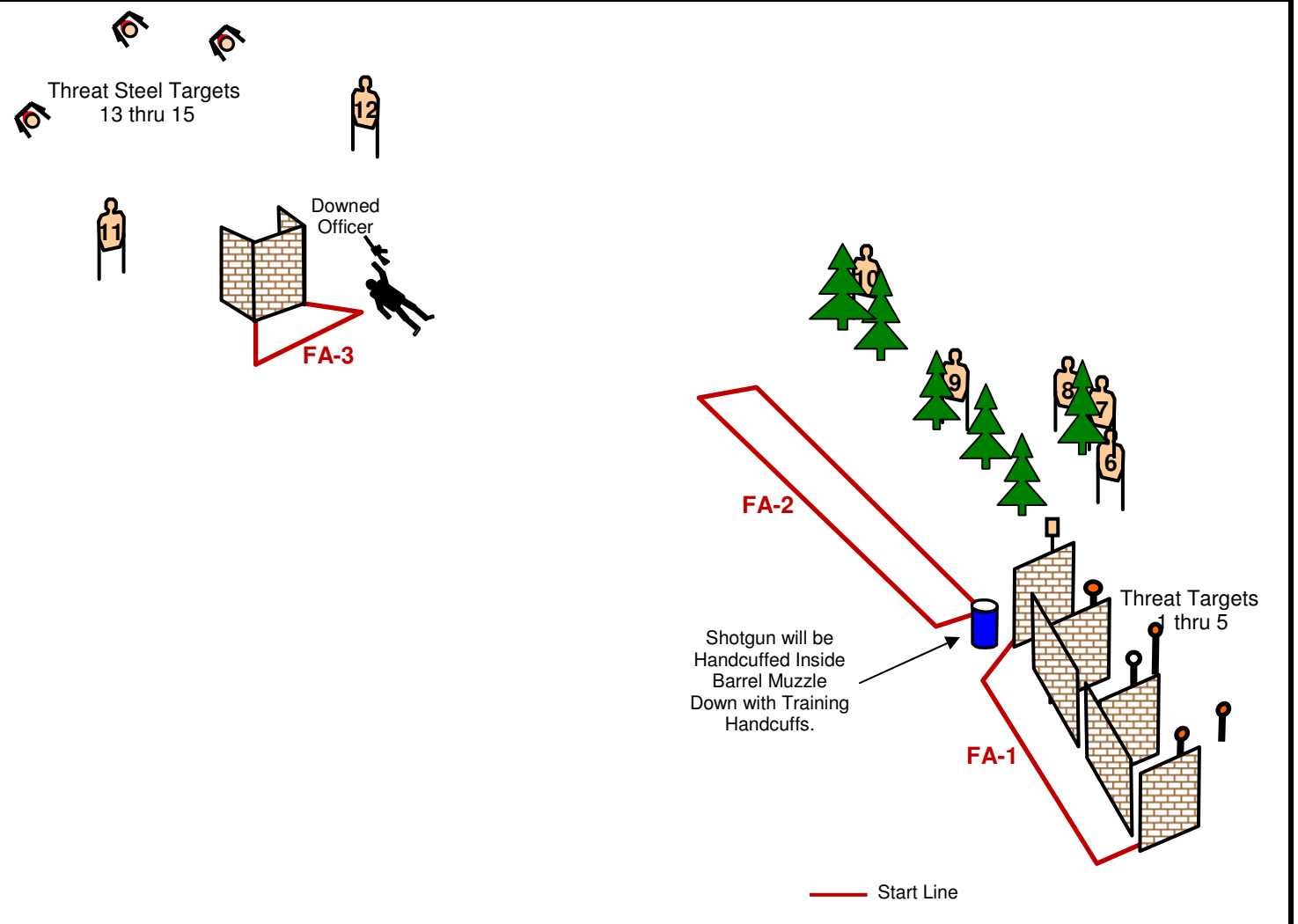


NRA TACTICAL POLICE COMPETITION

| | | |
|---------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------|----------------------------------------------------------|
| Course: 2 | Course Name: Downed Officer Backup | HRS - 6011 |
| Course Type: Scenario Based | | Start/Stop: Shot Timer / Last Shot – 180 Max Time |
| Targets: 4 Steel / 4 Clays / 7 Paper | Scoring: Best 2 Hits on Paper / Steel Must Swing / Clays Must Break | |
| Firearms / Rounds Required: Patrol Rifle 7 Rounds / Duty Shotgun 4 Birdshot Rounds / Duty Handgun = 11 | | |

Start Position: Duty Handgun loaded and holstered. Standing with heels on Start Line and Duty Shotgun at Shoulder Ready loaded to **Cruiser Safe** with 4 rounds (Safety ON, Bolt Locked on Empty Chamber, and Magazine Tube loaded). A match provided EOTech equipped rifle is staged down range with an empty magazine locked in place and bolt closed. It belongs to the downed officer. The RO will place two of your loaded rifle magazines in the downed officer's magazine pouches. This is the only rifle ammunition you may use. You may only transition to handgun for rifle shots if the rifle has a double feed and requires more than Tap-Rack-Ready to clear.

