

CMP GAMES RIFLE AND PISTOL COMPETITION RULES

6th Edition--2018

These Rules govern all CMP Games Events:

*As-Issued Military Rifle Matches (Garand, Springfield,
Vintage Military Rifle, Carbine, M16, Modern Military Rifle)*

Vintage Sniper Rifle Team Match

Special M1, M9 and M16 EIC Matches

As-Issued M1911 and Military & Service Pistol Matches

Rimfire Sporter Rifle



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Effective date: 1 January 2018

This edition replaces the 5th (2017) Edition
of the ***CMP Games Rifle and Pistol Competition Rules***

About the CMP and CPRPFS

A 1996 Act of Congress established the Corporation for the Promotion of Rifle Practice and Firearms Safety, Inc. (CPRPFS) to conduct the Civilian Marksmanship Program that was formerly administered by the U. S. Army Office of the Director of Civilian Marksmanship (ODCM). The CPRPFS is a federally chartered, tax-exempt, not-for-profit 501 (c) (3) corporation that derives its mission from public law (Title 36 USC, §40701-40733).

The CMP promotes firearms safety training and rifle practice for qualified U.S. citizens with a special emphasis on youth. The CMP delivers its programs through affiliated shooting clubs and associations, through CMP-trained and certified Master Instructors and through cooperative agreements with national shooting sports and youth-serving organizations.

Federal legislation enacted in 1903 by the U.S. Congress and President Theodore Roosevelt created the National Board for the Promotion of Rifle Practice to foster improved marksmanship among military personnel and civilians. The original CMP purpose was to provide U. S. citizens with opportunities for rifle marksmanship practice and competition so they would be skilled marksmen if later called to serve in the Armed Services. This government supported marksmanship program came to be known as the “civilian marksmanship program.”

The National Matches, Excellence-In-Competition Matches and other competition programs have been important components of the CMP legacy since the early 1900s. The CMP continues to promote these competitions as vital ways to foster, test and celebrate the marksmanship skills of U. S. citizens. They also are a fundamental means of training shooting sports leaders who can instruct youth in target shooting and promote marksmanship practice among U. S. citizens.

Introduction

This 2018 6th Edition of the ***CMP Games Rifle and Pistol Competition Rules*** governs all CMP-sanctioned matches for As-Issued Military Rifle and Pistol events including Special EIC Matches that are fired with As-Issued Military Rifles or Pistols. The ***CMP Rimfire Sporter Rules*** were also included in this combined rulebook starting in 2014. These rules remain in effect from the date they are issued until they are replaced by the next edition of these rules.

Authority. The CMP governs and sanctions rifle and pistol competition events in accordance with Title 36, UCS, § 40701-40733. The authority “to conduct competitions in the use of firearms and to award trophies, prizes, badges, and other insignia to competitors” is one of the statutory “functions” of the CPRPFS.

2018 Rules Changes. Any substantive changes from rules in the 5th Edition of the ***CMP Games Rifle and Pistol Competition Rules*** that are now included in this 6th Edition of the ***CMP Games Rules*** are underlined so they can be readily identified.

CMP as National Governing Body. The CMP is the U.S. national governing body for Service Rifle, Service Pistol, As-Issued Military Rifle, As-Issued Pistol and Rimfire Sporter Rifle competitions. The CMP fulfills this responsibility by establishing rules, sanctioning competitions and promoting participation in these shooting disciplines. **The Rules Committee established by the CPRPFS Board of Directors has the sole authority to approve or modify CMP Rules.**

Applicability. This edition of the ***CMP Games Rifle and Pistol Competition Rules*** must be used to govern the conduct of CMP As-Issued Military Rifle and Pistol events in the National Matches, CMP National Ranges Matches, CMP Travel Games Matches and CMP-sanctioned matches. **No match program, match director or other match official may contravene these rules except as explicitly authorized by these rules.**

Rule Interpretations. To obtain a clarification or interpretation of any CMP rule, contact CMP Competitions, 419-635-2141, ext. 714/722 or competitions@thecmp.org, to request a CMP ruling or interpretation. **CMP staff may interpret unclear rules, but may not modify rules.**

Web Site for CMP Competitions. The CMP web site at <http://www.thecmp.org> has web pages with information about CMP competition programs as well as links to current rulebooks, match programs and announcements for CMP competitions. From the CMP home page, click on “Competitions” and then select the item(s) you want.

Where to Obtain Rules. *CMP Games Rifle and Pistol Competition Rules* are posted on the CMP web site at <http://www.thecmp.org/competitions/cmp-competitions-rulebooks/> and may be downloaded from there without cost. Printed copies of the rules are available from the CMP at a cost of \$9.95 each. Contact:

CMP Competitions Department
P.O. Box 576
Port Clinton, Ohio 43452
Phone (419) 635-2141, ext. 605 or 615
Fax (419) 635-2573
Email: competitions@thecmp.org

NOTE: *References to “right” or “left” in these rules are given for right-handed marksman. “Right” and “left” must be reversed for left-handed marksman.*

Questions about the CMP Competition Rulebook or rule recommendations can be directed to the CMP Competitions Department at competitions@thecmp.org or (419) 635-2141, ext. 714 or 722.

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1.0 CMP Competitions and Competition Events

Rule 1.0 defines CMP competition programs, recognized events, match sanctioning and how CMP competitions are governed and organized.

1.1 CMP Competition Program

*The Civilian Marksmanship Program (CMP) offers a comprehensive program of rifle and pistol competitions that are governed by **CMP Competition Rules**. The CMP is the national governing body for Service Rifle, Service Pistol, .22 Rimfire Pistol and CMP Games Rifle and Pistol Matches including Rimfire Sporter Rifle Matches. This rulebook provides rules for the conduct of all shooting events that are designated as CMP Games Events. The CMP competition program offers competitions or matches that are organized at four levels: 1) Club competitions or championships, 2) State Championships, 3) CMP Travel Games and 4) The National Matches.*

1.2 CMP Sponsored Competitions

CMP sponsored competitions are organized and conducted by the CMP Program Staff in accordance with policies and budgets approved by the CMP Board of Directors. CMP sponsored competitions are:

1.2.1 The National Matches

The National Matches are conducted annually at Camp Perry, Ohio in accordance with Title 36, U. S. Code, § 40725-40727. The National Matches program offers competitions in CMP recognized events.

1.2.2 CMP National Ranges Matches

CMP National Ranges Matches are conducted by CMP staff throughout the year at shooting facilities owned and managed by the CMP. CMP National Ranges are equipped with electronic scoring targets and include the Talladega Marksmanship Park (an outdoor range complex) at Talladega, Alabama; the Gary Anderson CMP Competition Center (a 10m air gun complex) at Camp Perry, Ohio and the CMP Competition Center (a 10m air gun complex) at Anniston, Alabama.

1.2.3 CMP Travel Games

CMP Travel Games offer major competitions in CMP-recognized rifle and pistol events in different regions of the U. S. The CMP staff organizes and conducts these competitions by developing cooperative agreements with the ranges or clubs selected to host them. The selection of CMP Travel Games hosts is decided by the CMP Board of Directors after considering a potential host's location, range facilities and ability to host competitions with large numbers of competitors

1.3 CMP Sanctioned Competitions

The CMP sanctions affiliated organizations to sponsor State Championship and Club rifle and pistol matches with competitions in CMP-recognized rifle and pistol events. Competitions sanctioned and supervised by the CMP are:

1.3.1 Excellence-In-Competition Matches

Excellence-In-Competition (EIC) Matches are Rifle and Pistol competitions where civilian and military competitors can earn EIC credit points that count towards the awarding of Distinguished Rifleman, Distinguished Pistol Shot and Distinguished 22 Rimfire Pistol Badges.

1.3.2 State Championships

The CMP sanctions CMP-affiliated State Associations or designated clubs to organize state championships for CMP-recognized events.

- a) The CMP will sanction one State As-Issued Military Rifle Championship, one State As-Issued Pistol Championship (may be combined with State As-Issued Military Rifle Championship) and one Rimfire Sporter Rifle State Championship per year in each state.
- b) State Championships must include one or more CMP-recognized events in their program.
- c) CMP-affiliated State Associations may conduct state championships or they may designate a CMP-affiliated club to conduct the championships.
- d) State Associations or clubs designated by a State Association must submit a state championship sanctioning application not later than 1 January of the year of the championship. If a State Association does not confirm its intent to organize a state championship by submitting an application prior to that date, the CMP will allow other CMP-affiliated clubs in the state to apply directly to the CMP to host any state championship, provided that only one state championship in each discipline may be sanctioned for that state in any one year.

1.3.3 Club Matches

CMP-affiliated clubs may conduct CMP-sanctioned matches with competitions in one or more CMP-recognized events. Any CMP-recognized event may be included on the program of a sanctioned Club Match.

1.4 CMP-Recognized Rifle and Pistol Events

All competitions conducted or sanctioned by the CMP must offer competition in rifle or pistol events recognized by the CMP. CMP Games Rifle and Pistol Matches recognized by the CMP are listed in Table 1 and Table 2 below:

TABLE 1 – CMP GAMES RIFLE MATCHES

Event	Rule, Rifle Allowed	Course of Fire
AS-ISSUED MILITARY RIFLE MATCH	Rule 4.0, any As-Issued M1 Garand, Springfield or Vintage Military Rifle	30 shots, Table 3, or 50 shots, Table 4 (with 80 sec. rapid-fire times)
JOHN C. GARAND MATCH	Rule 4.0, As-Issued M1 Garands	
SPRINGFIELD RIFLE MATCH	Rule 4.0, As-Issued M1903/M1903A3 Springfields	
VINTAGE MILITARY RIFLE MATCH	Rule 4.0, As-Issued U. S. Krag, M1917 or foreign military rifles	
AS-ISSUED MILITARY RIFLE 3-GUN AGGREGATE	Rule 4.0 and 5.0, As-Issued M1 Garand + M1903/M1903A3 + Vintage Military Rifle	3 X 30 shots (900 aggregate)
AS-ISSUED MILITARY RIFLE 4-GUN AGGREGATE	Rule 4.0, As-Issued M1 Garand + M1903/M1903A3 + Vintage Military Rifle + Modern Military Rifle	4 X 30 shots (1200 aggregate)
MODERN MILITARY RIFLE MATCH	Rule 5.0, Modern Military Rifles	30 shots, Table 3, or 50 shots, Table 4 (with 60 sec. rapid-fire times)
UNLIMITED M1 GARAND MATCH	Rule 5.0, Unlimited M1 Garand	30 shots, Table 3, or 50 shots, Table 4 (with 80 sec. rapid-fire times)
M1 CARBINE MATCH	Rule 5.0, As-Issued M1 Carbines	40 shots, Table 5
VINTAGE SNIPER RIFLE TEAM MATCH	Rule 6.0, Vintage Sniper Rifles	Two team members, 20 shots each

M16 RIFLE SPECIAL EIC MATCH	Rule 5.0, M16 service rifle or a commercial equivalent rifle	40 shots, Table 6 (with 60 sec. rapid-fire times)
AS-ISSUED M1 GARAND SPECIAL EIC MATCH	Rule 5.0, As-Issued M1 Garands	40 shots, Table 6 (with 70 sec. rapid-fire times)
RIMFIRE SPORTER RIFLE MATCH	Rule 8.0, .22 cal. Rimfire rifles	60 shots, Table 11

TABLE 2 – CMP GAMES PISTOL MATCHES

Event	Rules, Pistols	Course of Fire
M9 Pistol Special EIC Match	Rule 7.0, As-Issued U. S. Military M9 Service Pistol	30 shots, Table 8
As-Issued M1911 Pistol Match	Rule 7.0, As-Issued M1911 cal. .45 Pistol	40 shots, Table 9
Military & Police Service Pistol Match	Rule 7.0, Military & Police Service Pistol	40 shots, Table 9
<u>Glock Pistol Match</u>	Rule 7.5.3	5 x 10 shots at 5, 7, 10, 15 and 25 yards, Table 10

1.5 Procedures for CMP Match Sanctioning

All CMP competitions conducted by CMP-affiliated organizations and sanctioned by the CMP must comply with the following standards:

1.5.1 CMP Sanctioned Match Authorization

CMP-affiliated state associations, clubs or organizations that want to conduct CMP-sanctioned matches in the United States must apply to the CMP for authorization. Application Forms to apply to sanction CMP EIC, State Championship and Club matches may be downloaded from the CMP Competitions webpage at <http://thecmp.org/competitions/>. The CMP must approve all CMP-sanctioned matches prior to their being conducted.

1.5.2 Entry Fees

A sanctioning fee of \$20.00 must accompany each application to conduct a CMP sanctioned match. There are no individual or other fees for CMP sanctioned matches. On request, the CMP will provide scorecards for use in

conducting the match. There are no individual membership requirements to participate in CMP-sanctioned matches. The local sponsor may charge individual entry fees sufficient to cover expenses necessary to conduct the match.

1.5.3 Sanctioned Match Requirements

All CMP-sanctioned competitions must:

- a) Use the appropriate, current edition of the ***CMP Competition Rules*** to govern the competition.
- b) Ensure that all competitors and participants comply with CMP eligibility requirements (Rule 2.0).
- c) Offer competition in one or more CMP-recognized shooting events (see Table 1 and/or Table 2).

1.5.4 Sanctioned Match Information and Promotion

Information regarding the location, dates and contact information for all CMP-sanctioned matches will be posted on the CMP web site after a competition sanctioning application is approved.

1.5.5 CMP-Sanctioned Match Reporting

CMP-sanctioned match sponsors must submit a CMP Sanctioned Match Report and individual scorecards for all competitors to the CMP within ten days following the match.

1.6 Applicable Rules

The following rules and official documents govern all matches conducted, sponsored or sanctioned by the CMP.

1.6.1 CMP Rules for CMP Games Rifle and Pistol Events

The current edition of this rulebook must govern all CMP sponsored or sanctioned CMP Games Rifle and Pistol Matches.

1.6.2 Rule Interpretations

The CMP may issue rule interpretations for rules in this rulebook that are unclear or in dispute. CMP rule interpretations may not change, set aside or alter specific rules in the ***CMP Rules***.

1.6.3 Match Program

The National Match Program, CMP Travel Games Program or the Match Program issued by a sanctioned match sponsor provides additional information regarding the specific conditions for a particular competition. A Match Program may not change, set aside or alter specific rules in the ***CMP Rules***. The CMP must approve the Match Program for all CMP sanctioned matches prior to the competition.

1.6.4 Match Director Bulletin

Match Director Bulletins may be issued to provide additional information regarding competition conditions that were not known when the Match Program was published. Match Director's Bulletins may not change, set aside or alter specific rules in the **CMP Rules**.

1.6.5 Rules Conflicts

In the event of a rules conflict, precedence must be given to the **CMP Rules**, then to applicable CMP rule interpretations, then to the Match Program and then to a Match Director Bulletin. Statements or conditions in a Match Program or Match Director Bulletin that are contrary to **CMP Rules** are unauthorized and cannot take precedence over **CMP Rules**.

1.7 Competition Officials

Competition Officials are responsible for safely conducting competition events and for ensuring that competitors have the best possible conditions for completing their events according to these rules. CMP-sanctioned competitions should have the following Competition Officials:

1.7.1 Match Director

The Match Director is the chief executive officer of the competition. The Match Sponsor appoints the Match Director. The Match Director has the overall responsibility for managing and conducting the competition safely and in accordance with these rules. The Match Director may make decisions regarding the application or interpretation of rules during the competition, however, if a protest is submitted (Rule 3.11.1), he/she must appoint a Jury to decide the protest.

1.7.2 Chief Range Officer and Range Officers

The Chief Range Officer is appointed by the Match Director and is responsible for the actual conduct of range firing during the competition in accordance with applicable rules, range safety procedures and the **Firing Procedures and Range Officer Commands** in these Rules (see **Annexes A-F**). If there are more than ten firing points on a range, the Chief Range Officer must be assisted by at least one Range Officer for every ten firing points. Range Officers may make decisions regarding the application of rules during the competition, however, if a Range Officer's ruling is doubtful or questioned, he must consult with the Chief Range Officer or Match Director before making a decision. Range Officers must be familiar with the rules and have received training regarding safe range firing procedures and their duties and functions.

1.7.3 Chief Target Officer and Target Officers

On ranges with pit-operated targets, the Match Director must appoint a Chief Target Officer. The Chief Target Officer is responsible for operating the pits

during the competition in accordance with applicable rules, range safety procedures and the **Highpower Rifle Pit Procedures** in these Rules (see **Annex C**). When targets are scored in the pits, the Chief Target Officer is responsible for making decisions regarding the number or scores of shots and for making final decisions on all score challenges. If there are more than ten firing points on a range, the Chief Target Officer should be assisted by at least one Target Officer for every ten firing points. Target Officers must be familiar with the rules and have received training regarding safe range firing procedures, scoring procedures and their duties and functions.

1.7.4 Chief Statistical Officer and Scoring Officers

The Chief Statistical Officer is appointed by the Match Director and is responsible for processing competitor entries, squadding competitors, scoring targets (if targets are not scored in the pits) and for processing scores to produce preliminary and final results lists. When targets are scored in the Statistical Office, the Chief Statistical Officer is responsible for making decisions regarding the number or scores of shots, and for making final decisions on all score challenges. The Chief Statistical Officer must appoint and train sufficient Scoring Officers to ensure that all targets from one relay can be accurately scored before the targets from a subsequent relay arrive at the Statistical Office.

1.7.5 Technical Officer

When competitions are conducted on electronic targets, there must be a qualified Technical Officer on duty. Technical Officers must be trained in electronic target operations, the resolution of electronic target complaints and how to operate electronic target competition management software. During competitions, the Technical Officer is responsible for operating the electronic target control computer and working with the Range Officer(s) to resolve any electronic target complaints. The Technical Officer is responsible for making decisions regarding the number or scores of shots, and for making final decisions in coordination with the Statistical Officer and Range Officer regarding electronic target score protests or complaints.

1.7.6 Scorer

When highpower rifle competitions are conducted on paper targets, competitors on a prior or upcoming relay will be assigned to act as scorers for the relay of competitors that is firing. When competitors act as scorers, they are acting as Match Officials who are responsible for accurately recording the value of each shot fired. In pistol competitions or when pit operated targets are not used in rifle competitions, competitors may be assigned to act as scorers.

1.7.7 Verifier

When competitions are conducted on electronic targets, competitors or a prior or upcoming relay may be assigned to act as verifiers for the relay of competitors that is firing. Verifiers are responsible for confirming that competitors fire the correct number of shots at their targets, that their targets score those shots, immediately notifying a Range Officer or Technical Officer regarding problems on their competitor's target.

1.7.8 Jury

If a protest is filed in accordance with Rule 3.11.1, the Match Director must appoint a Jury of three qualified persons to decide the protest. Jury members should be experienced competitors, coaches or team officials who do not have a direct interest in the protest to be decided. The competition shall be completed based on the Jury decision. Jury decisions, however, may be appealed to the CMP and are subject to review (Rule 3.11.3).

1.8 Match Entries

1.8.1 Advance Notice

Advance notice for all upcoming CMP-sanctioned competitions must be provided to eligible and interested competitors. Such notice can be given with a sanctioned match posting on the CMP web site or by the distribution of the match program by mail or email.

1.8.2 Match Entries

Individual entries should be made in advance as prescribed in the match program. Late entries may be accepted if range space is available and the additional entries do not unduly interfere with match operations.

2.0 Competitor Eligibility and Categories

Rule 2.0 defines eligibility to participate in CMP competition programs and the categories in which competitors may compete.

2.1 General Eligibility

CMP-sponsored or CMP-sanctioned matches are open to any individual who complies with these eligibility requirements. U. S. citizenship is not required to participate. Individual membership in the CMP or a sponsoring organization is not required to participate. No person who has been convicted of a Federal or State felony or any violation of Section 922 of Title 18, U. S. Code, is eligible to participate in any activity sponsored or sanctioned by the CMP.

2.2 Eligibility Affidavit Required

Before an individual is permitted to participate in any CMP-sponsored or CMP-sanctioned competition, the sponsoring club or the CMP Competitions Department shall have on file a notarized affidavit from that individual certifying that he/she:

- a) Has not been convicted of any Federal or State felony or violation of Section 922 of Title 18, United States Code; and
- b) Is not a member of any organization that advocates the violent overthrow of the United States Government.

2.3 Waiver and Liability Agreement Required

Before an individual is permitted to participate as a competitor, coach, team official or competition official in any CMP sanctioned competition (the participant), the sponsoring club or the CMP Competitions Department shall have on file a signed waiver and liability agreement stating that the participant:

- a) Is bound by the appropriate, current edition of the **CMP Rules**;
- b) Shall waive any claim against the CPRPFS, Inc. and any other organization sponsoring or supporting the match for any personal injury, loss or damage suffered in connection with the sanctioned competition;
- c) Shall indemnify and hold harmless the CMP and any organization sponsoring or supporting the sanctioned competition from any claim of a third party arising from any negligent or wrongful conduct; and
- d) Agrees that photographs of the participant taken during the event and the participant's name, hometown, team or club and competition results may be published or reproduced by the CMP in any of its printed or electronic communications.

2.4 Age Limits

Anyone who participates in a CMP-sponsored or sanctioned event must be capable of safely handling a rifle or pistol that is legal for the event and of safely completing the event's course of fire. The following age limits are established to ensure that participants in CMP-sponsored or sanctioned competitions are capable of fulfilling that responsibility.

2.4.1 Age Limit for CMP Games Rifle and Pistol Matches

CMP As-Issued Military Rifle Matches are open to competitors 12 years of age or older. CMP As-Issued Military Pistol Matches are open to competitors 14 years of age or older.

2.4.2 Age Limit for CMP Rimfire Sporter Rifle Matches

CMP Rimfire Sporter Rifle Matches are open to all competitors 10 years of age or older.

2.4.3 Age Restriction Waivers

The CMP or sanctioned match sponsors may waive the age requirement upon the presentation of evidence that the applicant can provide satisfactory proof of having demonstrated the ability to safely complete the course of fire to be used for the event by completing an appropriate training course with actual range firing or having successfully competed in other similar shooting competitions.

2.5 Competitor Responsibilities

Every competitor who participates in a CMP competition must fulfill the following responsibilities. Failure to fulfill any of these responsibilities may result in disqualification in accordance with Rule 3.10.1.

2.5.1 Safety

Every competitor must be capable of safely completing the course of fire for that match and of following all safety rules. If, in the opinion of the range officers and match director, a participant is not able to handle the rifle or pistol safely, that person may be removed from the firing activity. Any decision to remove a competitor must be made by at least two officials such as a range officer and chief range officer or range officer and match director.

2.5.2 Knowledge of the Rules

Competitors are responsible for knowing and complying with **CMP Rules**, the official match program and any match director bulletins issued for the match.

2.5.3 Scorer or Verifier Responsibilities

Competitors are responsible for fulfilling scorer or verifier duties as assigned. When fulfilling these duties, scorers or verifiers serve as competition officials who are responsible for accurately recording competitors' shots and scores. Scorers who record scores that were not actually fired by the competitor may be falsifying scores and be subject to disqualification (3.10.1 e). When competitors serve as scorers or verifiers in highpower rifle events, they are responsible for assisting Range Officers in controlling safety on the firing line.

2.5.4 Target Pulling and Scoring

When pit-operated targets are used, competitors are responsible for pulling targets and accurately scoring the targets that they pull. Failure to fulfill these duties as assigned may result in disqualification (3.10.1 d). Competitors with approved special medical authorizations who cannot pull targets must provide substitute target pullers (see Rule 2.6.3). When fulfilling target-pulling duties, competitors serve as competition officials who are responsible for accurately and quickly scoring and signaling the scores of shots fired by competitors. In

pistol competitions or when pit operated targets are not used in rifle competitions, competitors may be assigned to act as scorers.

2.6 Competitors with Medical Conditions or Impairments

Shooters with medical or physical impairments, whether temporary or permanent, that do not prevent them from safely completing established courses of fire, are eligible to compete with written special authorizations issued by CMP Competitions in CMP sponsored or sanctioned competitions in accordance with this Rule (2.6).

2.6.1 Eligibility for Awards

All shooters with special authorizations may compete for CMP Achievement Awards (3.9). Match sponsors may permit shooters with special authorizations to compete for awards or provide special awards for shooters who use approved modified positions or adaptive devices.

2.6.2 Applications for Special Authorizations

Shooters with medical or physical conditions or impairments that require adaptive positions or devices must apply to the CMP for a special authorization. Special authorizations are intended to make it possible for competitors with such impairments to compete with other competitors under relatively equal conditions that do not give them an unfair advantage over other competitors. Shooters with approved special authorizations are permitted to have necessary aids such as wheel chairs with them on the firing line. CMP special authorizations shall specify the adaptive positions or devices that may be used and whether any deviations from other provisions of these Rules are permitted.

2.6.3 Competitor Responsibilities

Shooters with approved special authorizations are expected, in accordance with Rule 2.5.4, to fulfill all competitor responsibilities including, when required, scoring and pulling targets. Shooters with special authorizations must provide substitute target pullers for rifle events if they are unable to pull targets.

2.7 Competitor Categories

Competitors may register and participate in one or more of the following categories in accordance with these rules when competitor rankings and awards in these categories are provided for in the match program.

2.7.1 Women

If a Women's category is included in the match program, any female competitor may compete in the women's category regardless of age or other category or sub-category status, except that Junior Women must also comply with Rule 2.4.

2.7.2 Civilian or Service

If Civilian or Service categories are included in the match program, competitors may register and participate in only one of the following categories:

- **Civilian.** This category consists of all competitors who are not in the Active Service, Reserve or National Guard categories. Retired Service (Active, Reserve or National Guard), Fleet Marine Corps Reserve and Police personnel are civilians. Members of the Reserve or National Guard categories are eligible to compete as Civilians if, during the current calendar year, they have not competed with that firearm in any Reserve or National Guard categories and have not received support from Service, Reserve or National Guard marksmanship programs; or
- **Service.** This category consists of all service personnel, Active Duty, National Guard or Reserve.

2.7.3 Age Group Categories

If Age Group categories are included in the match program, competitors may register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- **Junior.** Competitors may compete as Juniors through December 31 of the calendar year in which their 20th birthday occurs. In 2018, Juniors must have been born in 1998 or later;
- **Intermediate Junior.** Competitors may compete as Intermediate Juniors through December 31 of the calendar year in which their 17th birthday occurs. In 2018, Intermediate Juniors must have been born in 2001 or later;
- **Sub-Junior.** Competitors may compete as Sub-Juniors through December 31 of the calendar year in which their 14th birthday occurs. In 2018, Sub-Juniors must have been born in 2004 or later;
- **Senior.** Civilians may compete as Seniors, beginning with the calendar year in which their 60th birthday occurs. In 2018, Seniors must have been born in 1958 or earlier. Individuals who compete in the Service category may not compete as Seniors.
- **Grand Senior.** Competitors may compete as Grand-Seniors, beginning with the calendar year in which their 70th birthday occurs. In 2018, Grand-Seniors must have been born in 1948 or earlier.

2.7.4 Open Individual Category (OIC)

Individual competitors who do not comply with eligibility, equipment or firing position rules may compete in the Open Individual Category (OIC) if the Match Director approves. Competitors in this category shall be listed in the results lists under a separate Open Individual Category heading. Unless the Match Program provides for a special Open Individual Category, they are not

eligible to win awards or to earn Special EIC credit points. When scores are reported to the CMP, all competitors who fire in this category must be clearly identified.

3.0 General Competition Rules and Procedures

Rule 3.0 defines general competition rules and procedures that apply uniformly to all CMP As-Issued Military Rifle and Pistol events and to CMP Rimfire Sporter events.

3.1 Range Safety Procedures

*Safety is of the highest importance in all CMP competitions. The safety procedures specified in this rule and the **Firing Procedures and Range Officer Commands** provided in **Annexes A through F** are designed to ensure that all CMP sanctioned competitions are safe, enjoyable experiences for all competitors, match officials and visitors.*

3.1.1 Safety Flags

Safety Flags (*formerly called Empty Chamber Indicators or ECIs*) must be placed in all rifles and pistols when they are brought onto a range. Safety flags must remain in rifles or pistols at all times, except during preparation and firing periods. A rifle or pistol being carried on a range must have a safety flag inserted whether it is carried in an uncased condition or in a gun case or storage container. Safety flags must be fluorescent orange, yellow or a similar bright color and must have a probe that inserts in the gun chamber and a visible flag that projects from the open gun action.

3.1.2 Eye and Hearing Protection

All competitors and competition officials are urged to wear appropriate eye and hearing protection when near shooting ranges during firing and when in the pits.

3.1.3 Boxed or Cased Pistols

Pistols must generally be kept in closed pistol boxes or gun cases. Pistol boxes or cases must remain closed at all times, except when the Range Officer authorizes competitors to unbox or uncase their pistols during preparation or firing periods.

3.1.4 Carrying Firearms

The carrying of firearms is defined as physically moving or transporting firearms to and from the assembly area or firing line of a range. Pistols must be carried in closed pistol boxes or gun cases. Rifles may be carried in closed gun cases or in an uncased condition, but a safety flag must remain inserted at all times while the rifle is on the range.

3.1.5 Handling Firearms

The handling of firearms is defined as anything a competitor does to operate the mechanism, shoulder, aim, put a sling on, load, practice loading, insert a clip or magazine or otherwise perform any action that would prepare the competitor to fire the firearm. Handling firearms behind the firing line is not permitted. Adjusting or blackening sights, adjusting slings without placing them on the arm or making minor adjustments to the firearm in the ready area or behind the firing line is not regarded as handling and is permitted as long as a safety flag remains inserted. Competitors may load clips or removable magazines in the ready area.

3.1.6 Carrying Rifles to the Firing Line

After competitors are instructed to carry their rifles and equipment to the firing line, they are permitted to handle their rifles on the firing line as long as the muzzle is pointed up or downrange and safety flag remain inserted. After arrival at the firing line and prior to the start of the preparation period, competitors may put a sling on and assume position with the rifle. Competitors may not remove the safety flags, close actions or dry fire until the Range Officer announces the start of the preparation period.

3.1.7 Carrying Pistols to the Firing Line

After pistol competitors are instructed to move their pistols and equipment to the firing line, they must leave their pistols boxed or cased until the Range Officer instructs them to unbox or uncase their pistols. Competitors may remove safety flags, close actions and dry fire after the Range Officer announces the start of the preparation period.

3.1.8 Safety During Loading

Loading is defined as bringing a cartridge or magazine containing cartridges in contact with a rifle or pistol. Firearms may be loaded only when a competitor is on a firing point and only after the Range Officer gives the command **LOAD, LOAD AND STANDBY or STANDBY**. Any competitor who loads and fires a shot before the **LOAD** command shall be disqualified and may not continue firing in the competition.

3.1.9 Safety During Firing

During firing and until firearms are unloaded, competitors must:

- a) Keep pistols at the raised or ready position or hold them on the bench with the pistol muzzle pointed downrange in the direction of the target.
- b) *Rifle muzzles must be pointed up, downrange or down; they may not be pointed to the side or rear.*

- c) Rifle muzzles or butt-stocks may be rested on a shooting stool between shots if the rifle is in an unloaded condition. Rifles may not be loaded when the muzzle or butt is resting on a shooting stool.

3.1.10 Safety After Firing

As soon as a pistol firing series ends, competitors must open the pistol action, remove the magazine, insert a safety flag and bench the pistol. As soon as a rifle firing series ends, competitors must open the rifle action, clear or remove the magazine (if removable), insert a safety flag and ground the rifle. When a second or subsequent firing stage follows a completed stage, rifle competitors may remain in position with slings on until the preparation period for the next stage begins, if rifle actions are open and safety flags are inserted. A Range Officer must inspect the benched pistols or grounded rifles to confirm that actions are open, with chambers empty, magazines cleared or removed and safety flags inserted. Competitors may move from their positions and remove their firearms and equipment from the firing line in accordance with Range Officer instructions.

3.1.11 Special Safety Restrictions

On ranges where restrictions apply for how high muzzles may be pointed, competitors must take special care during loading and firing to keep gun muzzles pointed at the target backstop.

3.1.12 Smoking Prohibition

Smoking is not permitted on the firing line during any CMP-sanctioned competition.

3.2 Range Design

Specific areas of each rifle or pistol range are designated to fulfill particular functions that ensure safety and effective range operation.

3.2.1 Ready Line

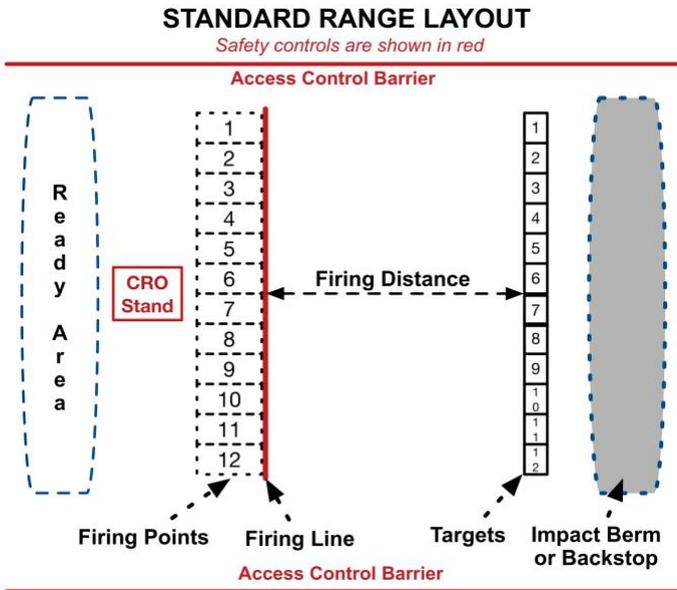
Competitors and other personnel must remain behind the ready line until their assigned relay is called to the firing line. Only competitors on a relay that has been called to the firing line and competition officials are allowed forward of the ready line. No other persons may be on the firing line unless approved by a Range Officer. Firearms may be carried (Rule 3.1.4), but may not be handled (Rule 3.1.5) behind the ready line.

3.2.2 Firing Line and Firing Points

The firing line is the location where firing takes place. Firing points are specific numbered spaces on the firing line that correspond with numbered targets that are assigned to specific competitors or teams during a match. Competitors must take their positions to the right of where their firing point number is located on the firing line.

3.2.3 Target Line

Targets are located along a line parallel to the firing line. Each target must have a firing point number that is placed either directly above or below the target. Target numbers must be clearly visible to competitors with normal vision at the longest firing distance used on that range. Firing point numbers should begin with number 1 for the first target on the left and all other targets on the range should be consecutively numbered from left to right. Numbers should be alternately black on white and white on black.



3.2.4 Impact Area

A berm or controlled area behind the target line serves as the impact area. The impact area should be capable of capturing all shots fired on the range.

3.2.5 Range Safety and Wind Flags

A Range Safety Flag visible from the firing line must be displayed on the range at all times while firing is in progress. The Range Safety Flag should be 18 feet in length and 5 feet wide tapering to 3 feet in width. Wind flags that are 12 feet in length and four feet wide tapering to 18" should be displayed on both sides of the range at 100 yards for 200 yard matches and also at 400 or 500 yards during Vintage Sniper Rifle Team Matches.

3.3 Firing Positions

Firing positions used by competitors in CMP Games events must comply with this rule. The use of any form of artificial support that is not specifically described in these rules is prohibited. Rifle magazines may touch the arm or shooting jacket sleeve, but may not touch the ground or be used to provide artificial support.

3.3.1 Standing Position (Rifle)

The competitor must stand on both feet while supporting the rifle with both hands, the shoulder or upper arm and the cheek. The arm that supports the rifle may rest on the hip or side of the body. The other arm must grasp the rifle at the pistol grip. A sling may remain attached to the rifle, but it may not be used to support the rifle. Some part of the rear surface of the butt-plate (toe of the butt-plate) must contact the shoulder (shoulder pad on the jacket); the butt-stock may not rest on top of the shoulder. If the sling remains attached in As-Issued Military Rifle Matches, the sling may be within the grasp of the left hand (right-handed competitor) or it may pass over the outside of the hand. The Carbine sling may not be used to support the rifle in standing.

3.3.2 Sitting or Kneeling Position (Rifle)

The competitor may elect to shoot in either the sitting or kneeling position. In the sitting position, the competitor sits on the buttocks while supporting the rifle with both hands, the shoulder and cheek. A sling may be used in either the sitting or kneeling position. The legs may be crossed, extended or open. Both elbows may rest on the legs that are extended or crossed in front of the competitor at any point above the ankles. The elbows may not rest on the ground. In the kneeling position, the competitor sits on one foot, which may be supported by a kneeling roll, while supporting the rifle with both hands, the shoulder and cheek. If a kneeling roll is used, the foot may not be turned at an angle of more than 45 degrees. One elbow may rest on the knee opposite the leg/foot on which the competitor is sitting. No other part of the body or rifle may rest on any object or support.

3.3.3 Prone Position (Rifle)

The competitor lies on the ground, with the head towards the target, with the rifle supported by both hands, the shoulder and cheek. A sling may be used in the prone position. The rifle may not touch the ground or rest on any object or support. No part of the arm ahead of the elbow may touch the ground or any artificial support. The magazine may touch the shooting jacket, but may not compress the jacket sleeve to the ground so as to provide artificial support. A support for the rifle may be used only in the Vintage Sniper Rifle Team Match (Rule 6.4.2) or in the sighter stages of other CMP Games rifle events.

3.3.4 Pistol Firing Positions

In the firing positions used in pistol events, the competitor must stand erect on both feet and hold the pistol with one or both hands in accordance with the event course of fire. No form of artificial support may be used to support the body or the arm or arms that are used to support the pistol. The ready position for all stages is with the loaded pistol pointed down at a 45-degree angle. If the bench in front of the shooter is too high to allow a 45-degree angle ready position, the ready position is with the loaded pistol lowered as far as possible without contacting the bench (must not rest on the bench). The pistol may be raised to point at the target only after the **COMMENCE FIRING** command is given or the targets turn. Violation of the 45-degree ready position rule is subject to a 5-point deduction from the score of the series fired when the violation occurred. A warning may be given in doubtful cases.

3.3.5 Supported Prone (Rifle)

During the Vintage Sniper Rifle Match or during the firing of sighting shots only in other CMP Games rifle events, the competitor is permitted to place a sand bag rest (Vintage Sniper Rifle Team Match, Rule 6.4.3) or kneeling roll or other type of support under the rifle, fore-end or arm that supports the rifle.

3.3.6 Competing in a More Difficult Position.

A competitor who is unable to assume a lower position due to a physical limitation may elect to compete in a higher, more difficult position, without obtaining a Rule 2.6 Special Authorization. A competitor may elect to shoot in the sitting, kneeling or standing position in lieu of the prone position or a competitor may elect to shoot in the standing position in lieu of the sitting or kneeling position.

3.4 General Regulations for Rifle and Pistol Events

Competition operations in all CMP Games Matches must comply with the following general rules.

3.4.1 Firearm Inspections

Competitors are responsible for ensuring that their firearms are safe and comply with all applicable rules for the event being fired. The match director and competition officials are authorized to check firearms and equipment for compliance with **CMP Rules** before, during or after competitions. Post-competition firearm inspections where firearms used in CMP sanctioned competitions are disassembled and checked to ensure compliance with these rules may be conducted. Such inspections, however, may only be made after the competitor has completed firing all stages of an event. If a competitor's firearm fails an inspection during or immediately after a competition event, the competitor's score for that event may be counted in an Unlimited Category or

Open Individual Category, as appropriate, or the competitor may be disqualified if an unfair advantage was or could have been gained.

3.4.2 Trigger Weighing Procedure

As-Issued Military Rifles and Pistols and Rimfire Sporter Rifles must comply with minimum trigger pull weights that are specified in the rules for those events. When trigger pulls are checked, the trigger weight must be lifted so that it hangs freely from the cocked trigger. After the trigger weight is lifted, the trigger must be released to confirm that it was properly cocked. A maximum of three attempts may be made to lift the trigger weight.

3.4.3 Sharing Firearms

Two or more competitors may use the same firearm in a match if squadding permits.

3.4.4 Disabled Firearms, Changing Firearms

A disabled rifle or pistol is one that cannot be fired or cannot safely be fired.

A rifle or pistol may not be changed during the firing of any event, except when the rifle or pistol is declared disabled by the Chief Range Officer. Disabled firearms may be replaced if the replacement can be made without delaying that stage of the match and if the replacement rifle or pistol is legal for the match being fired. No additional time and no refires are allowed for firearm replacements.

3.4.5 Individual Coaching

Coaching by scorers or other competitors to assist new and inexperienced competitors is permitted. Such coaching should be limited to controlling safety and providing assistance to get into position, adjust a sling, load or unload and make sight adjustments. Coaching experienced or advanced competitors by calling wind or rapid-fire shot locations etc. is contrary to the spirit of CMP Games rules and is not permitted.

3.4.6 Authority to Bar Unsafe Firearms or Ammunition

Each competitor is responsible for the safe condition and use of his/her firearm and ammunition. In CMP-sponsored or sanctioned competitions, the DCM, Match Director or their designees are authorized to bar from use any firearm or ammunition that he/she, in his/her sole discretion, determines to be in an unsafe condition or to pose an unreasonable risk of personal injury or property damage.

3.5 Shooting Clothing and Accessories

Shooting clothing and accessories described in this rule may be used in all CMP Games Rifle and Pistol Matches, except that shooting jackets and shooting gloves may not be used in Rimfire Sporter Rifle Matches. Special shooting trousers may not be used in any CMP Games Matches.

3.5.1 Shooting Jackets

- a) **Allowable Materials.** Shooting jackets worn in CMP Rifle competitions may only be made of pliable (soft, flexible, easily bent) fabric or leather, except for buckles, straps, zippers or other adjustment or fastening devices and rubber or similar material on gripping surfaces. The internal or external use of any other material, device or substance that serves to stiffen, rigidify or immobilize any part of the competitor's upper body, back, arm or arms is prohibited. Prohibited materials include, but are not limited to, plastic, wood or metal inserts or devices, fiber board, fiberglass, fiberglass resin, carbon fiber or laminated materials. The alteration or repair of shooting jackets is permitted provided the jacket continues to comply with this rule.
- b) **Inspection Procedures.** Competition Officials may establish inspection procedures to determine if shooting jackets comply with this rule. Scores fired with shooting jackets that are ruled to be illegal must be nullified. Manufacturers or shooting equipment suppliers with questions regarding the legality of a shooting jacket should submit a sample to the CMP for evaluation.

3.5.2 Other Clothing

Except for the shooting jacket, only normal outdoor or sports clothing may be worn. Wearing one or more sweatshirts (maximum two in Rimfire Sporter) made of soft, pliable, flexible material under the shooting jacket is permitted. Special shooting trousers or special shooting shoes or boots may not be worn.

3.5.3 Shooting Gloves

Special shooting gloves may be worn on the left hand (right-handed competitor) in all CMP Games Rifle events, except that in in Rimfire Sporter events only an ordinary work glove may be worn.

3.5.4 Shooting Mats

Ground cloths or shooting mats may be used in all CMP Games Rifle Matches.

3.5.5 Kneeling Rolls

A kneeling roll not exceeding seven (7) inches in diameter may be used under the right ankle or instep if firing is done in the kneeling position.

3.5.6 Spotting Scopes

Competitors may use spotting scopes for shooting or scoring. The spotting scope stand may not be positioned forward of the firing line. When rifle scorers use spotting scopes, scopes must be turned away from the target during rapid-fire stages when scorers must observe their firers and count shots fired.

3.5.7 Shooting Kits or Stools

A shooting kit, stool, cart or pistol box may be used to carry equipment. The kit or stool may be placed on the firing point, but may not be located forward of the firing line. The kit, box or stool may not be of such a size or construction as to constitute a windbreak.

3.5.8 Electronic Devices

Competitors on the firing line may use electronic devices such as cell phones, tablets or other hand-held communication devices only to keep time, record shots or compute sight adjustments. All such devices must be in silent mode and must be incapable of communicating with other electronic devices or systems (must be switched to airplane mode). Match officials or scorers may use such devices on the firing line for communication purposes when performing official duties. Competitors who use such devices on the firing line for communication purposes are subject to a warning and possible disqualification. Timers may be used if any sound producing capability is silenced.

3.5.9 Deflecting Screens

Pistol competitors may use a screen or net fastened to their shooting kit, or placed on a separate stand, to deflect or catch empty cases, provided the screen construction allows wind to pass through it. The competitor's pistol, hand or arm may not contact the screen or net.

3.6 Rifle Slings

Slings that comply with this rule may be used to provide support in the prone, sitting or kneeling firing positions in accordance with these regulations:

3.6.1 Standard U. S. Military Slings

Slings used on all as-issued military rifles, except M1 Carbines or as-issued foreign military rifles, must be standard U. S. military issue M1907 leather, or M1 web slings or identical slings of commercial manufacture made of leather, web or synthetic material. M1907 or M1 slings may be configured with arm loops and used for support in the prone, sitting or kneeling positions. In the standing position, slings may be detached or remain attached at both the butt-stock and handguard/fore-end of the rifle. If the sling is attached, it may not be so tight as to support the back of the hand or wrist. The sling may be included within the grip.

3.6.2 Sling Configuration

Military issue or commercial M1907 and M1 slings must conform to the original pattern with no modifications or additional hooks, claws, clips or clamps. Leather or web slings may be no wider than 1 3/8" and no thicker than 3/16". Leather slings may have no more than two keepers no wider than 7/8" each.

3.6.3 Sling Attachment

Slings must be attached directly to the front sling swivel; a sling hook may not be used to attach a M1907 pattern or M1 sling to the front sling swivel.

3.6.4 Prohibited Sling Features

Sling cuffs and padded or lined slings may not be used. The use of hooks, button, straps or similar devices fastened to the shooting coat to hold the sling in place is not permitted.

3.6.5 M1 Carbine Slings

M1 Carbines used in M1 Carbine Matches may only be equipped with issue Carbine-type web or leather slings (single strap, no arm loop) that are fixed at both attachment points. Issue Carbine-type slings are single straps not wider than 1.0 inch and not longer than 48 inches from the Lift-the-Dot closure to the sling tip that is attached to the butt stock and oiler. Carbines fired in M1 Garand Matches may be used with a standard M1 web sling.

3.6.6 As-Issued Foreign Military Rifle Slings

As-issued foreign military rifles (Rule 4.2.5) may be equipped with a sling that was originally used with this type of rifle or, alternatively, a leather or web sling that complies with this rule (Rule 3.6) may be attached and used with as-issued foreign military rifles. Foreign military rifle front sling swivels may be modified to hold the sling at the 6 o'clock position, but the longitudinal location of the sling swivel on the fore-end may not be changed.

3.7 Competition Regulations and Firing Procedures

The following competition regulations and firing procedures apply to the conduct of all CMP Games Rifle and Pistol Matches unless exceptions are described in the rules for a specific CMP Games rifle or pistol event (Rules 4.0-8.0).

3.7.1 Target Assignments (Squadding)

Relay and firing point squadding assignments are normally issued at the time of check-in at the range or in the Ready Area approximately 30 minutes before the first relay is scheduled to start. Match sponsors may use random squadding or arrange competitor squadding so that experienced competitors and new competitors are squadded together on the same firing point. Experienced competitors may coach and assist new competitors and help to ensure safety. Match sponsors may accept special requests for family or club members or friends to be squadded together.

3.7.2 Call to Line and Preparation Period

After each relay of competitors is called to the firing line and before each firing stage, there must be an interval of two (2) minutes followed by a Preparation Period when competitors can prepare for firing. During the time interval after competitors are called to the line, competitors may handle their guns and begin preparations for firing, but they may not remove safety flags

or close actions. After the Preparation Period starts, competitors may continue to prepare their positions and they may remove their safety flags, close actions and dry fire. The length of the initial interval and Preparation Period for each CMP Games event is specified in the chart:

Event	Interval	Preparation Time
As-Issued Military Rifle and Unlimited M1 Garand Matches	2 minutes	3 minutes
Modern Military Rifle and M16 EIC Matches	2 minutes	3 minutes
M1 Carbine Matches	1 minute	3 minutes before Sighting Stage 1 minute before competition stages
Vintage Sniper Rifle Team Matches	2 minutes	3 minutes
As-Issued M1911 and Military & Police Matches	1 minute	2 minutes
Rimfire Sporter Rifle	1 minute	3 minutes before Sighting Stage 1 minute before competition stages

3.7.3 Loading and Reloading Rifles

- a) **Slow-Fire Loading.** In all slow-fire stages, the rifle must be loaded with only one cartridge, except that M1 Carbines and Rimfire Sporter Rifles shall be loaded from clips charged with five (5) rounds. The rifle must remain pointed downrange while loading; a rifle may not be loaded with the rifle butt resting on a shooting stool.
- b) **Rapid-Fire Loading, National Trophy Events.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors with As-Issued Military Rifles, Modern Military Rifles or Special As-Issued Military Rifles must stand with actions closed on empty chambers or must close their rifle actions on empty chambers and insert/load a magazine with two (2) or five (5) rounds. Competitors with manually operated rifles must leave bolts open until they are down in position. Competitors with M1 Garands must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the magazine. When the targets rise or the command **TARGETS** is given, competitors must go down into position and then cycle or close the bolt to chamber the first round. No round may be chambered until the competitor is down in position. A competitor is considered down in position when the buttocks are on the ground in sitting or one elbow is on the ground in prone. After firing two (2) or five (5) rounds, the competitor must reload eight (8) or five (5) rounds and continue firing. Reloading before firing the 2nd or 5th round

('hot reload') is not permitted and any competitor who does this will receive a score of zero (0) for that 10-shot series.

3.7.4 Standing Prior to Rifle Rapid Fire Stages

When the preparation period prior to a rifle rapid-fire stage ends, competitors are commanded to stand. All competitors are required to stand and begin each rapid-fire stage from the standing position if they are able. Competitors who are 70 years of age or older or competitors who have a physical condition or impairment that prevents them from moving or changing from standing to the firing position may request permission from the Range Officer to begin rapid-fire stages in the firing position. These competitors are eligible to win awards in CMP Games Matches, except that to win overall match winner awards or to be eligible to earn EIC credit points in Special EIC Matches, competitors must start rapid-fire stages from standing.

3.7.5 Loading Procedures for Rifle Competitors Who Start from Position

Competitors who do not stand for the start of a rapid-fire stage must follow these procedures:

- a) Load on command while keeping the rifle down out of the shoulder.
- b) May not shoulder the rifle until after the targets rise or the **TARGETS** or **START** command is given.
- c) May not cycle the bolt to chamber the first round or shoulder the rifle until the firing time begins (when targets rise or the **TARGETS** or **START** command is given).
- d) May not fire a shot until after a competitor who was standing fires the first shot.

3.7.6 Sighting Shots

Sighting shots, as specified in the course of fire, may be fired at the beginning of each event. Sighting shots may be fired in any position, with or without a support.

3.7.7 Irregular Shots or Series

An irregular shot or series is one that is not fired according to these rules. The following rules apply to the scoring of irregular shots or series:

- a) **Early or Late Shots.** If a competitor loads and fires a shot before the command **LOAD**, he/she must be disqualified. If a competitor fires a shot after the command **LOAD**, but before the **COMMENCE FIRING** or **START** command, the early shot in a slow or rapid-fire series must be scored as a zero (0) if pit-operated targets are used, or if fixed targets are used, the highest value shot in the series must be nullified and scored as a zero (0). If a competitor fires a shot after the **CEASE FIRING** or **STOP** command, that shot must be scored as a zero (0) or, if

fixed targets are used, the highest value shot on that stage must be nullified and scored as a zero (0).

- b) **Crossfire Shots.** A crossfire is a shot fired on another competitor's target. All crossfires must be scored as misses or zeroes (0) for the competitor who fired the crossfire. If a competitor receives a crossfire shot that cannot be distinguished from a shot the competitor fired, the competitor who received the crossfire will receive the score of the highest value shot.
- a) **Unfired Shots.** Competitors who do not fire all shots in a stage or series must report the total number of saved or unfired rounds to the Range Officer. Shots not fired in any stage or series must be scored as misses (0).
- d) **Excessive Hits.** Competitors with excessive hits on their targets during slow-fire or rapid-fire stages will receive the scores of the highest-value shots on their targets equal to the number of shots they fired.
- e) **Too Many Shots.** If a competitor fires more than ten (10) shots in a slow-fire series, the extra shots must be nullified and a two (2) point penalty must be deducted from the tenth shot. If a competitor loads and fires more than ten (10) shots in a rapid-fire series, as confirmed by the Range Officer and scorer, the competitor's score for that series must be recorded as zero (0).
- f) **Insufficient Hits.** Competitors with insufficient hits on their targets during rapid-fire stages, or during slow-fire stages when multiple shots are fired on one target, due to not firing all ten rounds or cross firing on another target will receive the scores of the highest-value hits on their targets equal to the number of shots they fired on their target.

3.7.8 Malfunctions

A malfunction is the failure of the rifle or ammunition to function properly. A competitor may attempt to clear the malfunction and continue firing, if this can be done safely. If a malfunction cannot be cleared, the competitor must remain in position, keep the muzzle pointed downrange and ask for Range Officer assistance.

3.7.9 No Extra Time or Refires

No extra time or refires for rifle, pistol, equipment or ammunition malfunctions are permitted in CMP Games and Special EIC Matches. The only exception to this rule is that if there is a range alibi affecting multiple targets, a refire should be allowed (see Rule 3.7.10 for refire procedures). Match officials may, at their discretion, refire individual range alibis providing this does not require the scheduling of an additional relay.

3.7.10 Interruptions in Fire

If a **CEASE FIRE/STOP** command must be given during a firing series, the Range Officers must resume fire as soon as possible. When firing resumes for a slow-fire series, competitors are entitled to the amount of time that was remaining when the **CEASE FIRE/STOP** command was given. If firing is interrupted during a rapid-fire series, shots fired during that series will not be scored, new targets will be provided and the entire series will be refired. No additional sighting shots will be allowed when resuming fire after an interruption.

3.7.11 Slow or Disabled Target

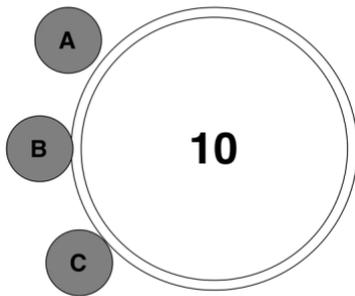
When a single target is disabled or providing slow target service, the competitor or scorer must notify a Range Officer who must attempt to correct the problem. The Range Officer may authorize additional time to compensate for the slow service or in the case of a disabled target that cannot be quickly repaired, move the competitor to another target (hospital target) and give additional time to finish firing if this does not unduly delay the completion of the match.

3.8 Scoring and Results

Three different methods of scoring may be used in CMP-sponsored or sanctioned competitions: Shot values may be determined by a) the manual scoring of paper targets, b) the use of CMP-approved electronic targets (EST) or c) the use of a visual image electronic scoring system (VIS) approved by the CMP. All shots fired in one competition must be scored with only one method of scoring.

3.8.1 Scoring Shots on Paper Targets

All shots on paper targets must be scored according to the highest-value scoring ring that is hit or touched by that shot. A shot hole where the outside edge of the shot hole touches or is tangent to the outside edge of the scoring ring must be scored the higher value. Pit or Statistical Officers must use appropriate scoring gauges or templates to decide doubtful shots. Pit or Statistical Officers should use scoring templates to determine whether two or more shots passed through one shot hole (double). The diagram (below) illustrates how to score doubtful shots.



Scoring Doubtful Shots

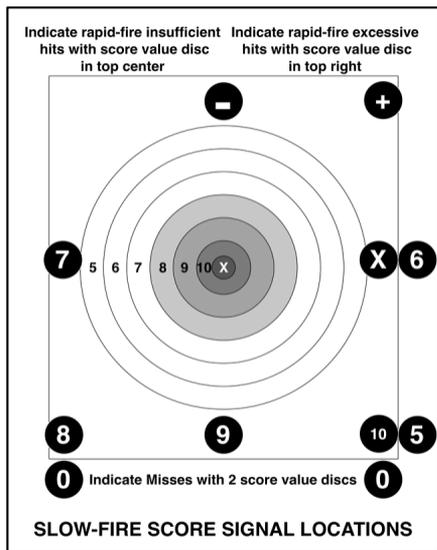
A - Shot does not touch outside edge of line. Scores lower value. Score = 9

B - Shot breaks scoring ring. Scores higher value. Score = 10

C - Shot just touches scoring ring. Scores higher value. Score = 10

3.8.2 Signaling Shot Values (Pit Operated Targets only)

When pit operated targets are used, score value discs must be placed in the locations shown on the chart (on right) that correspond to the scored values of slow-fire shots. Rapid-fire scores are normally displayed on chalkboards displaying the number of shots scored corresponding to the shot values (X, 10, 9, etc.). During rapid-fire stages, score value discs must be placed in the top center to indicate insufficient hits and in the top right to indicate excessive hits.



3.8.3 Scoring Shots on Electronic Targets

Electronic targets determine the x/y coordinates of the center of each shot fired and the radial distance from the shot center to the center of the target. The target then calculates the score of the shot by comparing this distance with the appropriate scoring ring radius, with the scoring ring radius varying according to the bullet diameter of the rifle or pistol being used by the competitor. This data is displayed on the competitor's monitor and recorded in the main computer. Prior to a competition, the Technical Officer must confirm that the correct target dimensions, distance and rifle or pistol bullet diameter being used by each competitor have been entered in the main computer. Scores indicated by competitors' electronic target monitors are final unless successfully protested in accordance with these rules.

3.8.4 Scoring Shots with the VIS Scoring System

Visual Imaging Scoring (VIS) is a system that uses computer vision techniques (i. e. scanning, digitizing, photographic images, etc.) to capture shot and target images that are scored with complex computer algorithms. Like electronic scoring targets, a VIS system calculates distances from the center of the target to the center of the shot hole. When using VIS, match officials must follow the scoring procedures described in the system user manual.

3.8.5 Score Challenges, Paper Targets

If a competitor feels that a shot fired by him/her was improperly scored or that a missing shot may be a double, the competitor may notify the Range or Statistical Officer that he/she wishes to challenge that scoring decision. Match sponsors may charge a challenge fee of no more than \$3.00 for each score challenge. If targets are scored in the pits, the Pit Officer must decide the challenge. If targets are scored on frames, the Statistical Officer must decide the challenge. If targets are scored in the Statistical Office, the Statistical Officer shall decide the challenge. All score challenge decisions by these officers are final and are not subject to further protest or appeal. Scoring decisions made by Target or Statistical Officers regarding challenged shot values are final and not subject to further protest or appeal.

