped a firearm and was Disqualified from the course of fire. Targets are not scored nor any time recorded even if the competitor made valid hits on targets prior to dropping the firearm. The Statistical Office records the course as a DQ and the competitor **is not eligible** for any trophy or prize awards.

3.2.10 Negligent Discharge: A negligent discharge occurs when the gun fires;

- ☐ During loading, reloading, unloading.
- ☐ When running a course and discharges when not aimed on target.
- ☐ When a round fired while standing or kneeling strikes the ground more than 2 feet from the intended Threat Target base.
- ☐ Within 10 feet of the competitor with no valid target in the area of impact.
- ☐ When a bullet goes outside the backstop area, such as above a shooting berm.

A negligent discharge will result in Disqualification from the match.

If it is found that the discharge was caused by the firearm being broken, the incident will be classified as an Accidental Discharge and the competitor will not be Disqualified. However, the competitor will not be allowed to refire the course of fire and the firearm may not be used in any other courses of fire. The competitor's scorecard will be marked to indicate they Did Not Finish (DNF) due to Accidental Discharge. Any valid hits on targets prior to the Accidental Discharge, will not be scored and DNF will be written in the Fired Time box. The competitor **is not eligible** for any trophy or prize awards.

3.2.11 Unsportsmanlike Conduct: Unsportsmanlike conduct is contradictory to the spirit of law enforcement competition and is not acceptable at our events. Competitors may be assessed Procedural Penalties for such conduct. Extreme cases of unsportsmanlike

conduct are subject to disqualification from a course of fire, or the entire match, as determined by the Match Director.

3.2.12 Hearing & Eye Protection: Hearing and Eye protection is mandatory for all competitors, Range Officers, and observers.

Should a competitor's hearing protection fall off or become dislodged during a course, the Range Officer will stop the course, allow the competitor to fix their hearing equipment, tape/reset the targets and re-shoot the course. If the hearing protection falls off or becomes dislodged a second time the Range Officer will halt shooting and no refire will be allowed. The competitor's scorecard will be marked to indicate the loss of hearing protection / Did Not Finish (DNF). Even if the competitor made valid hits on targets prior to being stopped they will not be scored and DNF will be written in the Fired Time box on the scorecard. The Statistical Office will record DNF in lieu of a Fired Time on the score results page. The competitor **is not eligible** for any trophy or prize awards.

3.2.13 Impairment: No person on the range may be under the influence of alcohol or drugs.

3.3 Safety: Competitors & Match Officials

3.3.1 Everyone's Responsibility: Everyone at a TPC event is responsible for the Safety and will bring any unsafe act or condition to the attention of a Match Official.

3.3.2 Match Director: The Match Director is the final ruler, interpreter, and arbiter in all aspects of the match and safety.

3.3.3 Range Master: A Range Master may be designated to assist the Match Director to act as his assistant concerning range activities, safety, resolving challenges to an RO's decision, or to declare prop failure or disqualifications.

3.3.4 Range Officers: Range Officers (RO's) are responsible for maintaining a safe environment on the course, giving the course instructions, operating the timer, scoring of targets, observing for procedural violations, and recording the Fired Time, target scores, and other information of the competitors score sheet. Normally, there are at least two Range Officers assigned to each course of fire.

SECTION 4: FIREARM DIVISIONS

Firearms used in NRA Tactical Police Competitions must be duty type firearms. Firearms designed for competitive shooting, even those based on duty gun models and firearms that have competitive accessories or modifications, are not allowed.

The Match Director may grant a waiver for a firearm or equipment that does not meet TPC requirements if the waiver will not give the competitor an unfair advantage over other competitors. An example is a waiver granted for a shotgun magazine tube extending past the muzzle. The Match Director can grant a waiver and restrict the competitor from loading more rounds than an authorized tube length would allow. This would allow the competitor to take part in the match but not give him an unfair advantage.

Based on the features of the competitor's firearms, he will compete in either the Patrol or Tactical Division. While there are other restrictions, the basic difference between the Divisions is:

Patrol Division: All firearms used must have mechanical sights (iron.) Shotgun must be pump action.

Tactical Division: Handgun must have mechanical sights or may have an approved Handgun Duty Optic (HDO) following §5.5. Shotgun must have mechanical sights and may be pump or semi-automatic action. Rifle may have one optical sight, such as a telescopic, red dot, or holographic sight. Magnifiers are allowed following §4.2.3.

4.1 Firearm & Equipment Specifications

4.1.1 Safeties: External and internal safeties must be operational and be as designed by the manufacturer. No safety device may be disconnected, pinned, or otherwise be made inoperable.

Handgun Manual Safeties: If so equipped, the manual external safety on Double/Single Action, Double Action Only, Safe Action and other such systems that have passive internal and external manual safeties do not have to be in the ON position at the beginning of a course or when holstered. External manual safeties on Single Action handguns **MUST** be in the ON position at the beginning of a course or when loaded and holstered.

Long Gun Manual Safeties: Long gun manual safeties **MUST** be in the ON position at the beginning of a course and at any time the long gun is loaded except after the course start signal is given and the competitor is actively running the course. Failing to have the safety ON will result in a **Procedural Penalty**.

The competitor may position his finger or thumb on the safety in preparation to move the safety to the OFF positing when the "Standby" command is given by the Range Officer.

If the course of fire instructions require a competitor to place a loaded long gun in a designated area and leave it, the safety **MUST** be ON. Failing to place the safety ON will result in **two Procedural Penalties** being assessed. If the firearm design does not allow the safety to be placed ON if the hammer is down NO penalty will be assessed **IF** the long gun is empty **and** the action is locked open.

4.1.2 Internal Modifications: No internal modifications may be made that would render the firearm less safe than originally designed by the manufacturer.

4.1.3 Trigger Pull Weight: Part of the firearm inspection process at the beginning of a TPC event includes weighting of handgun and long gun triggers with NRA Trigger Weight Sets. No firearm may have a trigger pull less than 3.5 pounds, including after the trigger is reset. Competitors and Match Officials should only use fixed weight trigger pull sets as inconsistent results may occur with electronic trigger scales.

Even after being inspected if there is a question concerning the trigger pull of a competitor's firearm the Match Director or Range Master may ask the competitor to allow his firearm(s) to be checked. Failure to allow a trigger pull check will result in the competitor being Disqualified from the match.

If the firearm does not meet minimum trigger pull requirements:

Firearm Has Not Been Used in a Course: The competitor may substitute the

firearm with one meeting the proper Division requirements and continue the match. If the competitor can only find a substitute firearm meeting the requirements of the other Division, he may be reclassified into the appropriate Division with the approval of the Match Director if he will gain no unfair advantage in doing so.

Firearm Has Been Used in a Course: If the competitor has already used the firearm in a course of fire, it is the discretion of the Match Director to either;

- Allow a firearm substitution and the competitor to continue the match and use the scores fired with the non-conforming firearm;
- Allow a firearm substitution and the competitor to continue the match but Disqualify the competitor from the course of fire which was fired using the non-conforming firearm. The RO will mark the score sheet as Disqualified with the reason. Even if the competitor made valid hits on targets prior to being stopped they will not be scored and DQ will be written in the Fired Time box on the scorecard. The competitor **is not eligible** for any trophy or prize awards.
- Disqualify the competitor from the event. The Match Director may consider the competitor's knowledge of the trigger pull requirements, how much the trigger pull weight is out of compliance, past violations, and other factors. Normally, the competitor will be given the benefit of the doubt and be allowed to continue with a substitute firearm.

4.1.4 Long Gun Stocks: Long guns must be equipped with a standard factory issue or aftermarket straight or pistol grip stock suitable for patrol duty. Stocks with spare ammunition carriers, cheek pads, and aftermarket recoil pads are permitted.

4.1.5 Ammunition: Competitors are financially responsible for any damage to range props or targets damaged by the use of un-authorized ammunition. No Steel-Core, armor piercing, or incendiary ammunition is allowed.

Handgun: Factory ammunition, re-manufactured, or reloaded ammunition meeting duty ammunition specifications for bullet weight, velocity, etc. No downloaded or reduced loads allowed.

Rifle: No armor piercing, incendiary, tracer, or steel core ammunition is permitted. Rifle ammunition will be checked with a magnet to protect range steel. Most TPC events limit the maximum caliber to 6.8mm.

Shotgun: Slugs, buckshot or birdshot, as specified by the Match Director. NO steel shot, copper plated, armor piercing, incendiary, tracer, sabot, or other rounds that may damage steel targets or create a fire hazard.

Firearm Division Requirements & Allowances

4.3.6 PATROL & TACTICAL DIVISION HANDGUNS

Handgun Type	Commercially manufactured semi-automatic pistols and revolvers primarily marketed to law enforcement agencies for use as a Duty Handgun for law enforcement uniformed patrol. No external modifications to the handgun may be made except as specifically allowed in these Standards. Commercially produced uniform duty holsters must be available for the handgun. Double Action semi-automatic pistols must fire the first shot of every course Double Action. No thumb cocking is allowed. Competition handguns or “tactical – practical” crossover models based on law enforcement handguns are not allowed, examples include the Glock 34 & 35, SIG P320 X-Five, and Smith & Wesson M&P CORE. Competitors need to contact NRA Law Enforcement Competitions if they have any doubts about handgun eligibility.
Handgun Size	Unloaded handguns, <u>with unloaded magazine inserted</u> , must fit within the TPC Check Box which has internal dimensions of 8 3/4” x 6” x 1 5/8”. The handgun must pass the handgun Check Box with all magazines used by the competitor. Handguns will be checked before a match and may be rechecked as directed by the Match Director at any time. Handgun Fit Check Boxes are available from Law Enforcement Competitions.
Handgun Caliber	Minimum of 9mm (9x19) for semi-automatics and .38 Special for revolvers. Exception: Law Enforcement / Military model handguns, rifles and carbines chambered in the FN 5.7 caliber are approved.
Barrel Length	Maximum barrel length of 5 inches. No porting or compensators permitted. Exception: Factory produced Springfield Ported XD & Glock “C” Models are approved.
Sights	Patrol Division: Mechanical fixed or adjustable sights are permitted. Factory or aftermarket mechanical duty sights, including luminescent and fiber optic sights, are permissible. Tactical Division: As above, or may be equipped with an approved Duty Handgun Optic. See §5.5. See Sections 5.7 & 5.8 for lasers and mounted lights.
Magazine Capacity	No magazine used during the match may exceed the handgun manufacturer’s length and capacity specifications for standard duty magazines for that model. Round capacity may not be increased by use of extended base pads or floor plates. They can be used for grip enhancement but the handgun must pass the TPC Check Box inspection with the extended magazine installed. All magazines <u>must</u> be loaded to capacity unless specified otherwise in the course of fire instructions. In no case can a magazine be loaded with more than 18 rounds.
Grips	Factory original or aftermarket grips/stocks of the same size and design. Finger groove slip on grips, grip decals, and grip tape is allowed. Grips/stocks may be modified, stippled, checkered, or changed because of the size of a competitor’s hand. Thumb rest grips/stocks, or weighted grips are not allowed.
Add On Magazine Wells	<u>Unaltered</u> commercially manufactured catalog item devices to facilitate reloading are allowed if designed for duty use and the handgun passes the TPC Check Box inspection with the device installed. Such device cannot increase the original left-to-right width at the bottom of the grip more than 5/8 of an inch. Magazine wells designed for competition, such as ICE, EGW, and other such magwells, are not permitted, even if milled down to meet the maximum grip limit.

Firearm Division Requirements & Allowances

4.3.7 PATROL & TACTICAL DIVISION SHOTGUNS

Shotgun Type	<p>Commercially manufactured <u>tube fed</u> shotguns primarily manufactured and marketed to law enforcement agencies for use as patrol Duty Shotguns. Examples include: Remington 870 and 11-87 law enforcement models, FNH law enforcement models, Mossberg 500 and 590 law enforcement models, and Benelli Super 90, M2 and M4 law enforcement models. No external modifications may be made except as specifically allowed in these Standards.</p> <p>Competitors may use a “civilian” or “sporting” version of a law enforcement model shotgun produced by the same manufacturer of the law enforcement model. Examples: A Remington sporting model 870 shotgun could be used instead of the Remington 870 Police Shotgun or a Remington 1100 civilian model could be used since it was the predecessor of the Model 11-87 Police model. All other requirements, such as maximum barrel length, must still be complied with.</p> <p>Magazine fed shotguns, including the new Remington 870 DM and Mossburg MAG-FED 590, are not allowed but will be re-evaluated annually as they come into law enforcement service.</p> <p><u>Patrol Division</u></p> <p>Only law enforcement model pump action shotguns are permitted in the Patrol Division. Models that have dual action systems (pump and semi-auto) may be used but must be used in pump action mode.</p> <p><u>Tactical Division</u></p> <p>Law Enforcement model semi-automatic or pump action shotguns are permitted.</p>
Shotgun Gauge	Only 12 gauge is permitted.
Barrel Length	Barrel length may not exceed 22.5 inches. No <u>barrel</u> porting or compensators permitted. Any part of a choke tube which extends past the muzzle of the barrel will be considered part of the barrel and included when measuring barrel length.
Choke	Fixed or interchangeable with no porting or gas/recoil compensation design. Choke size must allow for the firing of slugs. If the shotgun is equipped with an interchangeable or adjustable choke it cannot be changed or adjusted after the first round, with any firearm, of the match has been fired. Law Enforcement chokes incorporating added length and ports to serve as a stand-off device for breaching rounds are allowed. An external ported choke tube may be replaced with a non-porting choke to be compliant.
Sights	Mechanical fixed or adjustable sights are permitted. Factory or aftermarket mechanical duty sights, including luminescent and fiber optic sights, are permissible.
Magazine Tube Capacity	Magazine tube may be factory original or aftermarket. Tubes may not extend more than $\frac{3}{4}$ of an inch past the end of the <u>barrel's</u> muzzle. Magazine tubes may hold no more than 8 rounds with the maximum number of rounds in a shotgun at any time being 9 rounds. Rounds may NOT be “ghost loaded”, staged on the shell carrier, or otherwise placed between the magazine tube and the bolt/chamber. They must be loaded <u>into</u> the magazine tube or <u>into</u> the chamber. After loading as instructed by the Range Officer, no additional rounds may be loaded until at least one designated Threat Target has been engaged. Loading may be further restricted by course of fire instructions.
Bolt Handles Bolt Releases Safeties	Factory Bolt Handles, Bolt Releases and Safeties may be replaced with factory or aftermarket Combat/Tactical versions marketed for law enforcement or military use.

Firearm Division Requirements & Allowances

4.3.8 PATROL & TACTICAL DIVISION RIFLES

Type	Commercially manufactured rifles primarily marketed to law enforcement agencies for use as a Duty Rifle for law enforcement uniformed patrol. Any action type - Bolt, Semi-Automatic, Lever Action, Pump, etc. Competitors legally possessing select-fire rifles, short barreled rifles, or pistol caliber carbines may use them in TPC matches but they <u>may not</u> be used in full auto mode. AR Pistols cannot be used as rifles or carbines. No external modifications may be made except as specifically allowed in these Standards.
Caliber	Minimum rifle caliber of .223 / 5.56mm. For competitors using a law enforcement pistol caliber carbine in rifle courses the minimum is 9mm and FN 5.7. The Match Director may limit maximum caliber due to range restrictions, steel target limitations, etc.
Barrel Length	Barrel length may not exceed 20 inches. Factory installed or aftermarket military and law enforcement marketed Flash Hiders and Muzzle Brakes are permitted and considered part of the barrel when measuring barrel length. In no case will the device <u>diameter</u> exceed 0.95 inches or 2.75 inches in <u>length</u> . When measured, attachment levers or clamps, such as for a suppressor, are not included in the overall measurement. Size Exception: Muzzle devices that have <u>no side ports, cuts, or other openings</u> that are designed to eliminate side blast and direct gas forward to protect nearby personnel during entry work, such as the Noveske KX3, Troy Claymore, Griffin Armament QD Blast Shield and Hera Arms Linear Compensator may have a larger diameter. Competitors should contact NRA LE Staff to check on all such devices. Sound Suppressors: May not be used due to inconsistent recording by Shot Timers.
Sights	<p><u>Patrol Division</u></p> <p>Mechanical fixed or adjustable sights are permitted. Factory or aftermarket iron sights, night sights, or fiber optic sights are permissible.</p> <p><u>Tactical Division</u></p> <p>Rifle may be equipped with <u>one</u> optical sight. Sight may be a telescopic, red dot, or holographic type sight. Flip up magnifier devices <u>in line</u> with the optic that have NO aiming reticle are allowed and count as part of the optic it is being used with. The magnifier must be attached to the rifle during the entire match and cannot be removed and reattached from course to course, whether it is used or not.</p> <p>Rifle may also be equipped with co-witnessed rail mounted two piece back up front and rear <u>iron sight</u>. These sights can be mounted in-line with the optic or angle mounted, such as the Diamondhead D-45 off-set swing out sight, Knight's Armament 45° Offset Rail Micro Folding Sight, or Magpul MBUS Pro Offset Sight. These sights must be in the lowered position on the Start Signal.</p>
Magazine Capacity	No more than 30 rounds. Magazines <u>must</u> be loaded to capacity, or downloaded by up to 2 rounds to improve functioning and reloading. Loading may may be restricted by course instructions. Magazines may be cinched/coupled together.
Magazine Well Alterations	Oversize competition magazine well extensions, such as the Arredondo magwell, may not be used. Thin walled tactical duty extensions, such as the Lancer L15 Standard or Tactical models and the C Products STRAC extension, are allowed.

SECTION 5: COMPETITOR EQUIPMENT

5.1 Handgun Holsters and Belts

- 5.1.1 Holster must be commercially manufactured for the handgun being used and marketed as a law enforcement duty holster for uniformed patrol or plainclothes duty. A tactical thigh holster is permitted as long as it meets all other requirements. See §5.5 for Tactical Division Duty Handguns equipped with an approved Duty Handgun Optic.
- 5.1.2 Only primary side holsters are permitted. No specialized carry holsters are permitted, such as cross draw, shoulder rig, chest mounted, small of the back, chest rig, etc. Military, Tactical, or Nuclear Security Officers whose normal duty handgun carry is a vest mount can ask for a waiver for the match.
- 5.1.3 Holster must have at least one active locking retention mechanism that must be manually disengaged by the primary hand to draw the firearm. Friction only retention holsters are not permitted.

FRICION ONLY HOLSTER EXCEPTION: Officers assigned to plainclothes assignments AND wearing a cover garment during ALL courses of fire in the match may use a friction only holster.

A jacket, shirt, coat, plain civilian vest, discreet undercover vest, sweatshirt, or shirt can be used as a cover garment.



Multi-pocket vests used for concealed carry competitions and civilian concealed carry, such as fishermen vests, photographer vests, are NOT suitable as they clearly indicate the wearer is probably armed and not appropriate for duty undercover work.

When worn the vest must completely cover and conceal the holster and handgun magazine pouches and extend a minimum of 1 inch below the bottom of the holster to prevent someone from seeing that the wearer is armed. External or internal pockets cannot be used for spare ammunition.



- 5.1.4 The holster must cover the trigger guard completely.
- 5.1.5 Shooters must wear their handgun in an approved holster at all times unless the course of fire instructions state otherwise. The holster must be positioned so that the barrel is not forward of the centerline of the leg.
- 5.1.6 Holster/equipment belts must be commercially produced and marketed for law enforcement duty or military use and match the type of holster being used, i.e. a uniformed duty holster is to be attached to a uniform duty type outer belt, measure between 1.75 inches and 3 inches in width, and be black, brown, or other color that is issued to match the department's uniform. Tactical/Military belts, holsters, and accessories may be in other colors such as OD Green, Tan, and camouflage patterns.

Competition belts are not allowed. The Safariland Tactical ELS35 and QAS Duty belt are allowed.

Belt must be worn as if on-duty with the buckle or front of the belt in front and centered on the torso.

5.2 Handgun Magazine Pouches

- 5.2.1** Unless allowed by course of fire instructions, all ammunition fired must be carried on the competitor's person. Unless specified in the course of fire instructions **all magazines must be loaded to capacity.**

In keeping with training and street practices, once the Load, Scan & Holster Command has been given the competitor must maintain a LOADED Duty Handgun throughout the course. This applies to both Scenario and Skill Based courses.

Example: Shooter is firing a course that requires the use of his Duty Handgun and Shotgun. He begins the course by engaging Threat Targets with his Duty Handgun, runs out of ammunition on the last target engagement, holsters and then moves to his staged Shotgun and engages 6 Shotgun Threat Targets to end the course of fire.

Unless the Course of Fire Instructions give other instructions, prior to firing a round from his Duty Shotgun the shooter **MUST** have reloaded his Duty Handgun.

- 5.2.2** Competitors must have a Duty Handgun Primary Magazine Pouch mounted on the same belt that carries the holster, or on a patrol officer External Body Armor Carrier (front and back armor must be in carrier). The pouch may hold up to three magazines or three single magazine pouches may be used. Pouches that carry more than three magazines may be used but **ONLY** three magazines may be placed in pouch during the match.



Primary Magazine Pouches must be manufactured and marketed as a law enforcement duty magazine pouch for uniformed patrol or plainclothes.

No competition, spring loaded, or roller assisted magazine pouches are allowed.

Pouches cannot be altered from original design/production.

- 5.2.3** When a magazine is inserted, the magazine pouch must enclose at least 50 percent of the length of the magazine and all sides of the portion of the magazine that is enclosed.
- 5.2.4** The magazine pouch must have a retention system such as a flap that secures with a snap or Velcro, or friction retention system. Magazines must be retained by the retention system when the magazine pouch is turned upside down.
- 5.2.5** Dump Pouches and other such devices cannot be used as a Primary Magazine Pouch.
- 5.2.6** At the beginning of a course of fire, all Primary Magazines must be secured in a magazine pouch. Any retention devices such as flaps or snaps must be secured.
- 5.2.7** Additional spare magazines may be carried in Secondary Magazine Pouches on the belt, thigh rig, or patrol officer External Body Armor Carrier (front and back armor must be in carrier) and meet the same requirements as Primary Magazine Pouches, or carried in pockets. All belt mounted Secondary Magazine Pouches must be located to the rear of the center line of the leg. Spare magazines **may not** be carried in the hand, mouth, dump pouches, wrist bands, chest rigs, or in any other non-secure manner.

5.3 Duty Shotgun Ammunition Carriers:

- All Carriers Must Be Commercially Produced.
- Receiver mounted carriers are limited to 8 rounds and all other carriers are limited to carrying 6 rounds per carrier.
- Competitors may use a combination of types of approved carriers during a course of fire. Example: a shooter could have a receiver mounted carrier that holds 8 rounds, one belt mounted carrier such as a Safariland 6 Round Shell Holder, one belt mounted TACCOM Single Duelin Deuce with 4 rounds and have additional rounds in a Grab & Go Bag.

Shotgun Ammunition Carrier Types	Allowed
Pockets: Pants or shirt.	Yes
Belts with loop carriers. / Only one belt carrier can be used / Limited to 6 Rounds.	Yes
Belt mounted two-shell carriers, such as the Safariland 080-12 Shot Shell Holder. Three two-shell carriers can be used for a total of 6 rounds and will count as one carrier when combined with other carriers.	Yes
Tactical Shell Carriers: Shell carriers <u>such as</u> California Competition Works Tactical Stripper, Safariland 084 Shotgun Shell Holders, Otto Shotgun Shell Carriers, Carbon Arms SSLP4 & SSLP6 Pinwheels, TACCOM Single Duelin Deuce, and Invictus Practical 2-Point 6ix (2.6 TL or ELS). Only one of these types of carriers can be used. / Maximum loading of 6 rounds.	Yes
Receiver mounted ammunition carriers, such as a Sidesaddle system / Limited to one device / Maximum loading of 8 rounds	Yes
MatchSaverZ Single Round Shell Holder - Black Duty/Tactical Version - One Only	Yes
Stocks designed to carry ammunition <u>inside</u> the stock, such as a Speed Feed Stock.	Yes
Dump Pouches: Fold up Dump/Gear Pouches designed for law enforcement that fit on a duty belt are allowed. / The pouch top MUST be closed and with all straps, buckles, cords, and other closure devices fully secured. Once the Start Signal has been given the ammunition in it may be accessed.	Yes
Grab & Go Bags: Gear/ammunition bags, commonly called Grab & Go or Deployment bags, designed for law enforcement that are slung over the shoulder are allowed. Unless allowed by the Course of Fire Instructions, before the course all flaps, closures, straps, buckles, cords, and other closure devices must be fully closed and secured. Once the Start Signal has been given the ammunition in it may be accessed.	Yes
Patrol officer External Body Armor Carrier with front and back armor panels inserted. Limited to 6 Rounds	Yes
Vest/chest mounted shell carriers or tactical vest.	No
Shells carried in the hand, mouth, waistband, or other non-secure or unsafe manner.	No
Shells carried in loops mounted on slings.	No
Shotgun Speed Loaders / Loading Tubes.	No
Stock mounted carrier systems, such as the Loadmaster.	No
Wrist/arm band shell carriers.	No

5.4 Rifle Ammunition Carriers

5.4.1 Magazine Carrier / Location: Rifle and pistol caliber carbine spare magazines may be carried in commercially produced rifle mounted ammunition carriers, belt mounted magazine pouches, thigh carriers, on a patrol officer External Body Armor Carrier (front and back armor must be in carrier) or in clothing pockets. The pouch may hold up to two magazines or two single magazine pouches may be used.

A commercially produced Combination Duty Magazine Pouch (a pistol magazine pouch that is designed to carry a rifle magazine pouch behind it) is allowed. Users must use the pouch in all courses of fire and have fully loaded rifle and handgun magazines in the pouch.

Wrist/arm band carriers, vest/chest mounted carriers and ammunition dump pouches are **not** allowed to be used to carry ammunition.

Spare ammunition may not be carried in the hand, mouth, or other non-secure manner.



5.5 Duty Handgun Optics: Duty Handguns in the Tactical Division may be equipped with mechanical/iron sights or an approved Duty Handgun Optic sight (DHO).

5.5.1 To be considered for approval as a DHO;

- The handgun used must meet the requirements listed under the Duty Handgun Specifications. As detailed in those specifications, NO competition models may be used in either the Patrol or Tactical Division.
- The DHO equipped Duty Handgun must be used with a holster following §5.5.3.
- The DHO must mount without any modification to the handgun.
- The handgun should have co-witnessed front and rear sights rear, but the rear sight can be removed for an optic mount or use of a handguns Optic Ready Plate.
- After being powered ON, the optic must remain ON for a minimum of 14 hours without any action being required by the shooter to draw and fire. This would cover a typical 12 hour shift plus some extra time.

Sights may go into an automatic power saving mode and come to full power automatically when drawn, when motion is detected, or when it detects light changes.

- When the competitor is instructed by the RO to Load & Make Ready at their **first course using their Duty Handgun** the competitor may turn ON and check their DHO settings. From that point on, competitors **cannot check or make any adjustments** to their DHO as part of the Load and Holster process, or at any other time. This follows the reality on the street where prior to getting into a gunfight as suspect is not going to allow the officer to draw, turn on their Duty Optic, or adjust the brightness level to meet ambient lighting conditions.

Competitors may however make adjustments once the Start Signal has been given and they are under time.

5.5.2 Approved Duty Handgun Optics:

- Leupold DeltaPoint Pro
- SIG Romeo1

- Trijicon RMR – Type 1 and Type 2 / All reticles
- VORTEX Venom - 3 or 6 MOA.

5.5.3 Holsters for DHO Tactical Division Handguns

Holster must be commercially produced as a law enforcement duty holster for uniformed patrol or plainclothes duty, meet all TPC holster requirements found in §5.1 be designed for the Duty Handgun and accommodate the DHO used.

Examples: Safariland duty holsters 6395RDS and 6354DO ALS, Safariland concealment holster 6379RDS ALS, and Comp-Tac Flatline concealment holster.



- 5.6 Rifle Bipods:** Separate rail or stud mounted bi-pods as used on LE Precision Rifles are **not** approved. Forend grips that attach to a lower rail or to the handguard that incorporate an extending bi-pod, mono-pod or support post are allowed. At the beginning of the course the device must be in the stowed position and cannot be deployed until the RO gives the course of fire Start Signal. Rope, cord, or other material or device cannot be attached to speed deployment of the device.



- 5.7 Slings:** Long guns may be equipped with a single-point, two-point, three-point, or tactical sling. The sling must allow muzzle down carry.

Tactical slings must be adjusted / used so that the muzzle is down and not angled across the body to prevent muzzling any part of the competitor's body, anyone else, or the muzzle to face up range during movement through the course.

Slings may be used for additional support when firing and may be attached to the body or otherwise preset around the shooter's arm, or wrist prior to the Start Signal being given.

When a sling is used to carry the long gun, the long gun must be unloaded, carried Muzzle Down and should have a chamber flag inserted in the chamber or carried with the action locked open. Specific requirements may be noted in the Match Announcement or Course of Fire instructions.

- 5.8 Laser Sights:** Use of laser aiming device is allowed unless prohibited in the Course of Fire Instructions. The device must remain mounted on the firearm during the entire match and prior to the Start Signal for a course of fire the laser must be turned OFF.
- 5.9 Firearm Mounted Lights:** Lights may be used unless use is prohibited in the course of fire instructions. The light must remain mounted on the firearm during the entire match and prior to the Start Signal for a course of fire the light must be in the OFF position.

- 5.10 Dump Pouches:** Commercial **fold up** Dump/Gear Pouches designed for law enforcement that fit on a duty belt are allowed. Unless the Course of Fire Instructions state otherwise, such devices **MUST be empty** and folded/rolled to the closed carry position with all straps, buckles, cords, and other closure devices fully secured. Once the Start Signal has been given the device may be opened and used to secure magazines after a Tactical Reload. **Spare ammunition may not be carried in a Dump Pouch.**



Example Grab & Go Bags

- 5.11 Grab & Go Bags:** Commercial gear/ammunition bags, commonly called Grab & Go bags, designed for law enforcement that are slung over the shoulder are allowed to be used to carry additional rifle magazines, shotgun ammunition, and to stow magazines after a Tactical Reload. Unless the Course of Fire Instructions state otherwise, before the course all flaps, closures, straps,



buckles, cords, and other closure devices must be fully closed and secured. Once the Start Signal has been given the bag and items in it may be assessed.

5.12 Personal Footwear & Clothing:

5.12.1 Footwear: Footwear must protect the competitor from the rough surfaces commonly found on the ranges used for TPC events, and need to provide good traction, stability and protection from surface heat, rain, and slippery surfaces that may be encountered. Competitors should consider the amount of ankle support provided given the frequent and rapid changes in direction and quick stops necessary while running courses.

- **Boots and Shoes:** Boots and shoes marketed for law enforcement duty use and duty athletic shoes similar to civilian running, cross training, hiking, trail shoes and other such shoes are allowed if they meet the requirements below.
- **Cleats:** Footwear with cleats, studs, or other protrusions on the sole, whether incorporated into the sole or attached separately are not allowed.
- Soles with a tread design that has low protrusions such as turf soles, may be worn if the maximum depth is 5/16 of an inch or less and there are at least 30 low profile blades or traction protrusions.
- **Minimalist Footwear:** Athletic shoes that do not have solid soles, have foam type soles, or soles of minimal thickness, commonly referred to as minimalist footwear, such as Skele-Toes, Vibram FiveFingers, Merrell Barefoots, and others do not provide the protection necessary for competitor's feet given the often jagged surfaces found on firing ranges and are not allowed.

5.12.2 Clothing: Competitors are not expected to participate in department uniform but are required to maintain a professional standard and appearance at Tactical Police Competition events.

Uniform, polo, and t-shirts are suitable. Tank tops are not suitable because of the increase risk of hot brass going down the competitor's shirt and causing burns and the possibility of a competitor's unsafe gun handling reactions. Shirts with inappropriate graphics or text are not allowed and competitors need to consider that young children, competitor family members, and members of the media frequently attend TPC events.

Shorts and kilts are discouraged for safety and injury prevention reasons and are prohibited at some TPC location hosts. Any worn must provide a positive public and professional impression and cannot be overly revealing.

Uniform pants, BDU's, tactical pants, jeans and utility's are suitable. Pants with built in protective knee pads are allowed.

5.14 Video Recording & Photography Equipment: Shooters and friends are encouraged to use recording devices to capture stills and videos for later viewing to see how they did, show friends, and review for training.

Any device may be used as long as it does not interfere with safe operations, other shooters, or increase the time it takes to operate a course of fire. Shooters who desire to record their run must have their equipment ready. The Range Officer will not provide time for camera set up.

If the recording device has a Bluetooth, WI-FI, or other feature that allows live stream viewing, that feature **MUST be off at all times during the match**. Any shooter who is found to have a live stream feature on a recording device ON and anyone found involved

with monitoring the live feed will be Disqualified from the course being viewed. If the specific course cannot be identified a course will be selected by the Match Director and both shooters will be Disqualified from that course.

Prohibited: Once recorded, shooters **may NOT** show their recorded run to any other shooter who has not already run the course of fire on the recording or to any spectator who may then speak to a shooter who has not run the recorded course of fire.

Penalties: If the shooter in the recorded course of fire shows the recording in violation of the above prohibitions the shooter in the recording will be Disqualified from the recorded course of fire.

If a shooter who has not run the course of fire views a recording from someone other than the shooter who ran the course, they will be Disqualified from the course of fire in the recording.

Notwithstanding the above, based on the circumstances the Match Director may Disqualify any and all persons involved with allowing prohibited viewing or take other actions as the Director feels is appropriate including assessing Procedural Penalties.

SECTION 6: FIREARM OR EQUIPMENT FAILURE

- 6.1 Competitor Equipment Failure:** Competitors are NOT entitled to a refire due to failure of any of his equipment. This includes improperly loaded magazines, optics failure, faulty ammunition and competitor induced malfunctions. The shooter must take Immediate Action steps and continue the course as best they can.
- 6.2 Ammunition Malfunctions:** Running out of ammunition, damaged ammunition, defective ammunition, or any other ammunition related malfunction is NOT an alibi for a refire.
- 6.3 Firearm Transition:** Because each course is designed to measure a competitor's proficiency with a specific firearm, a competitor may not transition to another firearm system, such as from their disabled or empty rifle to their duty handgun, during a course of fire unless the other firearm is already part of the course of fire.

If the course of fire allows firearm transition and the competitor did so and the competitor completed the course, no refire is allowed.

- 6.4 Disabled Firearm & Refires:** A Disabled Firearm is one that physically breaks and fails to operate during a course of fire, or fails to function safely and may be cause for a refire.

Ammunition malfunctions, running out of ammunition, failed optics, battery failure, or other equipment that is added to a firearm that fail are NOT considered a firearm failure and are not an alibi for a refire. However, the shooter may substitute another firearm for the firearm with the failing optic or equipment following the provisions below.

Refire Allowed: If a competitor's firearm becomes disabled during a course of fire **and** the competitor Declares a Disabled Firearm to the RO before the completion of the course the firearm will be inspected by match officials to ensure it is Disabled. If truly Disabled, he will be allowed one refire of the course after obtaining a substitute firearm as outlined in §6.5.

Refire Not Allowed: If the competitor fails to notify the RO and stops running the course on their own, no refire will be allowed. It is the competitor's responsibility to notify the RO of a disabled firearm.

Scoring:

- Competitor completed the course to the end and had the opportunity to engage all targets: RO will note the firearm problem on the score sheet and score all targets and penalties just as the competitor had no problems with their firearm.
- Competitor fails to notify the RO, gives up and stops running the course on their own. RO will mark the score sheet as **Did Not Finish** with the reason and score all targets and penalties just as the competitor had no problems with their firearm. **DNF shooters are not eligible for any awards or prizes.**

6.5 Substitute Firearms:

- The substitution firearm must meet the same criteria for the Division that the competitor is registered in.
- Prior to substitution the competitor must receive permission from the Match Director or Range Master and they must inspect the substitute firearm.
- Competitor cannot find a substitute firearm meeting his Division's requirements;
 1. The competitor may decide to fire only the courses of fire remaining that do not require the firearm that is disabled. In this case, the score sheets for all courses not fired will be scored as **Did Not Finish** (DNF) and all targets scored as being missed. Because of the DNF the shooter will not be eligible for any awards or prizes.
 2. The competitor cannot find a firearm to use matching their Division:

Tactical Division Shooters may change to a Patrol Division Rifle, Shotgun or Handgun for the remaining courses of fire but will remain in the Tactical Division since they have already fired a course of fire as a Tactical Division shooter.

Patrol Division shooters who can only find a Tactical Division substitute must change the Tactical Division.

SECTION 7: TARGETS, SCORING, & PENALTIES

7.1 NRA Tactical Police Targets

NRA Tactical Police Competition is designed around the copyrighted NRA Tactical Police Targets. These targets are designed for law enforcement training, qualifications, and TPC events and are only available directly from NRA Law Enforcement Competitions. Include are the:

- ❑ TP1 Target - The NRA Tactical Police 1 Target is 18" wide x 36" tall made using lightweight cardboard. The Threat side of the target is natural cardboard tan color with perforated scoring lines. The other side of the target is printed white and is the Non Threat side.
- ❑ TP2 Target - The NRA Tactical Police 2 Target is identical to the TP1 Target but is ½ the height and ½ the width for use as a reduced distance target.
- ❑ Paper Versions: These are paper visions of the TP1 and TP2 Targets for use for TPC practice, law enforcement training, and qualifications. Paper targets are tan and only printed on one side. They can be turned into Non Threat targets by placing open hand overlays on them, marking them with a masking tape X, or by other means. Paper versions cannot be

used for sanctioned TPC Events unless approved by the NRA Law Enforcement Competitions Department.

7.2 Scoring Methodology

While the amount of time it takes an officer to respond to a lethal threat with their firearm is very important, accuracy is the most critical element. As such, in TPC events, accuracy is more important than the speed in which the competitor runs through the course of fire. The training adage of “You can’t miss fast enough in a gunfight” is true when firing TPC courses. A shooter’s Final Tactical Score is composed of three elements; Fired Time, Loss of Accuracy Penalties and Procedural Penalties.

- ❑ The first is **Fired Time**. This is the time in seconds it takes the competitor to physically shoot the course. TPC does not use hit factors, stage points, or other computed adjustments. This is done for scoring simplicity and to eliminate the need for computer software or other systems in order to compute match results. A simple calculator to add score sheet times is all that is needed.

A competitor has a **maximum** of 180 seconds to complete a TPC course of fire (may be less if specified in the Course of Fire Description). If the maximum time is reached the RO will call STOP. The TPC Score Sheet will be marked as **Maximum Time Exceeded** and 180 seconds is recorded in the Fired Time box. All engaged targets are scored and recorded and targets not engaged are scored as Misses with Target Not Engaged Penalties assessed.

- ❑ The second is called **Loss of Accuracy Penalty**. Once the competitor completes the course of fire, the targets are scored and any hits outside the designated optimum target impact area result in the shooter receiving a Loss of Accuracy Penalty. This penalty is in the form of seconds of time that are added to the competitor’s Fired Time.
- ❑ The third scoring element consists of **Procedural Penalties**. These are additional time penalties resulting from failing to follow course procedures, firing on non-threat targets, failing to follow course of fire instructions, or procedural requirements.

7.3 Competitor Target Handling: The competitor who just finished firing a course of fire is **NOT** allowed to touch any Threat Target or Non Threat Target in the course until after the Range Officer has scored all targets and announced “Targets Scored”.

If a competitor is found to have touched a target prior to the completion of scoring the RO will issue a warning.

If the competitor has already been warned by any RO or match official not to touch targets and does so, two Procedural Penalties will be assessed.

If the firing competitor Challenges the scoring of a target in the course and the competitor has already touched the target, the Challenge is automatically denied. The Challenged target will be rescored and the lowest possible score recorded as final.

7.4 Partially Breaking a Scoring Ring or Target Edge: In real life, we know that a round that fails to strike an area of the body that will cause immediate incapacitation, such as an arm, hand or side of the body will have little effect in ending a deadly encounter. On the range this is the same as a bullet hitting the edge of a target, or a bullet only partially hitting the edge or vital area scoring line. In keeping with the NRA Law Enforcement Division’s training

philosophy of making range training and qualifications mirror street realities where possible, edge shots of rounds breaking scoring lines are scored differently in TPC. In TPC scoring:

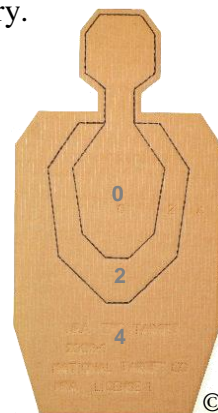
- ❑ Rounds partially breaking a scoring ring are scored the **LESSER** value.
- ❑ Rounds partially breaking the edge of the target are scored as **MISSES**.

To be scored within a scoring area the bullet hole must be **completely inside** the scoring ring. The above rule also applies to Non-Threat Targets. To be considered a hit, the entire round must be on the target.

7.5 Use of Scoring Aids: NRA Law Enforcement Eagle Eyes or NRA Scoring Overlays may be used. Whether a scoring gauge is used or not, if the hit is so close to the edge of a scoring ring that the value cannot be determined, the competitor will be given credit for the higher value.

7.6 Target Scoring Values: TPC courses typically require at least two shots on each TP1 or TP2 Threat Target. Like the street, where officers decide how many rounds are necessary to eliminate a threat, in TPC the competitor decides how many rounds are necessary. If the competitor calls his shots and knows one is not within the vital zone he may fire additional rounds. The highest scoring two rounds are counted. The NRA TP1 and TP2 Targets are designed around street realistic hit zones. For ease of scoring the Hit Zones are stamped to correspond to Loss of Accuracy Penalties.

Target Zone	Loss of Accuracy Penalty
0 Zone	No Penalty
2 Zone	2 Second Penalty Per Hit
4 Zone	4 Second Penalty Per Hit



When using NRA Tactical Police Targets for training or qualification purposes the scoring values are shown below. Rounds partially breaking a scoring ring are scored the lesser value and rounds partially breaking the edge of the target are scored as misses.

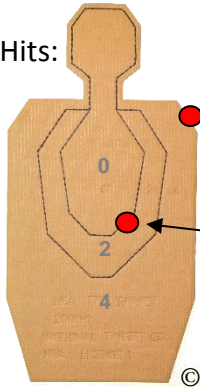
Target Zone	10 Point Per Round Scoring	5 Point Per Round Scoring
0 Zone	10 Points	5 Points
2 Zone	8 Points	4 Points
4 Zone	4 Points	2 Points

Scoring Example for a 50 Round Qualification Course

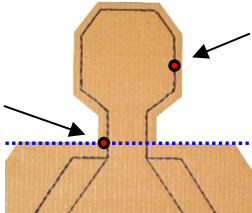
10 Points Per Round Sample	Number of Hits	Value	Score <i>500 Points Max</i>
0 Zone Hits	15	x 10 Points	150 Points
2 Zone Hits	23	x 8 Points	184 Points
4 Zone Hits	11	x 4 Points	44 Points
Total Hits	49		
Zero or Misses	1		
Total	50	76.6%	378 Points <i>500 Points Max</i>

5 Points Per Round Sample	Number of Hits	Value	Score <i>500 Points Max</i>
0 Zone Hits	15	x 5 Points	75 Points
2 Zone Hits	23	x 4 Points	92 Points
4 Zone Hits	11	x 2 Points	22 Points
Total Hits	49		
Zero or Misses	1		
Total	50	75.6%	189 Points <i>250 Points Max</i>

Scoring Examples

- **Scoring of Body Hits:**


Scored as a MISS

Scored as a 2
- **Scoring of Head-Neck Hits:**


Scored as a MISS and Not a 4

Scored as a MISS

To score this hit, imagine a scoring line extending from the top left shoulder of the target across the neck to the top of the right shoulder. The round must be totally within the 4 scoring area to count.

The distance between the edge of the target and the perforated edge on the head represents the average thickness of the adult skull. A hit on the skull is normally not effective. The round must be totally inside the perforated scoring ring.

7.7 Steel Targets, Frangible Targets, & Other Prop Targets

- 7.7.1 Threat Steel Targets:** Steel targets, such as steel poppers, plate racks, or dueling trees, are scored as Hit or Miss. For reactive falling steel, a hit is achieved when the steel falls. Hits on static steel or steel with a visual flag or light indicator, MAY or MAY NOT be called by the RO as indicated in the course of fire description. Steel targets are painted the same color tan as the TPC cardboard target or white to indicate they are Non Threat targets.
- 7.7.2 Frangible Targets:** Frangible targets, such as clay skeet pigeons and sporting clay targets, are scored as Hit or Miss and must break to be a hit. As little as one pellet hole or chip by the shot is considered a break. Hits will NOT be called by the RO. Clay targets may painted white to make them Non-Threat targets.
- 7.7.3 Other Prop Targets:** Course designers may find a unique reactive targets that may add to the effectiveness of their course. An example is the use of balloons. A balloon can be inflated into a cardboard box the size of the head of the threat target (box provides consistent balloon size.) The balloon-box is attached to the rear of a threat target and the target is then suspended by line to the balloon. To achieve a scored hit, the competitor must fire an accurate round to break the balloon. Targets such as these must be designed and used with Hit or Miss scoring.

7.8 Scoring Penalties

- 7.8.1 Procedural Penalties:** Procedural Penalties are assessed if the competitor fails to follow TPC Standards, course of fire instructions, or for other reasons. One Procedural Penalty results in 10 seconds being added to the competitor's Fired Time.
- 7.8.2 Fail to Follow Course of Fire Instructions:** If a competitor fails to follow course of fire instructions one **Procedural Penalty** is assessed for each incident, not number of rounds fired. However, the course instructions may state that more than one penalty will be assessed for specific actions.

Example 1: The course instructions state that the competitor must engage three Threat Targets from within a designated Firing Area. However, the competitor fires at Threat Target 1 and 2 and then steps out of the Firing Area while engaging Threat Target 3. The competitor would be assessed one Procedural Penalty on the score sheet for firing outside the designated area at Threat Target 3 and the rounds fired in violation will be recorded as Misses.

If the competitor realizes his mistake and returns to the Firing Area and fires the required Hits on Threat Target 3, the Procedural Penalty remains but the second set of Hits will be scored. If the RO can determine which where fired correctly those Hits will be counted. If the RO cannot accurately determine which Hits to count, the two LOWEST valued Hits will be counted.

- 7.8.3 First Shot Time Requirement:** Courses may have a requirement to fire the first shot within a specific time limit with a penalty assessed if the shot is not fired within the limit. By adding this requirement the importance of accurate shot placement with speed can be stressed, such as is required when an officer comes under an immediate lethal attack or protecting someone else under immediate lethal attack.

When courses have a First Shot Time Requirement and the competitor made the shot within the required time there is no penalty. If the competitor is over the time limit the penalty becomes the actual time it took him to make the first shot.

Example: The start position in a Scenario Based course has the officer standing 5 feet from a Threat Target with a simulated police radio and driver's license in his hands as if calling in the suspect's information for a warrant check. On the Start Signal the competitor must drop the radio and license, draw, and engage the Threat Target. In real life the officer's life may very well depend on how fast he can draw and accurately fire. To reinforce this training the course instructions require a First Shot Time of 3 seconds.

Competitor A: After recording his Fired Time the RO hits the review button on the shot timer and finds that Competitor A fired his first shot at 2.28 seconds, within the 3 second First Shot Time requirement. The time is recorded in the First Shot block on the TPC Score Sheet and no penalty is applied.

Competitor B: After recording his Fired Time the RO hits the review button on the shot timer and finds that Competitor B fired his first shot at 3.6 seconds which is over the maximum limit. The time is recorded in the First Shot block on the TPC Score Sheet and the penalty is the 3.6 seconds it took him to fire the first shot.

When using First Shot Time requirements, course designers must make sure its use is consistent with the course design and training standards, and that the time limit selected is challenging but reasonable and safe.

- 7.8.4 Maximum Course Time:** Unless noted otherwise in the Course of Fire instructions the maximum time allowed to complete a course of fire is 180 seconds. Once the maximum time is reached the Range Officer will **STOP the shooter**. The TPC Score Sheet will be marked as **Maximum Time Exceeded** and 180 seconds is recorded in the Fired Time box. All engaged targets are scored and recorded and targets not engaged are scored as Misses with Target Not Engaged Penalties assessed.

RO's need to remember to have Shot Timer set to provide an alert at the 180 second mark.

- 7.8.5 Threat Target Not Engaged:** A 20 second penalty will be added to the Fired Time for each target that a competitor fails to engage by recording it in the designated box on the TPC Score Sheet. When recording the number the RO is to write the total number and not use hash marks; i.e. 3 for three targets, not III. The Statistical Office will tabulate the penalty.

The competitor would also receive Target Miss Penalties as detailed below.

- 7.8.6 Target Miss:** Paper Threat Targets must have at least two scoring hits. For each missing hit a 10 second penalty is added to the Fired Time. Any steel that fails to fall or is not called as a hit by the RO is scored as a Target Miss. Target Misses are recorded in the Miss column on the TPC Score Sheet.

- 7.8.7 Hit on a Non Threat Target:** For each round fired on a Non Threat Target one **Procedural Penalty** is assessed. To be considered a hit the entire round must be on the target. Rounds partially breaking the edge of the target are considered misses with no penalty assessed.

If the RO determines that the striking round first passed through a range prop, a Threat Target, or simulated cover there is no penalty.

- 7.8.8 Pass Through Hits:** If a hit on a Threat Target is found to have first passed through a Non Threat Target the hit on the Threat Target is not counted and a **Procedural Penalty** is assessed for each pass through hit on the Non-Threat target.

- 7.8.9 Rounds Striking a Barrier and Impacting a Target:** Rounds that pass through, or strike ricochet a wall, fence panel, port, visual barrier, barricade, range prop, target stick, or other such item and then strike a Threat Target or a Non Threat Target will be scored as a Miss on Threat Targets and scored as a non-hit with NO penalty on Non Threat Targets. It does not matter if the impact was with the entire bullet diameter or just part of the bullet impacted. The shooter may be responsible for damages.

- 7.8.10 Firing Underneath a Non Threat Target:** A competitor may NOT fire underneath a Non Threat target mounted on a target stand. In real life, this would be firing between the legs of an innocent person and is not representative of current training standards. One Procedural Penalty will be assessed for firing underneath a Non Threat Target and all rounds fired in violation will be counted as Misses.

- 7.8.11 Unsportsmanlike Conduct:** The RO may assess two Procedural Penalties for Unsportsmanlike Conduct, or at the discretion of the Match Director the competitor

may be Disqualified. The RO will note the violation on the score sheet and two Procedural Penalties on the score sheet.

7.8.12 Manual Safety Violation: Also see §4.1.1.

7.8.12.1 Unless specifically allowed by the Course of Fire instructions, long gun manual **safeties MUST be in the ON** position at the beginning of a course and at any time the long gun is loaded except after the course start signal is given and the competitor is actively running the course.

The competitor may position his finger or thumb on the safety in preparation to move the safety to the OFF position when the “Standby” command is given by the Range Officer. See Section 4.1.1. Failing to have the safety ON will result in a **Procedural Penalty**.

7.8.12.2 If the course instructions require a competitor to place the long gun in a designated area and leave it, the **Safety MUST be ON**. Failing to place the safety ON will result in **2 Procedural Penalties** being assessed. If the firearm design does not allow the safety to be placed ON if the hammer is down NO penalty will be assessed **IF** the long gun is empty **and** the action is locked open.

7.9 Disqualification From Course of Fire or Match:

Based on the specific incident a competitor may be Disqualified from a Course of Fire or the entire match. In either case the competitor is ineligible to receive any awards, prizes or match drawings.

The score sheet of a Disqualified Competitor will be clearly marked as Disqualified by the RO or Match Official. For each course of fire scorecard the competitor is Disqualified from (may be all), all targets on the scorecard will be **marked as MISSES**, even if the competitor made valid hits on targets prior to being declared Disqualified.

The final match results will list “DQ” in the Final Tactical Points column for a Disqualified competitor. **Disqualified competitors are not eligible for prizes or awards.**

7.10 Challenges to Scoring or Assessment of Penalties

7.10.1 A competitor may challenge the decision of a Range Officer concerning scoring or assessment of Procedural Penalties. If the competitor has touched the Challenged target the Challenge will automatically be denied. See §7.3.

7.10.2 Prior to accepting a Challenge the shooter may be required to pay a Challenge Fee of up to ten dollars prior to the review if shooters were notified of the fee in the Match Program, or during the Shooter’s Briefing. If the competitor prevails in their Challenge, the fee will be returned to the competitor.

7.10.3 To file a Challenge the competitor must notify the Range Officer prior to signing their score sheet and pasting any targets involved. If a target is part of the Challenge it will be removed and replaced so that the course of fire may continue for the other competitors.

7.10.3 If the Match Director has designated a Range Master to handle Challenges for the event he will be called to hear both sides, review the applicable TPC Standards, and render a decision. If a Range Master has not been designated by

the Match Director to handle Challenges, the Match Director will hear the Challenge and render a decision.

7.10.4 The Match Director or his designee is the final authority.

SECTION 8: COURSE OF FIRE TERMS & PROCEDURES

- 8.1 Cease Fire:** An emergency command given, normally by the RO. When heard, the competitor will immediately stop firing, stop all movement and await further instructions from the RO. Observers at the course who hear the command Cease Fire will assist the RO by yelling Cease Fire until it is clear that all persons on the course have heard the command and remain in place until additional instructions are given by the RO.
- 8.2 Stop:** An administrative command given during a course by the RO when he needs the competitor to stop running the course. It is given when the RO sees that a range prop has failed, targets have not been taped, there is a problem with the competitors gear, the competitor has reached the maximum Fired Time of 180 seconds, or other such reasons. On hearing STOP, the competitor will immediately stop all firing, any movement and await further instructions from the RO. In most cases the competitor will re-shoot the stage without penalty.

- 8.3 Cruiser Safe:** In courses where a long gun is left staged on the range prior to the course being fired, the long gun is loaded to Cruiser Safe.

Cruiser Safe refers to the condition that unattended long guns are normally in when secured in cruisers. In Cruiser Safe the safety is ON, action locked closed on an empty chamber and a loaded magazine is locked in place or the magazine tube is loaded.

On the command of Load to Cruiser Safe, the competitor will physically and visually verify the safety is ON and inspect the chamber and magazine well or magazine tube to ensure the long gun is unloaded and clear. The competitor will then close the action on an empty chamber, insert a loaded magazine, or load the magazine tube.

For Tactical Division rifles equipped with powered optics that have an ON-OFF switch or scope/dust covers: Unless the Course of Fire state otherwise, powered optics are to be OFF when the rifle is in Cruiser Safe condition and if equipped with scope covers they must be closed. Once the Start Signal is given the competitor must turn them on during the chambering process and open scope/dust covers as if the rifle was just removed for deployment from a cruiser.

In courses where a long gun is left staged on the range prior to the course being fired, the long gun is loaded to Cruiser Safe.

- 8.4 Ready Position:** A handgun handling position assumed after the draw or after firing: The Ready Position is used to keep the handgun ready to instantly lock out or fire. The arms can be anywhere from slightly down, off the target, to an angle that points the muzzle directly down at the ground in front of the shooter. As a general rule, a 45-degree angle is the basic position. The hands are in a solid two-hand grip as when first assuming Step 3 of the draw.



- 8.5 Shoulder Ready Position:** A long gun handling position. The toe of the butt is mounted in the shoulder pocket with the barrel angled down approximately 45 degrees and the muzzle is pointed in the safest direction. The head must be upright and not touching the stock and no pre-sighting is allowed. From this position the shooter can load, unload, check loaded status, and deploy the long gun on the range or the street during a search or cover position, and prior to and after using any firing position.

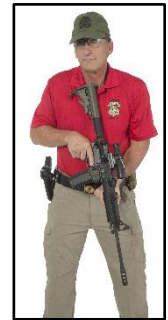


Example Shoulder Ready Positions

- 8.6 Safety Circle Position:** A modification of the Ready Positions and Shoulder Ready Position, the Safety Circle is a tactical position used on the street and range to maintain muzzle control while in close proximity to others, close to physical obstructions, such as walls, doors, and vehicles, and when moving or facing “uprange”.

The concept is that there is a circle around your feet that represent the safest area for the muzzle to be pointed. Your firearm is instantly ready to deploy while the muzzle is fully controlled, movement in any direction is easy, you have a clear field of sight in all directions and you can be totally safe even with other officers or civilian bystanders right next to you or in front of you.

With Duty Handguns, keeping a solid grip the muzzle is pushed down so that the barrel is approximately parallel to your body. For long guns the stock butt is brought out of the pocket, lowered slightly so you can see fully left, right and to the rear, muzzle pointed at the ground, and barrel approximately parallel with the body.



Safety Circle with a Duty Rifle

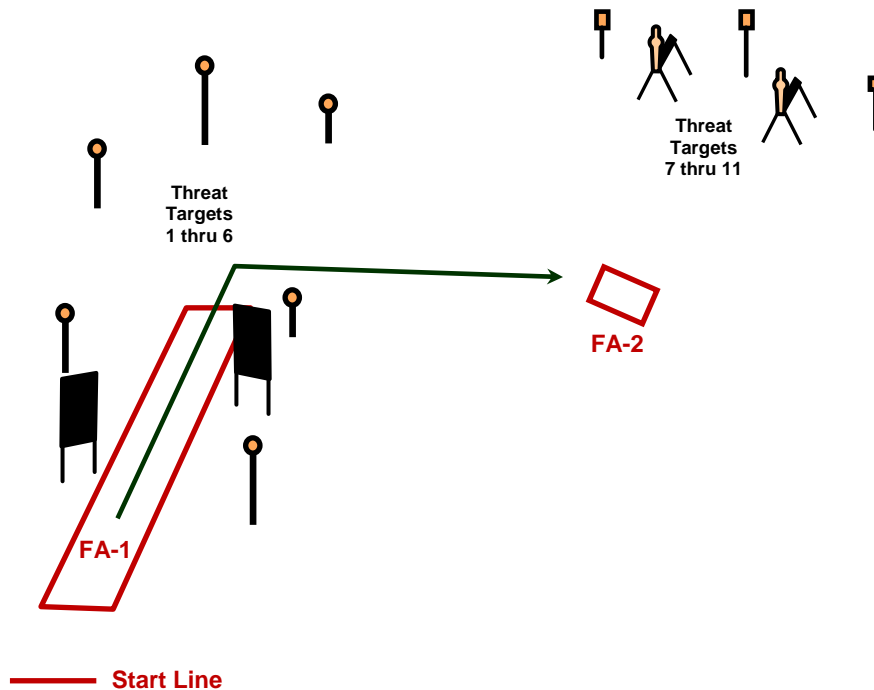
- 8.7 Start Line / Firing Area:** A designated area that the competitor starts a course from or a designated shooting area the shooter must engage targets from. Start Lines and Firing Areas are normally marked with 1” x 2” lumber staked on the ground and painted red or yellow but may be created using tape, survey tape, spray paint, rope, or other physical marking.

Firing while outside the Firing Area is not allowed. Being outside the Firing Area is determined by the competitor’s feet. If a round(s) is fired when any part of the competitor’s foot, or other body part, crosses and touches the ground a **Procedural Penalty** is assessed. The shooter’s feet can be on-top whatever is marking the boundary or hanging over the marking material as long as the ground is not touched.

- 8.8 Moving from One Firing Area to Another:** A shooter may engage a Threat Target as they leave one Firing Area to move to another just as they cross the marked Firing Area as long as one foot is on the ground within the Firing Area. The second foot may be in the air outside the Firing Area but cannot be touching the ground when the round is fired.

When a Firing Area is in the form of a pathway the shooter must exit the Firing Area at the end of the Firing Area with both feet crossing the end of the marked area. The shooter cannot exit early or run across the Firing Area side markings even if all Threat Targets for the area have been engaged. Failing to exit at the end of the Firing Area is a **Procedural Penalty**.

Below is an example of a Duty Shotgun course of fire with a Firing Area pathway. To get to Firing Area 2 from Firing Area 1 the shooter must exit at the end of Firing Area 1 with both feet crossing the end of the marked area before moving to Firing Area 2. The shooter's path is marked by the green line.



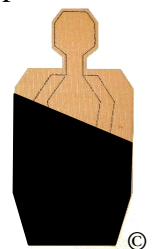
8.9 Firing From the Last Firing Area: When at the last Firing Area of a course of fire both feet must be within the Firing Area when firing all rounds. Shooters may not “fall out” of the Firing Area as they fire their last shots or leave the Firing Area after firing, even if by accident because they lose their balance. Doing either will result in a **Procedural Penalty**.

8.10 Cover: A range prop that represents a barrier that in real life would provide an officer on the street with cover from small arms fire and cannot be seen through. Range prop cover may be made of such things as walls made of plywood, window screening, snow fence, plastic sheeting, or plastic open weave safety fence. Simulated cover on the range may be transparent or translucent.

Rounds that are fired through or hit the edge of range Cover and impact a Threat or Non-Threat target are scored as Misses. No Procedural Penalties are assessed for striking range Cover. All other scoring and penalties are assessed as normally done. This also applies to any rounds striking other range props or equipment.

Paper targets can be partially painted black to represent parts of the Threat Target or Non-Threat target that is protected by cover. Hits within the black are scored as Misses and no penalties assessed.

When painted the Zero down area that is visible for shooting must be at least 25 square inches; i.e. a 5”x5” box, the full head area, a 2” x 12.5” rectangle, etc.



8.11 Concealment: Transparent range props such as burlap, camouflage netting, or other material that can be seen through but will allow a round to safely pass through.

If concealment is used in a course, the course instructions will note that shots may be made through the concealment and under what circumstances it can be engaged without penalty.

Targets behind concealment must be set in such a way that the competitor can properly identify the target and determine where to safely aim and acquire a full value hit.

When used, plans must be made for the regular replacement or repair so that competitors had a similar view whether shooting at the beginning of the day or at the end of the day.

8.12 Reloading See § 8.2.1 for Initial Loading

8.12.1 Use of Cover: There is no requirement to reload from cover when available. The tactical decision when and where to reload is the competitors.

However, a shooter cannot leave a Firing Area to move to another Firing Area unless the firearm is loaded and ready to fire. This is true for Duty handguns, Duty Shotguns and Duty Rifles unless the course description states otherwise. A round in the chamber is considered loaded. Leaving a Firing Area with an unloaded handgun will result in a **Procedural Penalty**.

8.12.2 Handgun Reloading - Magazines Used: When reloading, all magazines carried in the Primary Magazine Pouch (at least two) must be used first. Magazines carried in secondary locations may only be used after the Primary Magazines have been used. Failing to use Primary Magazines first will result in a **Procedural Penalty** for each magazine used. See § 5.2.

8.12.3 Tactical Reloading: A Tactical Reload is any magazine exchange conducted during the course where the magazine or shotgun magazine tube still contains live ammunition, and the firearm has a round in the chamber that can be fired if necessary. Competitors conducting a Tactical Reload on a magazine feed system must secure the exchanged magazine on their person (see §5.10 for Dump Pouches and §5.11 for Grab & Go Bag use).

Any magazine dropped that contains live rounds that is not recovered will result in a **Procedural Penalty**. Shotgun rounds dropped during a Tactical Reload that are not recovered result in one **Procedural Penalty** per reload.

Example 1: A competitor drops two shotgun rounds while doing a Tactical Reload in Firing Area 1; he will receive one **Procedural Penalty**.

Example 2: A competitor drops one shotgun round while moving from Firing Area 1 to Firing Area 2 while conducting a Tactical Reload. He then drops two shotgun rounds while doing another Tactical Reload in Firing Area 4; he will receive two **Procedural Penalties**, one for each Tactical Reload where rounds were dropped and not retrieved.

Shotgun rounds or a magazine dropped as part of taking Immediate Action or conducting a Feedway Clearance will not result in a Procedural Penalty and may be left behind.

8.13 Course of Fire Operations & Instructions:

When competitors report to a course of fire the assigned RO's will call the shooters in the squad together and have them affix their Shooter ID Label or write their name on the Course Record Sheet. Shooters MUST report immediately to the RO when called. The Course Record Sheet provides the squads shooter order, records all shooters who have fired the courser, and acts as a back-up score record.

Each course of fire has a printed course briefing sheet that outlines the course and is read to squad by the RO as soon as all shooters are listed on the Course Record Sheet. The course briefing will start as soon as the Course Record Sheet is completed. It is the competitor's responsibility to be present and pay attention to RO during course briefings. Not paying attention, missing any or all of the briefing, walking away from the briefing, failing to report with the squad for the briefing or other competitor caused briefing problems are NOT cause for a refire or score adjustment.

Once read, the RO will ask if any competitor has any questions. After questions have been answered competitors are normally provided a five minute walk through period and allowed to walk through the course to plan the tactics they will use to fire the course and may review the Course of Fire Instruction Sheet on their own.

Blind Courses are designed so that the course and targets cannot be seen from the squad staging area. In these cases there is no walk through period. The course layout is published in the TPC Program but does not have any Threat or Non Threat Targets shown on the course diagram.

Visual Walk Through Only courses establish a no-pass line across the rear of the range by the staging area. Competitors may walk from side to side of the range to plan their course tactics but may not cross the line. The published course diagram in the TPC Program will show the Threat and Non Threat Targets.

Limited Walk Through course have a no-pass line established somewhere in the course. During the competitor walk through, competitors cannot pass the established no-pass line. The published course diagram in the TPC Program will show the Threat and Non Threat Targets.

When the RO is going over the Course of Fire shooters are highly encouraged to read along with the RO using the printed copy of the course of fire in the Match Program Book.

Course of Fire Instructions cover such things as:

- Course Number & Name
- Course Type: Scenario or Skill based
- Target types, number of targets and scoring information
- Maximum Time - 180 Seconds unless noted otherwise
- What targets to engage with what firearm

Example: "With Duty Shotgun engage Steel Threat Targets 4 through 7." In this example, unless allowed specifically in the Course of Fire instructions, the targets will only be scored as engaged and hits scored if the shotgun is used. The competitor cannot transition to another firearm to engage and score hits on the targets, nor can a competitor fire the minimum number of shotgun rounds at the target and then use a handgun or rifle to engage and score hits on the targets.

- Firearms used in the course and minimum number of rounds required or the maximum allowed.
- Start Position
- Course Description
- Any specific requirements or possible penalties unique to the course.

8.14 Course Commands

8.14.1 Loading

Duty Handguns - Load, Scan, & Holster: Command given to the competitor by the RO to prepare him for the course. On this command, shooter draws, loads their handgun, goes to the Ready Position, Scans downrange, left, right, and to their rear for threats, and then holsters.

Long Guns: The command is **Load, Scan, and go to Shoulder Ready**. Note that Duty Shotguns CANNOT have rounds “loaded”, “staged”, or Ghost Loaded” onto the shell carrier. They must be fully loaded into the tube or into the chamber.

8.14.2 Shooter Ready: Question asked by the RO to determine if the competitor is ready to begin the course. If ready, competitor is to respond by saying “Yes”, if not ready competitor is to say “NO” and why they are not ready.

8.14.3 Standby: Command given by the RO after the competitor has stated he is ready to fire the course. The course start signal will be given within approximately 10 seconds.

8.14.4 Fire Command: The fire command is normally the audible tone from a Shot Timer. If a competitor has difficulties hearing the tone of the shot timer he may advise the RO and the RO will tap the competitor’s support side shoulder at the same time as the audible signal.

If a competitor is unsure if they heard the Fire Command they should not begin the course. If the competitor has not fired the RO will restart the course. If the competitor began the course and fired, even if he hesitated, no refire is allowed.

8.14.5 Shooter, Are You Done? Asked by the RO when the he thinks the competitor has completed the course of fire. Shooter is to acknowledge verbally with a Yes or No.

8.14.6 Shooter, Unload, Lock the Action Open and Verify Unloaded Status: Shooter will unload by removing the magazine or unloading the magazine tube, cycle the slide or bolt to remove any round in the chamber (catching round is not permitted), lock the action open and visually and physically inspect the chamber and magazine well or tube to ensure there are no rounds, brass, hulls or other foreign material. Revolver shooters will open the cylinder, unload – verify unloaded status and leave cylinder open. Once unloaded, the shooter will await further instructions from the RO.

8.14.7 Aim at the Berm, Press the Trigger, Scan, and Holster: After the shooter has unloaded the next command will be, “Aim at the Berm, Press the Trigger, Scan and Holster for handguns and the same for Long Guns without the holster command.

When the command is received the shooter will release the slide, close the bolt or action, or close the cylinder and then **aim using the sights** between targets at the berm, press the trigger, Scan and Holster. For long guns, the bolt will be locked back open and rifle slung muzzle down or carried muzzle down.

8.14.8 Shooter, do you have a claim for a Refire?: If the shooter believes he may be entitled to a Refire because a target on the course had not been taped or was improperly moved, a reactive steel target had not been reset, a range prop was not properly set up, or for another reason he must declare his Refire claim. If the shooter

does not make a Refire Claim they cannot later do so. Even if the shooter did not make a Refire Claim, if the RO finds there was a problem with the course he can declare a Refire and allow the shooter another course run.

8.14.9 We are Clear: The RO will announce this to let the squad know that the shooter's firearms are unloaded and secured so that the squad know they can advance down range to assist with the scoring process and resetting the course for the next competitor.

8.15 Course Scoring: During the Shooters Briefing the RO will give instructions on the process the RO's will use to score the course and what competitors are to do to assist. In some course designs the scoring RO will actually be scoring targets as the shooter moves through the course. In these cases, the shooter firing the course can ask the scoring RO to have another competitor follow the RO through the scoring process and act as the shooters representative. Once the scoring RO has confirmed all targets have been scored he will announce **Targets Scored**. Assisting competitors will then move forward to tape targets. All competitors except for the next two competitors who will be firing the course will assist with target taping. Failing to assist with resetting a course or taping is Unsportsmanlike Conduct. After a warning from an RO or Match Official the competition may be assessed two Procedural Penalties for their Unsportsmanlike Conduct. See §7.3.

The shooter who fired the course may follow the scoring RO but cannot touch any target in any manner following §7.3.

~ ~ End of Section ~ ~

Appendix 1

Sample Courses of Fire

You can see additional past Courses of Fire to use in your Firearm Training Program or for practice by going to the NRA Law Enforcement Division Competitions Website at www.nrahq.org/law/competitions. Just Select the *Past Courses* Link.

NRA TACTICAL POLICE COMPETITION

Course: HR-5031 **Course Name:** If You Wait More Will Die

5

Course Type: Scenario Based

Start/Stop: Shot Timer / Last Shot - 180 Max Time

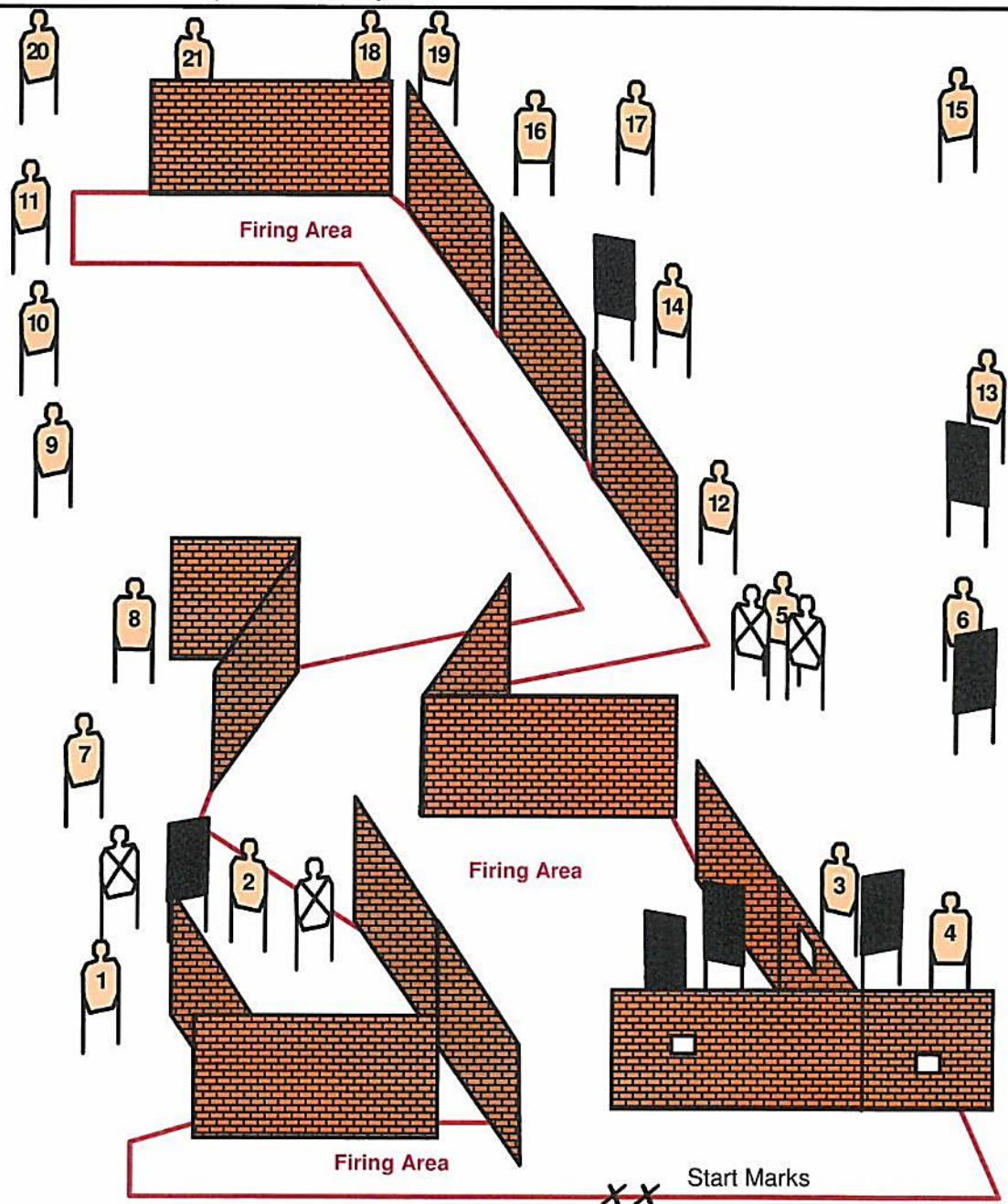
Targets: 21 TP-1 Paper

Scoring: TPC - Best 2 Hits on Paper

Firearms / Rounds Required: Duty Handgun = 4 Rounds / Patrol Rifle = 38 Rounds **MAXIMUM** / One Procedural will be assessed per round fired over the maximum.

Start Position: Restricted to two rifle magazines, one loaded with 17 rounds and one with 21 rounds. Either magazine can be used first. Handgun loaded and holstered. Standing facing up range with loaded Patrol Rifle at Safety Circle position with toes on Start Marks.

Course Description: You are the lone officer responding to an active shooter call at a nursing home. On arrival you hear gunfire from inside and enter through the side loading dock by the kitchen. On the Start Signal, move into the Firing Area and engage Threat Targets 1 through 20 as located. After using both rifle magazines, transition to Duty Pistol when you run out of rifle ammunition.



NRA TACTICAL POLICE COMPETITION

Course: H-1101

Course Name: A REALLY Bad Day in Court

4

Course Type: Scenario

Start/Stop: Shot Timer / Last Shot - 180 Max Time

Targets: 12 TP-1 Targets

Scoring: TPC - Best 2 Hits on Paper

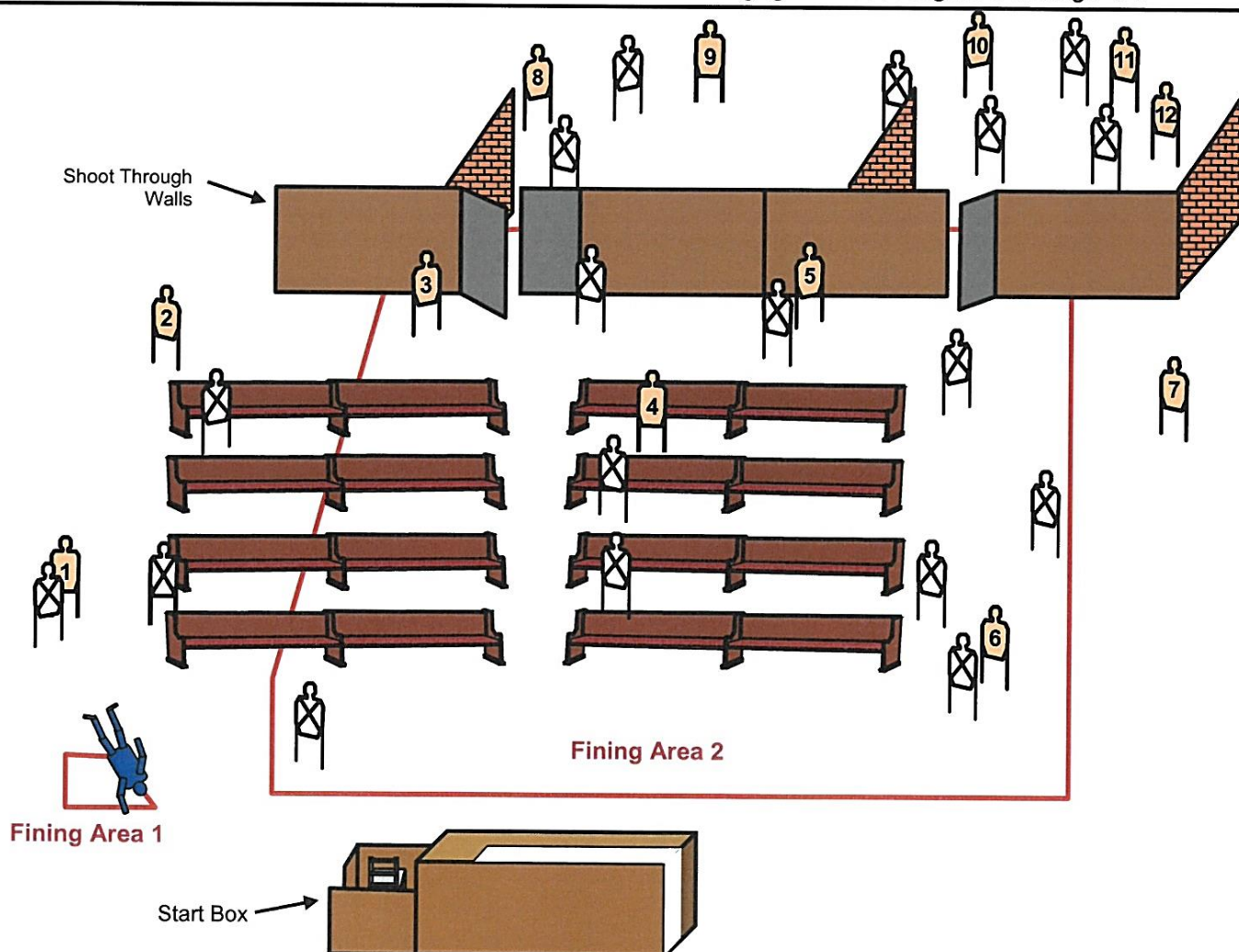
Firearms / Rounds Required: Duty Handgun = 24 Rounds

Start Position: Kneeling inside the Start Box using Cover with your loaded Duty Handgun holstered in generic holster belted on Training Dummy.

Course Description: You have been subpoenaed to testify in Warren County Circuit Court capital murder case against a gang member facing banger that you had multiple dealings with. As with many jurisdictions, the Chief Judge has ordered that only on duty Bailiffs can be armed so you had to secure your handgun in the Police Liaison Office lockbox.

On your way into the courtroom you recognize numerous gang members in the hallways. About an hour into the trial you are called and are on sitting in the Witness Box giving testimony when you hear the outer courtroom doors bang against the walls, shouting, and then two quick gun shots. The inner courtroom doors then fly open and you see gang members coming into the courtroom screaming with guns in hand firing blindly. Since you are unarmed you kneel down to use the witness box for cover. As you do you see that three gang members went to the other side of the Bench to drag the judge from the bench and are heading through the Attorney Conference Room door. You then see a Bailiff out in the open moving towards your position for Cover when he suddenly drops to the floor after being shot.

On the Start Signal move to the downed Bailiff at Firing Area 1, secure his handgun and engage Threat Targets 1 & 2 kneeling. Then enter Firing Area 2 and find and engage Threat Targets 3 through 12.



NRA TACTICAL POLICE COMPETITION

Course: R-2039 **Course Name:** College Shots

Course Type: Scenario Based

Start/Stop: Shot Timer / Last Shot - 180 Max Time

Targets: 18 TP-1 Targets

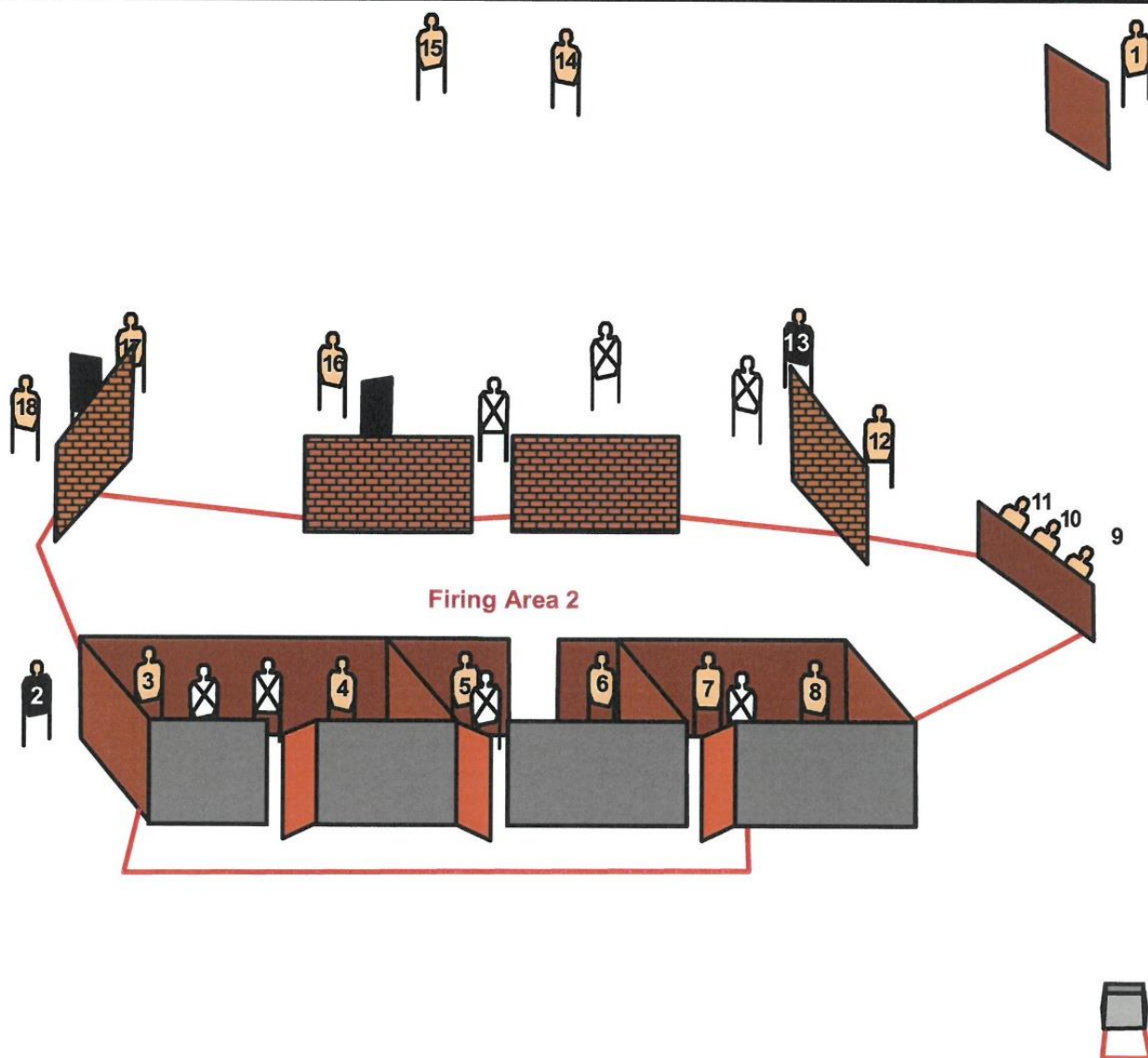
Scoring: TPC - Best 2 Hits on Paper

Firearms / Rounds Required: Patrol Rifle = 36 Rounds

Start Position: Kneeling behind concrete sign base for cover with loaded Patrol Rifle aimed towards first door while observing the building in front of you. Provided portable radio clipped to your duty belt with speaker/mic in hand with microphone approximately 2 inches from mouth.

Course Description: You are first to respond to a man with a gun call at temporary staff offices at Waples Community College. You parked some distance away and have been making your approach from cover to cover and calling in what you find. You just took a position behind the sign for the complex since it has a concrete base you can use for cover and are calling communications on the radio when you hear shots and screaming from the right side of the building in front of you. You then hear a second string of gunshots from a different gun that appears to come from inside the building. You obviously cannot wait and need to find, contain, or engage the gunmen now before they have a chance to murder staff or students.

On the Start Signal engage Threat Target 1 and enter and clear the offices and storages areas, engaging any Threat Targets located.



Firing Area 1

NRA TACTICAL POLICE COMPETITION

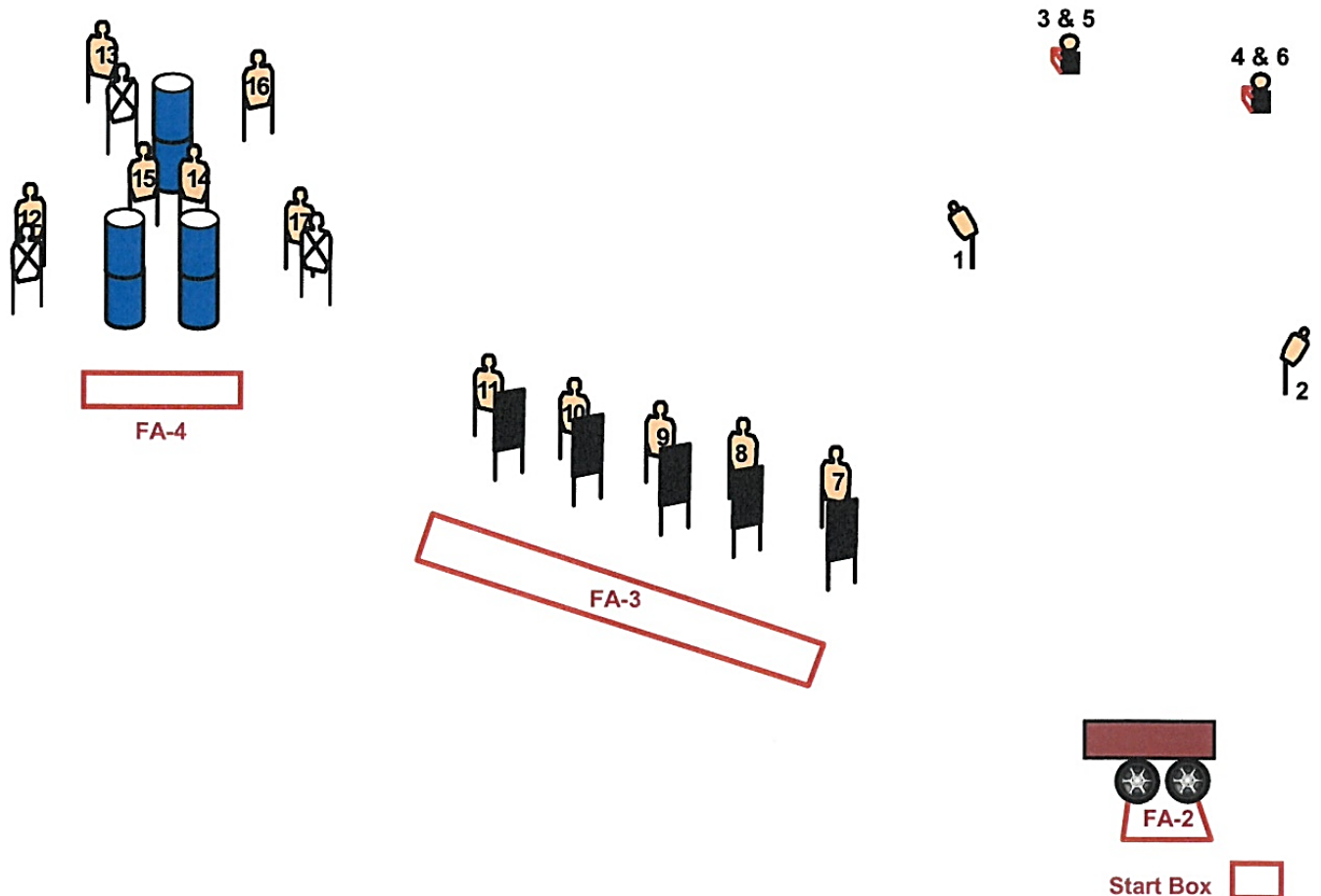
Course: R-2034	Course Name: All Out Rifle	3
Course Type: Skill Based	Start/Stop: Shot Timer / Last Shot - 180 Max Time	
Targets: 11 TP-1 and 2 TP-2 Targets and 4 Steel	Scoring: Best 2 Hits on Paper / Steel Called by RO	
Firearms / Rounds Required: Patrol Rifle = 30 Rounds		

Start Position: Patrol Rifle loaded to Cruiser Safe (Safety ON, Bolt Closed on EMPTY chamber with loaded magazine locked in place). Shooter standing in Start Box.

Course Description: This Skills Course is a test of accuracy while engaging multiple targets, multiple hit zones, unusual shooting positions, support shoulder shooting and operations, firing around visual barriers, loading & reloading under time stress, multiple distances, and shooting on the move.

On the Start Signal, engage Threat Targets 1 and 2 and Threat Steel 3 and 4 from the Standing Position from the Start Box. Move to Firing Area 2 and reengage the Threat Steel as Threat Targets 5 & 6 firing between the simulated tractor trailer tires. Exit and move through Firing Area 3, engaging Threat Targets 7 through 11 **as seen while moving**. While moving to Firing Area 4 transition your Patrol Rifle from your Primary Shoulder to your Support Shoulder. If the rifle is now on your left shoulder you will go to the left side of Firing Area 4 and engage Threat Targets 12 through 14. If the rifle is on your right shoulder you will go to the right side of Firing Area 4 and engage Threat Targets 15 through 17. Then conduct a Tactical Reload while still holding the rifle in your support hand, transition the rifle back to your Primary Shoulder, and engage the three remaining Threat Targets.

- You MUST shoot on the move in Firing Area 2. ONE Procedural Penalty will be assessed for each Threat Target engaged when stationary. Movement speed MUST be at least close to a normal walk pace.
- Failure to conduct the mandatory tactical reload from the Support Side results in two Procedural Penalties (20 Seconds).



NRA TACTICAL POLICE COMPETITION

BLIND COURSE

Course: HR-5034B **Course Name:** Movie Chaos

1

Course Type: Scenario Based

Start/Stop: Shot Timer / Last Shot - 180 Max Time

Targets: 18 TP-1 Paper Targets

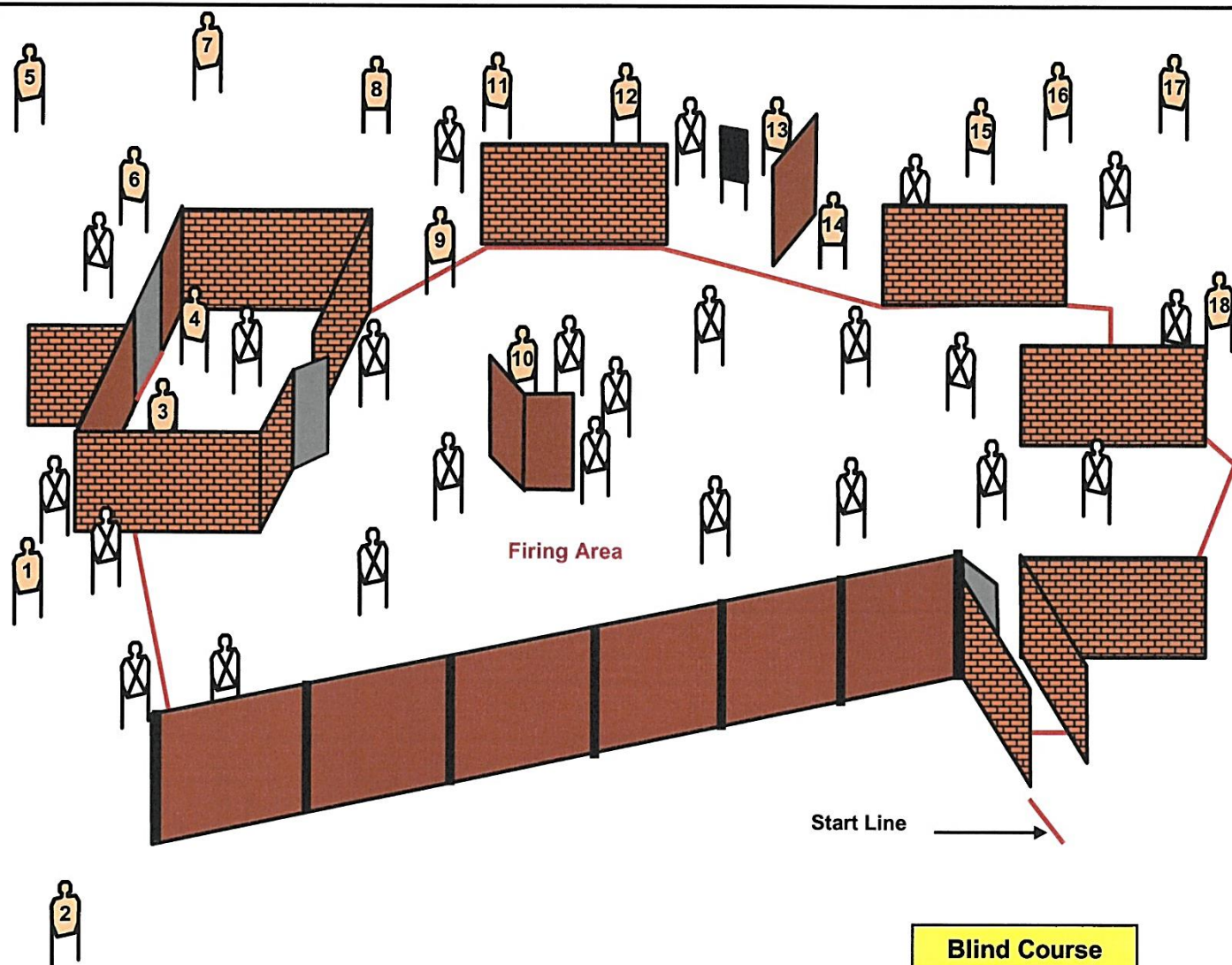
Scoring: TPC - Best 2 Hits on Paper

Firearms / Rounds Required: Patrol Rifle = 28 Rounds **MAXIMUM** / Duty Handgun = 8 Rounds

Start Position: Loaded Duty Handgun secured in holster. Standing with toes touching Start Line leaning around the corner to see down the hallway with Patrol Rifle with Safety ON loaded with 28 rounds at Shoulder Ready. Prop Radio clipped to belt and unclipped Shoulder Mic in hand with Mic held within 2" of mouth as if transmitting.

Course Description: While on patrol the radio Emergency Alert Tone sounded and dispatch broadcasted that multiple calls about a shooting inside the Fairfax City Twin Theaters. Response has been coordinated by the Duty Sergeant and you were assigned to one of the emergency exit doors at the side of the building. After grabbing your Patrol Rifle and moving towards the door, you see it is open and leads to another door and into the lobby. You decide to post up so you can see down the hall until another unit responds. Once they do, your plan is to go back to get your Patrol Rifle Bag with extra magazines and then enter as a clearing team. While waiting you hear a quick series of single gunshots and screaming from down the hall and know you have to enter.

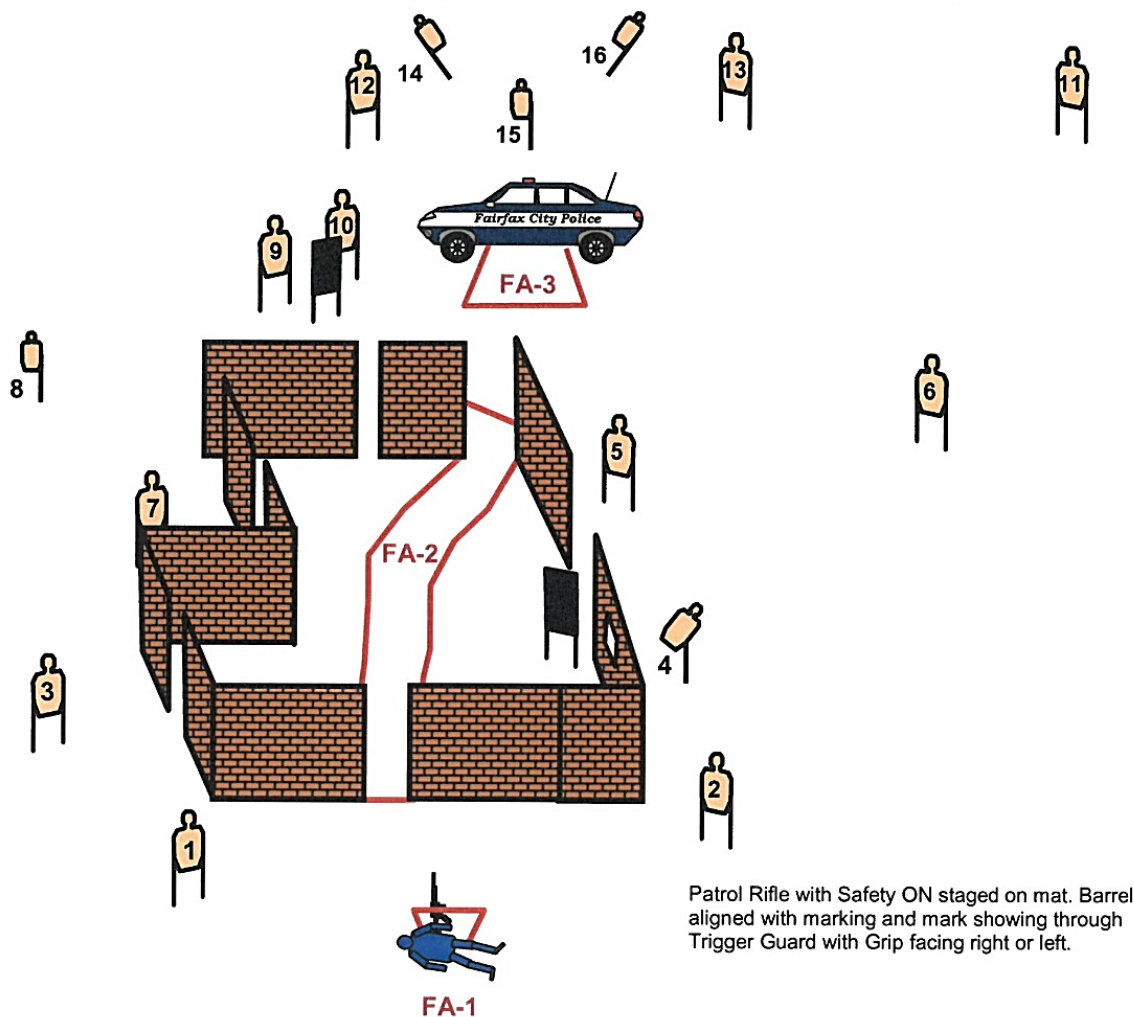
On the Start Signal, enter the theater and engage any Threat Targets located within the Firing Area. After your Patrol Rifle runs empty transition to your Duty Handgun and engage remaining Threat Targets. Firing more than 28 rifle rounds results in One Procedural Penalty per round fired.



Blind Course

NRA TACTICAL POLICE COMPETITION

Course: 2	Course Name: Nosy Bystander or Gunman	HR - 5021
Course Type: Scenario Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 16 Paper = NRA TP-1 & TP-2	Scoring: TPC - Best 2 Hits on Paper	
Firearms / Rounds Required: Duty Handgun = 4 Rounds MAXIMUM / Patrol Rifle = 28 Rounds		
Start Position: Holstered Duty Handgun downloaded to four rounds. Loaded Patrol Rifle on ground as indicated. Kneeling facing up range with one knee down holding wrist of training mannequin, other hand holding loose handcuff.		
Course Description: You arrived to assist on a shots fired call in the area of a stand-alone outside storage unit lot. The first arriving officer radioed the security gate was open, that he heard muffled gunfire near the back of the property and was driving in to check. As you pull up you find a pedestrian just inside the gate area and challenge him. He claims he was walking past, saw the cruiser enter the lot and approached out of curiosity. Based on his story and that he says he has no ID you tell him to prone out to be secured and searched for firearms. He is very cooperative and prones out as instructed. Because you have no sling you place your Patrol Rifle on the ground away from his immediate reach once he is down with head facing away. You placed one handcuff on a wrist and just started to cuff the other wrist when you hear movement behind you and at the same time your partner is screaming on the radio for help. On the Start Signal, handcuff the loose wrist, and while kneeling engage Threat Targets 1 & 2 with your Duty Handgun. After four rounds your handgun malfunctions so immediately transition to your Patrol Rifle, enter Firing Area 2 and search for your partner, engaging Threat Targets 3 through 11 as seen. At Firing Area 3, engage Threat Targets 12 and 13 from around cruiser and 14 through 16 from underneath.		



NRA TACTICAL POLICE COMPETITION - COURSE OF FIRE

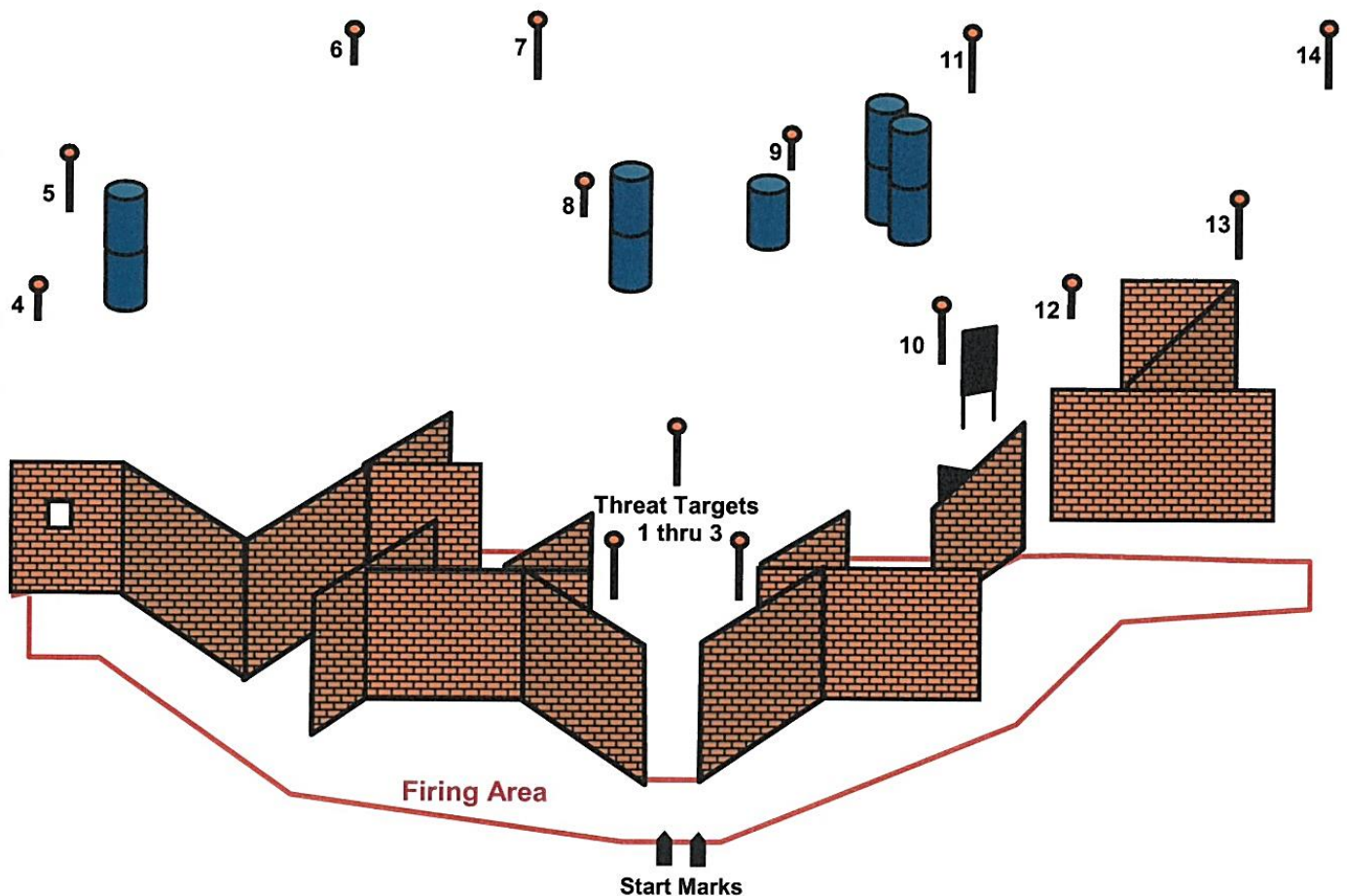
Course: S-3030	Course Name: Shotgun Skill Maze	5
Course Type: Skill Based		Start/Stop: Shot Timer / Last Shot / Max 180 Seconds
Targets: 14 Clay Targets	Scoring: TPC - Clays Must Break	
Firearms / Rounds Required: Duty Shotgun = 14 Birdshot Rounds		

Start Position: Range Officer will load the shooters Duty Shotgun while shooter is facing away with 4 live rounds and one dummy round (will not be first or last shell). Shooter facing down range with Duty Shotgun at Shoulder Ready Position with heels touching start line marks. All ammunition used must be carried loose in the provided Grab & Go Bag.

Course Description: This course will allow you to evaluate your Duty Shotgun handling and marksmanship skills with multiple targets, physical and visual barriers, movement planning, immediate action procedures and firing through restricted ports.

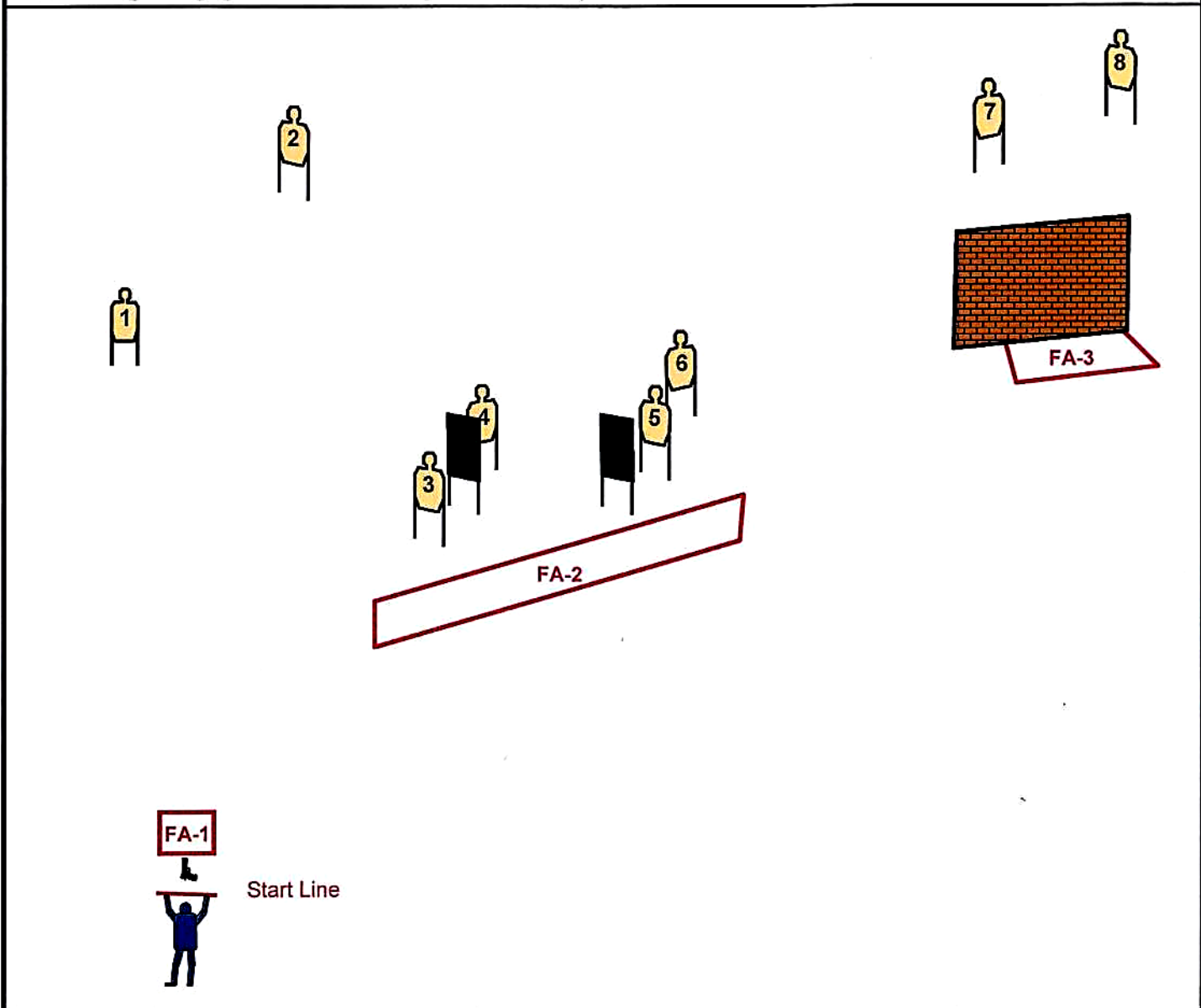
On the Start Signal engage Threat Target 1, 2 or 3 with the First Shot Time Requirement of 1.5 seconds. Then engage all remaining Threat Targets in any order from within the Firing Area. When a malfunction occurs, take Immediate Action and continue the course. Handgun transition is **NOT allowed**.

Note: No additional ammunition may be loaded until one Threat Target has been engaged.



NRA TACTICAL POLICE COMPETITION

Course:	Course Name: Handgun Recovery	H-1067
Course Type: Scenario Based		Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 8 Paper		Scoring: TPC - Best 2 Hits on Paper
Firearms / Rounds Required: Duty Handgun = 16 Rounds		
Start Position: Loaded Duty Handgun on ground with muzzle down range, Left side UP for Right handed shooters – Right side UP for Left hand shooters, with mark showing through Trigger Guard. Shooter prone with arms FULLY extended and fingertips touching Start Line. Arms and legs in complete contact with the ground.		
Course Description: You were in foot pursuit of two suspects wanted for armed robbery when your toe caught on an uneven sidewalk seam and fell face first to the ground. As you fell you lost control of your handgun and when it hit the concrete it slide several feet away from you. On the Start Signal, retrieve your Duty Handgun, and engage Threat Target 1 and 2 from Firing Area 1. Move to Firing Area 2 and engage Threat Targets 3 through 6 WHILE MOVING AS SEEN towards Firing Area 3 to get to cover. Once at Firing Area 3, perform a Tactical Reload behind cover and then engage Threat Targets 7 and 8.		
NOTE: You MUST shoot on the move in Firing Area 2. ONE Procedural Penalty will be assessed for each Threat Target engaged when stationary. Movement speed MUST be close to a normal walk pace.		



Appendix 2

Example Paper Score Sheets & Shooter Record Book

Unless there are system problems, TPC scores are recorded digitally using handheld computers by the RO's.

Once recorded on the computer, the scoring information with Final Tactical Score will be written in the competitor's Shooters Record Book as a backup to the Scoring Computer and the Course Record Sheet.

The following page has a copy of an example Paper Score Sheet so you can see the scoring process and a example completed Shooter Record Book page.

TPC Paper Score Sheet & Shooter's Record Book Sample



NRA Law Enforcement Division

TACTICAL POLICE COMPETITION SCORE SHEET

Patrol rifle = 28 Rounds MAXIMUM / Duty Handgun = 10 Rounds

	0	+ 2	+ 4	Miss	Hits Required
Target 1	2				2
Target 2	2				2
Target 3	2				2
Target 4	2				2
Target 5	2				2
Target 6	2				2
Target 7		1	1		2
Target 8	2				2
Target 9	1	1			2
Target 10	2				2
Target 11	2				2
Target 12	2				2
Target 13	1		1		2
Target 14	2				2
Target 15	2				2
Target 16			1	1	2
Target 17		1	1		2
Target 18	2				2
Target 19	2				2
Total Zone Hits	30	3	4	1	38

Statistical Office Use				
Accuracy Loss Factor	Above Times 2	Above Times 4	Above Times 10	Total
0	6	16	10	32

☐ Did Not Finish Course
☐ Disqualified

List Why

Fired Time → 73.10

First Shot Time

1.33

First Shot Maximum

N/A

First Shot Penalty

→ =

Target Not Engaged

→ Times 20

No Shoot Target Hits

→ Times 10 =

Procedural Penalties

1 → Times 10 =

Loss of Accuracy Penalty

32

Final Tactical Score

115.10

Fired Time Plus All Penalties

RO Name:

T. KING

Shooter Initial:

5

Time of Day:

1450

Course Name:

Man With a Gun – Well Actually Two

Course Number:

HR-5033B

Competitor Name:

ERIC FORCIER



Patrol



Tactical

Range:

5



NRA TACTICAL POLICE COMPETITION SHOOTER'S RECORD

☐ Did Not Finish Course
☐ Disqualified

Course Number

5

Competitor Name

ERIC FORCIER

RO Name

ADAMS

Initial

BA

Final Tactical Score →

73.10

DO NOT Complete the Below Area If Electronic Scoring Was Used

Total Zone Hits	0	+ 2	+ 4	Miss	First Shot Penalty	Target Not Engaged	No Shoot Target Hits	Procedural Penalties	Fired Time ↓
30	3	4	1					1	73.10

OTHER PROGRAMS & RESOURCES AVAILABLE FROM THE
NATIONAL RIFLE ASSOCIATION
AND THE
LAW ENFORCEMENT DIVISION



NRA Police Pistol Combat Program: Want to better your TPC performance, have higher department qualification scores and most importantly, improve your street handling and accuracy skills? Start shooting local NRA Police Pistol Combat Tournaments. You can shoot matches out to 25 yards that uses basic off-the-shelf Production law enforcement pistols, matches that allow limited modifications, or use open class handguns set up within the rules to test your accuracy skills out to 50 yards.

NRA Law Enforcement Division Tuition Free Courses: Check out the ever changing list of courses offered for free at NRA LE Headquarters.

NRA Law Enforcement Division Firearm Instructor Schools: Get your NRA LE Firearm Instructor Certification and keep your training skills current by attending one of our LE Firearms Instructor courses. Perfect for working on that side business or retirement resume.

Eddie Eagle GunSafe® Program: The Eddie Eagle GunSafe® program is a gun accident prevention program developed by a task force made up of educators, school administrators, curriculum specialists, urban housing safety officials, clinical psychologists, law enforcement officials and National Rifle Association firearm safety experts. In 2015 the NRA introduced a fresh, new Eddie and added some friends-his Wing Team. Though Eddie has evolved, his mission has not. In the brand new video, Eddie and his friends remind children that if they see a gun, they need to Stop! Don't touch. Run away. Tell a grown-up.

Refuse to be a Victim: The single most important step toward ensuring your own safety is having a personal safety strategy in place before you need it. NRA's Refuse To Be A Victim® program teaches the tips and techniques you need to be alerted to dangerous situations and to avoid becoming a victim. Seminars are held across the nation and are open to men and women of all ages. Today, hundreds of federal, state and local law enforcement officials from across the nation utilize this popular program in their crime prevention and community policing initiatives. Corporations, educational institutions and community centers have also adopted the program.

For program information just click on the program name or type in the program name in your internet search engine.

And check out the NRA Tactical Police Competition Gunners Facebook group page to see TPC photos and videos and keep up with TPC events and fellow shooters.