Course Description: An officer marked out that he was checking on the sound of gunfire at the equipment lot of a construction company. While en route as the backup officer you hear communications trying to contact him on the radio and he does not respond. When you arrive you see the officer's cruiser parked in front of a locked gate and park next to it. Your cruiser is equipped with a Duty Shotgun so you grab it, walk around the gate and start down the short driveway. After a few yards you see the officer lying on the ground approximately 50 yards away by a dumpster enclosure. As you run towards the officer you pass along a fenced enclosure and hear a commotion on the other side. Looking through open slats you see armed subjects just as they see you and you come under fire. On Start Signal, from within FA-1 engage Threat Targets 1 thru 4 with your Duty Shotgun. When your shotgun goes empty immediately transition to your handgun and engage Threat Target 5 using Muzzle Up, Muzzle Down or a Sling Transition. With no shotgun ammunition left you handcuff it to part of the fence. While moving thru FA-2 to get to the downed officer, engage Threat Targets 6 thru 10. Move to FA-3, recover Downed Officer's Rifle and engage Threat Targets 11 thru 15.



NRA TACTICAL POLICE COMPETITION - COURSE MATERIAL & SUPPLIES

Course: 2

Course Name: Downed Officer Backup

HRS-6011

Course Material & Supplies

- ❑ Course of Fire Kit: RO Radio / Shot Timer with Random & Max Time Functions / Timer Spare Batteries / RO Clipboard / Score Sheets / Completed Score Sheet Folder / Staple Gun & Staples / Pens / Markers / Tan, White & Black Target Pastors
- ❑ RO Table & Pop Up Tent for Shelter
- ❑ Competitor Equipment Staging Table = 2
- ❑ Material To Make Firing Areas = 17 Sections of 1" x 2" x 8'
- ❑ TPC Targets = 7
- ❑ Target Stands = 7
- ❑ Target Stand Spikes
- ❑ Target Stand Sticks = 14 Minimum / Various Lengths
- ❑ Rifle Grade Steel Flash Targets = 3
- ❑ Steel Head Plate Target with Stand = 1
- ❑ Material to Mark Firing Areas & Start Line
- ❑ Full Fence Sections = 8 [6 for FA-1 and 2 for FA-3 (1 will be cut in two for a barrier)]
- ❑ Simulated Trees for Visual Barriers = 6
- ❑ Training Dummy to Simulate Downed Officer
- ❑ Tan & Black Paint for Steel
- ❑ Clay Birds: For 100 Shooters = 500 Clays / 90 Count Box = 6 Cases
For 120 Shooters = 600 Clays / 90 Count Box = 7 Cases
For 140 Shooters = 700 Clays / 90 Count Box = 8 Cases
- ❑ Training Handcuffs
- ❑ Open Top Barrel = 1 Will be Used to Secure Shotgun to with Training Handcuffs
- ❑ Carpet or Padding for Bottom of Barrel
- ❑ Magazine Pouch for Rifle Ammunition on Downed Officer
- ❑ Empty 30 Round AR magazine to place in Staged Rifle
- ❑ Tactical Division TPC Rifle to use for Staged Rifle
- ❑ 1" x 2" x 8' Lumber to Use for Cross Braces on Walls = 10



TACTICAL POLICE COMPETITION SCORE SHEET

Duty Shotgun = 4 Birdshot Rounds / Duty Handgun = 11 Rounds / Patrol Rifle = 7 Rounds

NOTE: No Fail To Engage Penalties will be assessed on Threat Steel Targets 13 thru 15 if caused by running out of ammunition but Miss Penalties will apply.

If Shooter fires rifle rounds without intent to hit the steel in a calculated effort to "game" the time versus miss penalties, the shooter will be stopped, warned, and allowed one re-fire. Fail to comply a second time will result in the shooter being disqualified from the Course

Fired Time →

First Shot Time

N/A

First Shot Maximum = None

First Shot Penalty

N/A

Statistical Office Use

→ =

Target Not Engaged

Times 20

No Shoot Target Hits

Times 10 =

Procedural Penalties

Times 10 =

Loss of Accuracy Penalty

Final Tactical Score

Fired Time Plus All Penalties

| | - 0 | - 2 | - 4 | Miss | Hits Required |
|------------------------|-----|-----|-----|------|---------------|
| Steel 1 | | | | | 1 |
| Steel 2 | | | | | 1 |
| Steel 3 | | | | | 1 |
| Steel 4 | | | | | 1 |
| 4 Clays | | | | | 4 |
| Target 6 | | | | | 2 |
| Target 7 | | | | | 2 |
| Target 8 | | | | | 2 |
| Target 9 | | | | | 2 |
| Target 10 | | | | | 2 |
| Target 11 | | | | | 2 |
| Target 12 | | | | | 2 |
| Total Zone Hits | | | | | 22 |

Statistical Office Use

Accuracy Loss Factor

Above Times 2

Above Times 4

Above Times 10

Total

Accuracy Loss Penalty

0

RO Name:

PRINT

Shooter Initial:

Time of Day:

HRS- 6011

Course Name:

Downed Officer Backup

Course Number:

2

Competitor Name:

Patrol

Tactical

Team Number: