National Rifle Association
Law Enforcement Division

NRA
Tactical Police Competition Standards

A Competitive Based Training Program of the NRA Law Enforcement Division
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.
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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 Sponsored Competitors - Manufacturer’s Representatives: Regardless of other category eligibility, individuals who are members of a manufacturers’ shooting team, sales or product representatives, professional shooters, or regular sponsored shooters must fire in the Invitational category.

2.1.10 Invitational: At the discretion of the Match Director persons who do not meet TPC eligibility requirements may be allowed to participate. These may include volunteer match officials, match sponsors, and firearm industry representatives. Invitational competitors are not eligible for awards, plaques or prizes. Recorded scores are normally 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 Firearm Transport: 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 or holstered firearms. Any exception will be noted in the Match Program or announcement.

3.2.2 Unloading / Loading Area: A marked Unloading / Loading Area may be established to allow competitors who arrive at a match with a loaded firearm they intend to use during the match, to safely unload it prior to entering the range. No other handling or dry practice is allowed in the Unloading Area. If there is no Unloading Area the competitor must check in with a Match Official / Registration Office upon arriving and departing for directions to unload/load when coming on and off the range for the day.

Competitors are not to handle firearms in parking lots, inside vehicles, or any other area. Cased or bagged firearms are only to be removed in a designated Unloading/Loading Area, Safe Area or other area approved by a Match Official. Competitors LEGALLY authorized to carry a loaded firearm while off the range and wish to load before leaving the range must use the designated Unloading/Loading Area to load and holster. If there is no Unloading Area, the competitor must check in with a match official for permission and directions where to load and holster.

3.2.3 Movement on the Range: Unless actually firing a course all firearms are to be unloaded with magazines removed and holstered, cased or 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 chamber flag inserted in the chamber so that match officials and competitors can clearly see it is unloaded. Specific requirements may be noted in the match announcement.
3.2.4 **Safe Area:** A safe area, which is designated by signage, is a place where competitors may inspect, handle, and dry practice with their firearm. 

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 a firearm is only permitted in designated Safe Areas, or on the line under the instructions of 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 not 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 with a penalty of 1,500 seconds. 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, or when running a course and discharges when not aimed on target; when a fired round strikes the ground within 10 feet of the competitor with no valid target in the area of impact; or 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 the Disqualification due to Accidental Discharge. Even if the competitor made valid hits on targets prior to the Accidental Discharge, they will not be scored, and DQ will be written in the Fired Time box. The Statistical Office records the course as a DQ with a penalty of 1,500 seconds. 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 matches. 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 & 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 and shotgun must have mechanical sights. Shotgun may be pump or semi-automatic action. Rifle may have one optical sight, such as a telescopic, red dot, or holographic sight.

4.1 General Firearm & Equipment Requirements

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 position 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 **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.

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. 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:

4.1.3.1 **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.

4.1.3.2 **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;

1) Allow a firearm substitution and the competitor to continue the match and use the scores fired with the non-conforming firearm;

2) 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 Statistical Office records the course as a DQ with a penalty of 2,000 seconds. The competitor **is not eligible** for any trophy or prize awards.
3) 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.

4.2 Firearm Division Requirements / Allowances

4.2.1 Handguns: The requirements / allowances for handguns are the same for the Patrol Division and Tactical Division.

See the charts on the next pages for firearm specifications.
| **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. Since they were inadvertently allowed in the past, Glock 34 and 35 pistols are grandfathered until January 1, 2017, at which time they will no longer be approved. |
| Handgun Size | Unloaded handguns, with unloaded magazine inserted, must fit within a box with the internal dimensions of 8 3/4” x 6” x 1 5/8”. The handgun must pass the handgun size test with all magazines used by the competitor. Handguns may be checked before or during a match. |
| 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 | Mechanical fixed or adjustable sights are permitted. Factory or aftermarket mechanical duty sights, including luminescent and fiber optic sights, are permissible. 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 meet the handgun size restriction listed above with the extended magazine installed. All magazines must 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. Stocks may be modified 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 | Unaltered commercially manufactured (must be a catalog item) devices to facilitate reloading are allowed if designed for duty use and the handgun meets the Handgun Size requirements with the device installed. Such device cannot increase the original 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 width limit. |
# 4.2.2 Shotguns:

## PATROL & TACTICAL DIVISION SHOTGUNS

<table>
<thead>
<tr>
<th>Shotgun Type</th>
<th>Commercially manufactured tube fed 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. 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.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Patrol Division</strong></td>
<td>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.</td>
</tr>
<tr>
<td><strong>Tactical Division</strong></td>
<td>Law Enforcement model semi-automatic or pump action shotguns are permitted.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Shotgun Gauge</th>
<th>Only 12 gauge is permitted.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barrel Length</td>
<td>Barrel length may not exceed 22 inches. No porting or compensators permitted. Any part of the choke tube which extends past the muzzle of the barrel will be included when measuring barrel length.</td>
</tr>
<tr>
<td>Choke</td>
<td>Fixed or interchangeable. Choke size must allow for the firing of slugs. Shotguns with interchangeable or adjustable chokes: <strong>once the match begins shooters may not change choke tubes.</strong></td>
</tr>
<tr>
<td>Sights</td>
<td>Mechanical fixed or adjustable sights are permitted. Factory or aftermarket mechanical duty sights, including luminescent and fiber optic sights, are permissible.</td>
</tr>
<tr>
<td>Magazine Capacity</td>
<td>Magazine tube may be factory original or aftermarket. Tubes may not extend more than ¾ of an inch past the end of the barrel muzzle. Magazines 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 into the magazine tube or into 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.</td>
</tr>
<tr>
<td>Bolt Handle</td>
<td>Factory Bolt Handles may be replaced with factory or aftermarket Combat/Tactical Bolt Handles.</td>
</tr>
</tbody>
</table>
### 4.2.3 Rifles / Pistol Caliber Carbines:

<table>
<thead>
<tr>
<th><strong>PATROL &amp; TACTICAL DIVISION RIFLES</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
</tr>
<tr>
<td><strong>Caliber</strong></td>
</tr>
<tr>
<td><strong>Barrel Length</strong></td>
</tr>
</tbody>
</table>
| **Sights** | **Patrol Division**
Mechanical fixed or adjustable sights are permitted. Factory or aftermarket iron sights, night sights, or fiber optic sights are permissible.  
**Tactical Division**
Rifle may be equipped with one optical sight. Sight may be a telescopic, red dot, or holographic type sight. Flip up magnifier devices in line 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.  
Rifle may also be equipped with co-witnessed rail mounted two piece back up front and rear iron sight. 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. |
| **Magazine Capacity** | No more than 30 rounds. Magazine loading may be restricted by course instructions. Magazines may be cinched/coupled together. Magazines must be loaded to duty capacity unless specified otherwise in the course of fire instructions (magazines may be downloaded by up to 2 rounds to improve functioning and reloading and still meet the Duty Capacity requirement).  
**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.

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.

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.

FRICITION 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 armed.

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 they type of holster being used, i.e. a uniformed duty holster is to 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 departments 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 & Reloading**

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 handgun throughout the course. This applies to both Scenario and Skill Based courses.

Example: Shooter is firing a Skill Based course using his Duty Handgun, Rifle, and Shotgun. He begins the course by engaging threat targets with his Patrol Rifle, then grounds the rifle and engages 5 threat targets with his Duty Handgun, holsters, moves to his staged Shotgun, picks it up and engages 6 Shotgun threat targets to end the course of fire.

If after engaging the last handgun threat target the shooter’s handgun runs empty, he **MUST** reload prior to holstering and securing the shotgun for the last part of the course.

5.2.2 Competitors must have a Primary Magazine Pouch mounted on the same belt that carries the holster. 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** two magazines may be placed in pouch during the match.

5.2.3 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.

5.2.4 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.

5.2.5 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.

5.2.6 Dump Pouches and other such devices cannot be used as a Primary Magazine pouch.

5.2.7 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.

5.2.8 Additional spare magazines may be carried in Secondary Magazine Pouches on the belt or thigh rig 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 pouches, or in any other non-secure manner.

5.2.9 **Reloading:**

5.2.9.1 **Magazines Used:** When reloading, all magazines carried in the Primary Magazine Pouch (2) 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.
5.2.9.2 **Tactical Reloading:** A Tactical Reload is any magazine exchange conducted during the course where the magazine removed still contains live ammunition. Competitors conducting a Tactical Reload must secure the magazine on their person. Any magazine dropped that contains live rounds and is not recovered will result in a **Procedural Penalty**.

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.

5.2.9.3 **Handgun Reloading:** There is no requirement to reload from cover when available. The tactical decision when and where to reload is the competitors.

**However,** if the shooter is firing from within a Firing Area at a position providing simulated cover he cannot leave the position unless the handgun is loaded and ready to fire nor leave one Firing Area to go to another Firing Area with an unloaded handgun firearm. A round in the chamber is considered loaded. Leaving cover or a Firing Area with an unloaded handgun will result in a **Procedural Penalty**.

5.3 **Shotgun Ammunition Carriers & Reloading**

5.3.1 **Staging Rounds:** Rounds may **NOT** be “loaded” or “staged” onto the shell carrier. They must be fully loaded into the magazine, magazine tube or into the chamber.

5.3.2 **Shotgun Reloading:** There is no requirement to reload from cover when available. The tactical decision when and where to reload is the competitors.

**However,** if the shooter is firing from within a Firing Area at a position providing simulated cover he cannot leave the position unless the shotgun is loaded and ready to fire and a shooter cannot leave one Firing Area to go to another Firing Area with an unloaded shotgun. A round in the chamber is considered loaded. Leaving cover or a Firing Area with an unloaded shotgun will result in a **Procedural Penalty**.

5.3.3 **Shotgun Ammunition Carriers:** Receiver mounted carriers are limited to 8 rounds and all other carriers are limited to carrying 6 rounds. 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.

**See the next page for Approved Shotgun Ammunition Carrier Types**
### Shotgun Ammunition Carrier Types

<table>
<thead>
<tr>
<th>Ammunition Carrier Types</th>
<th>Allowed</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>All Carriers Must Be Commercially Produced</strong></td>
<td></td>
</tr>
<tr>
<td>Pockets: Pants or shirt.</td>
<td>Yes</td>
</tr>
<tr>
<td>Belts with loop carriers. Restriction: Only one belt carrier can be used.</td>
<td>Yes Limited to 6 Rounds</td>
</tr>
<tr>
<td>Belt mounted two-shell carriers, such as the Safariland 080-12 Shot Shell Holder. Restriction: Three two-shell carriers can be used for a total of 6 rounds and count as one carrier when combined with other carriers.</td>
<td>Yes Limited to 6 Rounds</td>
</tr>
<tr>
<td>Tactical Shell Carriers: Shell carriers such as California Competition Works Tactical Stripper, Safariland 084 Shotgun Shell Holders, Otto Shotgun Shell Carriers, Carbon Arms SSLP4 &amp; SSLP6 Pinwheels and TACCOM Single Duelin Deuce. Restriction: Only of these types of carriers within this group can be used.</td>
<td>Yes Limited to 6 Rounds</td>
</tr>
<tr>
<td>Receiver mounted ammunition carriers, such as a Sidesaddle system. Limited to one device.</td>
<td>Yes Limited to 8 Rounds</td>
</tr>
<tr>
<td>Stocks that are designed to carry ammunition inside the stock, such as a Speed Feed Stock.</td>
<td>Yes</td>
</tr>
<tr>
<td>Dump Pouches: Fold up Dump/Gear Pouches designed for law enforcement that fit on a duty belt. Restriction: 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.</td>
<td>Yes With Restrictions</td>
</tr>
<tr>
<td>Grab &amp; Go Bags: Gear/ammunition bags, commonly called Grab &amp; Go or Deployment bags, designed for law enforcement that are slung over the shoulder are allowed. Restriction: 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.</td>
<td>Yes With Restrictions</td>
</tr>
<tr>
<td>Shells carried in the hand, mouth, waistband, or other non-secure manner.</td>
<td>No</td>
</tr>
<tr>
<td>Vest/chest mounted shell carriers.</td>
<td>No</td>
</tr>
<tr>
<td>Shells carried in loops mounted on slings.</td>
<td>No</td>
</tr>
<tr>
<td>Shotgun Speed Loaders / Loading Tubes.</td>
<td>No</td>
</tr>
<tr>
<td>Stock mounted carrier systems, such as the Loadmaster.</td>
<td>No</td>
</tr>
<tr>
<td>Wrist/arm band shell carriers.</td>
<td>No</td>
</tr>
</tbody>
</table>
5.4 Rifle Ammunition Carriers & Reloading

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, or in clothing pockets.

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.

5.4.2 Tactical Reloading: A Tactical Reload is any magazine exchange conducted during the course where the magazine removed still contains live ammunition. Competitors conducting a Tactical Reload must secure the magazine on their person (see Section 5.9 for Dump Pouches and 5.10 for Grab & Go Bags). Any magazine dropped that contains live rounds and is not recovered will result in a Procedural Penalty.

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.

5.4.3 Rifle Reloading: There is no requirement to reload from cover when available. The tactical decision when and where to reload is the competitor's. However, if the shooter is firing from within a Firing Area at a position providing simulated cover he cannot leave the position unless the rifle is loaded and ready to fire and a shooter cannot leave one Firing Area to go to another Firing Area with an unloaded rifle. A round in the chamber is considered loaded. Leaving cover or a Firing Area with an unloaded rifle will result in a Procedural Penalty.

5.5 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.

5.6 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.
NRA Tactical Police Competition Standards

5.7 **Laser Sights:** Use of laser aiming devices 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.

5.8 **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.

5.9 **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 and 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.**

5.10 **Grab & Go Bags:** Commercial gear/ammunition bags, commonly called Grab & Go bags, designed for law enforcement 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.

5.11 **Personal Equipment and 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.

5.11.1 **Footwear:** Footwear must protect the competitor from the rough surfaces commonly found on the ranges used for TPC events, and should offer good traction, stability and protection from surface heat and rain 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.

5.11.1.1 **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 above in 5.11.1.

5.11.1.2 **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.

5.11.1.3 **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.
5.11.2 **Shirts:** Uniform, polo, and t-shirts are suitable. Tank tops are not permitted because of the increase risk of hot brass going down the competitor’s shirt and causing burns or the competitor’s unsafe gun handling reaction. 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. Shirts with manufacturer’s logos, advertising, or other such markings are permitted but shirts indicating sponsorship from a manufacturer or other company is not allowed unless the shooter is firing in the Invitational Division.

5.11.3 **Video Recording Equipment:** Shooters and friends are encouraged to use video devices to capture 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. 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.

Shooters who desire to record their run must have their equipment ready. The Range Officer will not provide time for camera set up. **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 the recording from someone other than the shooter who ran the course, they will be Disqualified from the course of fire in the recording.

Any shooter who has been 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.

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 accessing 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:** 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 he will be allowed one refire of the course after obtaining a replacement firearm as outlined in Section 6.4.1. Prior to the refire the original firearm will be inspected by match officials to ensure it is Disabled.

**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.**

6.4.1 **Substitute Firearms:**

6.4.1.1 If the Disabled Firearm is a Patrol Rifle or Duty Shotgun, the firearm used for substitution must meet the same criteria for the Division that the competitor is registered in.

6.4.1.2 Prior to substitution the competitor must receive permission from the Range Master and the Range Master must inspect the substitute firearm.

6.4.1.3 Competitor cannot find a substitute Patrol Rifle or Duty Shotgun meeting his Division’s requirements;

- 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.

- If the shooter has not fired in any course of fire using a Division specific long gun other than the one in which the long gun was declared Disabled
they may change their Division and use the appropriate long gun to complete the courses of fire.

- If they have fired a course of fire using a Division specific long gun:
  Tactical Division Shooters may change to a Patrol Division Rifle or Shotgun 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 may change to a Tactical Division Patrol Rifle or Duty Shotgun but must move into the Tactical Division no matter how many courses have already been fired in the Patrol Division.

SECTION 7: TARGETS, SCORING, & PENALTIES

7.1 NRA Tactical Police Competition Targets

NRA Tactical Police Competition is designed around the NRA Tactical Police Competition target. In order to allow individuals, shooting clubs, or agencies to train and host their own TPC events other targets can be used by modifying the original method of scoring. To aid competitors the NRA has developed TPC Score sheets for other targets that may be used during TPC events. TPC events may use:

- NRA Law Enforcement Division Tactical Police Competition Targets (TP-1 & TP-2).
- NRA Sanctioned Regional Matches must use TPC Targets.
- International Practical Shooting Confederation Target (IPSC)
- International Defensive Pistol Association Target (IDPA)

All of the targets currently used for TPC events are lightweight cardboard backer targets. One side is a cardboard tan color and is used as a lethal threat target. The other side of the target is white and is used to represent non-threat targets. Perforated scoring lines are imprinted on the threat side. There are also TPC paper targets which may be used 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.

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 even more critical. 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.

TPC scoring is based on time. 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.

Scoring time is composed of three elements. The first is **Fired Time**. This is the time in seconds it takes the competitor to physically shoot the course. 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 **Partially Breaking a Scoring Ring or Target Edge:** In real life, we know that a round that strikes a lethal threat with part of the bullet (an edge hit on a range target) will have little effect. A round that only strikes the edge of the vital zone being aimed at cannot be counted on as being effective in stopping the threat.

In keeping with the NRA Law Enforcement Division’s training philosophy of making range training and qualifications mirror street realities where possible, breaking rounds 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. When using IPSC or IDPA targets and the shooter has an edge shot, the impact must be within the **true edge** of the target with the bullet hole completely surrounded by tan. The edge perforation on these targets is not used.

The above rule also applies to Non-Threat Targets. To be considered a hit, the entire round must be on the target.

7.4 **Use of Scoring Aids:** No plugs or overlays are used. If the hit is so close to the edge of the scoring ring that it cannot be determined without the use of a scoring aid, the competitor will be given credit for the higher value.

7.5 **Paper Target Scoring Values:** TPC courses typically require at least two shots on each 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.

7.5.1 **NRA TPC Target Scoring**

NRA Tactical Police Target 1 and Target 2, the Reduced Size version, are designed
around street realistic hit zones. For ease of scoring the hit zones are stamped to correspond to Loss of Accuracy Penalties.

<table>
<thead>
<tr>
<th>Target Zone</th>
<th>Loss of Accuracy Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 Zone</td>
<td>No Penalty</td>
</tr>
<tr>
<td>2 Zone</td>
<td>2 Second Penalty Per Hit</td>
</tr>
<tr>
<td>4 Zone</td>
<td>4 Second Penalty Per Hit</td>
</tr>
</tbody>
</table>

### SCORING EXAMPLES

- **Scoring of Body Hits:**

- **Scoring of Head-Neck Hits:**

  Scored as a MISS and Not a 4
  
  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.

  Scored as a MISS
  
  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.

### 7.5.2 IPSC Target Scoring:

The IPSC target has Hit Zones marked as A, B, C, and D. In IPSC, these zones are assigned a corresponding point value. When using IPSC targets for TPC events, the hit zones marked on the target are assigned the following Loss of Accuracy penalties.

See the table on the next page for scoring values.
7.5.3 **IDPA Target Scoring:** The IDPA target has Hit Zones, with the center circle being the A Zone, with the other zones being valued at four points and two points. Since the IPDA method uses a “points down” method the target is marked with -0, -1 and -3. When using IDPA targets for TPC events, the hit zone marked on the target are assigned the following Loss of Accuracy penalties.

<table>
<thead>
<tr>
<th>IDPA Target Zone</th>
<th>TPC Loss of Accuracy Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 Point Zone (-0)</td>
<td>No Penalty</td>
</tr>
<tr>
<td>4 Point Zone (-1)</td>
<td>2 Second Penalty Per Hit</td>
</tr>
<tr>
<td>2 Point Zone (-3)</td>
<td>4 Second Penalty Per Hit</td>
</tr>
</tbody>
</table>

7.6 **Steel Targets, Frangible Targets, & Other Prop Targets**

7.6.1 **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. For static steel or steel with a visual flag or light indicator, hits are called out by the RO. Steel targets are painted the same color tan as the TPC cardboard target or white to indicate they are Non-Threat targets.

7.6.2 **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 (One pellet hole or chip is a break.) Clay targets may painted white to make them Non-Threat targets.

7.6.3 **Other Prop Targets:** Course designers may find a unique reactive target 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.

7.7 **Scoring Penalties**

7.7.1 **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.**
7.7.2 **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. 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 but the competitor fires at two and steps out of the Firing Area while engaging the third Threat Target. The competitor would be assessed **one Procedural Penalty** on the score sheet for firing outside the designated area and the rounds fired in violation will be recorded as Misses.

7.7.3 **First Shot Time:** 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 drivers 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.

7.7.4 **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.
7.7.5 **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.

7.7.6 **Target Miss:** Paper 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.

7.7.7 **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.

7.7.8 **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.

7.7.9 **Rounds Striking a Barrier and Impacting a Target:** Rounds that pass through or strike/ricochet a wall, 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 for hits on Non-Threat Targets. The shooter may be responsible for damages.

7.7.10 **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.

7.7.11 **Unsportsmanlike Conduct:** The RO may assess a 20 second penalty 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.

7.7.12 **Manual Safety Violation:**

7.7.12.1 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.

7.7.12.2 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 (20 seconds). 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.

7.8 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.

7.9 Challenges to Scoring or Assessment of Penalties

7.9.1 A competitor may challenge the decision of a Range Officer concerning scoring or assessment of Procedural Penalties.

7.9.2 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.

7.9.3 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.

7.9.4 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.

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

SECTION 8: COURSE OF FIRE PROCEDURES

8.1 Terms

8.1.1 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.
8.1.2 **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.

8.1.3 **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 inserted 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 scope covers will be closed. Once the Start Signal is given 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.

8.1.4 **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.

8.1.5 **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 presighting is allowed. From this position the shooter can load, unload, check loaded status, and deploy the long gun on the range or street during a search or action, and prior to and after using any firing position.
8.1.6 **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.

8.1.7 **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 then end of the day.

8.1.8 **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 made with 1” x 2” lumber staked on the ground and painted red or yellow but may be marked using tape, survey tape, spray paint, rope, or other physical marking.

Firing with the feet 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 of the line or hanging over the line as long as the ground is not touched.

8.1.9 **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.

8.1.10 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.

8.1.11 Course of Fire Instructions: Each course of fire has a printed instruction sheet that outlines the course and is read to the competitors by the RO. Once read, the RO will ask if any competitor has any questions. After questions have been answered competitors will be allowed a five minute walk through of 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.

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 Targets 4 thru 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 & minimum number of rounds required.

Start Position
Course Description
Any specific requirements or possible penalties unique to the course.

8.2 Course Commands

8.2.1 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. For long guns the command would be Load, Scan, and go to Shoulder Ready.

8.2.2 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.

8.2.3 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.

8.2.4 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 restart is allowed.

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

8.2.6 Shooter, Unload, Lock the Action Open and Verify Unloaded Status: Shooter will unload by removing the magazine, cycling the slide to remove any round in the chamber (catching round is not permitted), lock the action open and visually and physically inspect the magazine well and chamber. Revolver shooters will open cylinder, unload – verify unload and leave cylinder open for inspection.

8.2.7 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.” Shooter will aim 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 of the line.

**8.2.8 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.

~- ~ End of Section ~ ~
Appendix

- Sample Courses of Fire
- Sample Score Sheets
- Sample Shooter Records
- Past Course of Fire Availability
- TPC Target Dimensions

You can obtain additional Courses of Fire to use in your Firearm Training Program at the NRA Law Enforcement Division Competitions Website at www.nrahq.org/law/competitions

Just Select the Past Courses Link
**NRA Tactical Police Competition**

<table>
<thead>
<tr>
<th>Course: 7</th>
<th>Course Name: Breakfast Robbery</th>
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<tbody>
<tr>
<td><strong>Stage Type:</strong> Scenario Based</td>
<td><strong>Start / Stop:</strong> Shot Timer / Last Shot – 180 Max Time</td>
</tr>
<tr>
<td><strong>Targets:</strong> 8 Paper &amp; 2 Steel</td>
<td><strong>Scoring:</strong> TPC - Best 2 Hits on Paper / Steel Must Fall</td>
</tr>
<tr>
<td><strong>Firearms / Rounds Required:</strong> Duty Handgun = 18 Rounds</td>
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</tr>
</tbody>
</table>

**Start Position:** Holstered Loaded Handgun. Sitting facing up range at table, back straight with chest touching table edge. One hand holding a cup of coffee and the other hand holding a bagel/doughnut. Both elbows touching table top.

**Course Description:** This Course of Fire places you in a common patrol situation where your Duty Handgun skills and abilities and tactical training will determine your ability to win an armed encounter.

You sitting in the back section at your favorite Stop & Rob breakfast shop having a cup of coffee and bagel when you hear someone yell “get your hands up” from the front of the shop. As you turn to look you see two individuals have entered the shop armed with handguns. You recognize the white outer shell and Velcro elastic straps of undergarment body armor on the two suspects you see.

On the start signal pivot and engage Threat Targets 1 and 2 from within Firing Area 1. Then move to Firing Area 2 and clear the rest of the shop, engaging Threat Targets 3 thru 10 as seen.
**NRA Tactical Police Competition**

**Course:**

**Course Name:** Routine Summons Release  
**H-1069**

**Course Type:** Scenario Based  
**Start/Stop:** Shot Timer / Last Shot - 180 Max Time

**Targets:** 21 NRA TP1 Targets  
**Scoring:** TPC - Best 2 Hits on Paper

**Firearms / Rounds Required:** Duty Handgun = 42 Rounds

**Start Position:** Standing with heels on marks, loaded holstered Duty Handgun. Metal Clipboard in one hand and other hand holding pen with tip touching mark on clipboard. Shooter may choose to move down the left or right side of the center wall of the Firing Area.

**Course Description:** You are executing a minor "release on summons warrant" that had been obtained by the Fire Marshall for the owner of a small car repair shop in your Patrol Area. Following your routine, you radioed the subject’s information to Communications to check for further warrants. Just as you are finishing the summons paperwork Communications radios and states that he is wanted for interstate flight, felonious aggravated assault, and probation violation. The new Dispatcher failed to ask if you were ready for confidential radio traffic before broadcasting the wanted status. The suspect, who was standing right in front of you when the transmission was made, immediately turns and runs inside the shop and you see him pull a handgun from under his shirt as he turns.

On the Start Signal, enter the garage and locate and engage Threat Targets 1 thru 21 from within the Firing area as seen. All walls are cover and the center divider represents a 10 foot high wall. Shooter may move as they desire but muzzle discipline must be maintained downrange and muzzle down at all times.
NRA TACTICAL POLICE COMPETITION

Course:          Course Name:    Baton Transition H-1069
Course Type: Scenario Based               Start/Stop:    Shot Timer / Last Shot - 180 Max Time
Targets:    10 TPC Paper               Scoring:     TPC - Best 2 Hits on Paper
Firearms / Rounds Required:    Duty Handgun = 20 Rounds

Start Position: Holstered loaded handgun. Holstered expandable baton. Heels on marks on rear of Start Box holding clipboard in Support Hand and pen in Primary Hand. Pen tip touching mark indicated on incident report on clipboard. Shooter may use their baton carrier but must use provided baton.

Course Description: You are outside a residence taking a report from a person whose vehicle was vandalized. You remember being at the residence several times before on disorderly loud party calls and that the house is shared by several persons. While in the process of taking the information for the report an individual exits the house and heads your way. As he approaches you think you recognize him as someone wanted for felonious assault and narcotics violations. You ask him for his ID and he immediately reaches underneath his t-shirt as if reaching for a handgun as he runs towards the house. You command him to stop and start to chase after him when the subject you were taking the report from steps in front of you to block your path and tries to push you down.

On the Start Signal, deploy and extend your Expandable Baton and knock the training dummy completely off the table from within the Start Box using overhand baton strikes. You cannot push the dummy off with your hands or baton. Failure to use the proper striking method will result in three Procedural Penalties. Enter the house and search for suspect engaging any Threat Targets found from within the Firing Area.
**NRA Tactical Police Competition**

**Course:** Handgun Recovery  
**Course Type:** Scenario Based  
**Start/Stop:** Shot Timer / Last Shot - 180 Max Time  
**Targets:** 8 Paper  
**Firearms / Rounds Required:** Duty Handgun = 16 Rounds  
**Scoring:** TPC - Best 2 Hits on Paper

**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.
Course: Admin Office Shooting
Start/Stop: Shot Timer / Last Shot - 180 Max Time
Targets: 21 Paper
Scoring: TPC - Best 2 Hits on Paper

Firearms / Rounds Required: Patrol Rifle = 42 Rounds
Start Position: Standing with heels on Start Line with loaded Patrol Rifle at Shoulder Ready.

Course Description: You are second on the scene for an active shooter inside the administrative offices of the hospital. A citizen told you the other officer already went in and you hear gunfire.
On the Start Signal, move into the Firing Area and engage Threat Targets 1 through 21 IN ORDER SEEN.
**NRA Tactical Police Competition**

<table>
<thead>
<tr>
<th>Course:</th>
<th>HR-5031</th>
<th><strong>Course Name:</strong></th>
<th>If You Wait More Will Die</th>
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<tr>
<td><strong>Course Type:</strong></td>
<td>Scenario Based</td>
<td><strong>Start/Stop:</strong></td>
<td>Shot Timer / Last Shot - 180 Max Time</td>
</tr>
<tr>
<td><strong>Targets:</strong></td>
<td>21 TP-1 Paper</td>
<td><strong>Scoring:</strong></td>
<td>TPC - Best 2 Hits on Paper</td>
</tr>
<tr>
<td><strong>Firearms / Rounds Required:</strong></td>
<td>Duty Handgun = 4 Rounds / Patrol Rifle = 38 Rounds <strong>MAXIMUM</strong> / One Procedural will be assessed per round fired over the maximum.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Start Position:</strong></td>
<td>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.</td>
<td></td>
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</tbody>
</table>

**Course Description:**

You are the lone officer responding to an active shooter call at a nursing home. On arrival your 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.
TPC Score Sheet & Shooter’s Record Sample
Target Composition: Tan Die Cut Cardboard with Perforated Scoring Lines / White on Reverse for use as Non-Threat Target. NOTE: The perforated scoring lines on the target illustration are marked with black lines for reference and are NOT on the actual target.

Overall Dimensions: 18 Inches Wide x 36 Inches Tall

TPC Loss of Accuracy Penalties:
- “0” Scoring Area Hits = No Penalty
- “2” Scoring Area Hits = Loss of Accuracy Penalty of 2 Seconds
- “4” Scoring Area Hits = Loss of Accuracy Penalty of 4 Seconds

Hit Evaluation:
- To be within a scoring area the bullet hole must be completely inside the scoring ring.
- Rounds partially breaking a scoring ring are scored the LESSER value.
- Rounds partially breaking the edge of the target are scored as MISSES.

* There will be slight deviations in measurements from target-to-target due to manufacturing tolerances and cardboard shrinkage from humidity changes.