3.8.6 Score Complaints and Protests, Electronic Targets

If a competitor feels that a shot or series of shots (rapid-fire only) was improperly scored, the competitor must notify a Range Officer immediately after the shot or series in question. The Range Officer shall take appropriate immediate action and refer the complaint to a Technical Officer. Detailed procedures for adjudicating electronic target complaints are found in Rule 9.0. The Range Officer and Technical Officer will use the applicable provisions of this rule to resolve the complaint. A score complaint decision by these officers is final and not subject to further protest or appeal.

3.8.7 Score Protest, VIS Scoring

If a competitor feels that a shot or series of shots (rapid-fire or multi-shot bulls) was improperly scored, the competitor must notify the Statistical Officer. The Statistical Officer must evaluate the protested shot by examining the original scan to determine if the shot hole was correctly identified or if there is an obvious error where the scoring system did not make a reasonable interpretation of actual shot hole location. An obvious error is one where the actual shot hole does not reasonably correspond with the scored shot as displayed by the VIS system. If the Statistical Officer concludes that there is an obvious error, he/she may make a manual correction of the score for that shot without requiring the competitor to protest that shot.

3.8.8 Tie-Breaking

Ties in all CMP Games matches will be broken in by applying the following criteria in the order listed:

- a) By the highest number of Xs (Inner tens).
- b) By the highest score in the last stage fired, then to the highest number of Xs in the last stage fired.
- c) By the highest numerical score in the next to the last stage fired, then to the highest number of Xs in the next to the last stage; etc.
- d) By the highest total number of 10s, then 9s, then 8s, etc.
- e) If a tie remains, an unbreakable tie must be declared with the tied competitors listed on the results bulletin in alphabetical order according to their family names.
- f) Ties in aggregate events must be broken according to the highest number of Xs in the aggregate score and then by applying this rule to scores in the individual matches according to the order in which they are listed in the match program.

3.8.9 Scorecards

The CMP provides official scorecards that may be used to record the scores of all shots fired during CMP sponsored or sanctioned matches that use manual or electronic target scoring. Scorecards are not required when VIS scoring is used. For manual scoring or scoring on pit-operated targets, an official scorer is responsible for correctly recording scores. For electronic targets, a verifier is responsible for correctly recording scores. Scorecards must identify the competitor and his/her CMP number. When signed by the competitor and scorer or verifier, the scorecard becomes an official record of the competitor's score in that event. The scorer, not the competitor, must turn in signed scorecards to a designated Match Official.

3.8.10 Preliminary Results List

During each competition event, scores must be entered into a ranked results list. As soon as all scores for an event are entered, a Preliminary Results List must be printed and posted on the range so that competitors can check their scores. A protest time of a minimum of 30 minutes must be allowed for competitors to contact the Statistical Office about possible errors or, if scoring is done by the Statistical Office, to challenge the number or scores of shots. The end of the protest time must be posted on the Preliminary Results List.

3.8.11 Results List Corrections

At any time prior to the closing of the posted challenge period, competitors may request that an error in score posting or calculating scores be corrected.

No fee shall be charged for requesting such corrections. The Statistical Officer must decide if an error was made.

3.8.12 Final Results List

Final results bulletins must list the scores of all individual competitors or Vintage Sniper Rifle Teams in rank order according to their scores, with tie-breaking rules applied (Rule 3.8.8). A match sponsor may use an electronic results bulletin as the official final results bulletin if the electronic results bulletin is open to public access.

3.9 Achievement Awards

To give competitors incentives to participate and improve, the CMP provides Achievement Medals and Pins to be presented to competitors in CMP Games events who equal or exceed established Achievement Award scores.

3.9.1 Achievement Award Calculations

Achievement Award cut-scores are determined on the basis of previous National CMP Games Matches scores. Gold, silver and bronze Achievement Awards are presented to approximately the top 40 percent of all competitors. Achievement Award scores are calculated so that approximately the top one-sixth of the top 40 percent of all competitors receive gold awards, the next two-sixths receive silver awards and the remaining three-sixths receive bronze awards.

3.9.2 Achievement Award Scores

Achievement Award scores for all CMP Games events are found in **Annex G** to these rules.

3.9.3 Achievement Award Presentations

- a) **National Matches.** The CMP provides gold, silver and bronze achievement medals with neck ribbons for presentation to National Matches competitors who equal or exceed Achievement Award Scores.
- b) **CMP National Ranges and CMP Games Matches.** The CMP provides gold, silver and bronze achievement medals with neck ribbons for presentation to Regional CMP Games competitors who equal or exceed Achievement Award Scores.
- c) **CMP Sanctioned Matches.** CMP affiliated clubs that sponsor CMP sanctioned Matches may order gold, silver and bronze achievement pins for presentation to competitors who equal or exceed Achievement Award Scores.

3.9.4 Authority to Adjust Bronze Award Scores

If extreme weather conditions cause all scores in a match to be lower than normal or if the match has a high proportion of new competitors, the Match

Director may adjust bronze award scores downward, but bronze award scores may not be adjusted lower than the 40th percentile competitor.

3.10 Rule Violations and Disciplinary Actions

3.10.1 Rule Violations

Competitors or team officials may be disciplined or disqualified from a match for any of the following acts of misconduct:

- a) Violating CMP safety rules (Rule 3.1) and/or range safety rules;
- b) Failure to comply with **CMP Competition Rules**;
- c) Refusing to obey the instructions of a match official or failure to make a correction after a warning is given (Rule 3.10.2);
- d) Failure to perform assigned duties as a scorer, verifier or target puller (Rule 2.5.4);
- e) Falsifying or being an accessory to falsifying scores;
- f) Disorderly or unsportsmanlike conduct; or
- g) Interfering with or disrupting a competitor on the firing line.

3.10.2 Enforcement

In the event of rule violations, match officials shall take the following corrective or disciplinary actions.

- a) **Warning.** Whenever possible, a warning and opportunity to correct a rule violation must be given before imposing any further penalties;
- b) **Penalty.** A penalty of two (2) or five (5) points may be deducted from the competitor's score in the event or stage where the violation took place. Any decision to penalize a competitor must be made by at least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director); unless the applicable rule specifies a five (5) point deduction, initial deductions should be for two (2) points; or
- c) **Disqualification.** A competitor may be disqualified without further warning in case of a refusal to respond to a warning. A competitor may be disqualified without warning in case of a serious violation. Any decision to disqualify a competitor must be made by at least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director). If a team member is disqualified, the team may be disqualified and the scores of other team members may be disqualified from consideration for other awards, depending upon the circumstances of the disqualification. Any competitor or team that is

disqualified must be notified of that decision and be given an opportunity to protest the decision to disqualify them.

3.11 Protests and Protest Resolution

3.11.1 Right to Protest

Any competitor or team that is penalized or disqualified or that believes the conditions of a competition are not in accordance with applicable CMP Rules may protest the competition conditions or decision in question. However, decisions by an authorized Target Officer, Statistical Officer or Technical Officer made in accordance with applicable scoring rules (Rule 3.10) regarding the number and scores of shots are final and may not be protested.

3.11.2 Protest Procedures

- a) **Complaint.** *A competitor may “complain” about competition conditions or a competition official’s decision to any Competition Official who may answer the complaint or involve another Competition Official in responding to the complaint.*
- b) **Verbal Protests.** *If this informal procedure does not resolve the complaint, a competitor, team coach or team captain may state his/her intent to “protest” to any Competition Official within 30 minutes of the condition or decision being protested. At least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director) must hear and decide the protest.*
- c) **Written Protest and Request for Jury Decision.** *If the competitor or team coach or captain is not satisfied with the Competition Officials’ decision, the competitor or team coach or captain may request a Jury decision. Any appeal to a Jury must be in writing, be submitted within 30 minutes after the original protest decision and be accompanied by a protest fee of \$20.00. The protest fee must be returned if the Jury reverses the competition officials’ protest decision. The Competition Director must appoint a Jury in accordance with Rule 1.7.8 to decide the protest, except that at the National Matches a National Matches Protest Jury (see 3.11.4) shall decide protests. A competition official who was involved in the original competition officials’ decision may not serve on the Jury.*

3.11.3 Protest Decisions

A majority of the Jury must decide the protest. The Jury decision must be based on these Competition Rules as they are written; in cases where the Jury must make a rule interpretation, the intent and spirit of the applicable rule(s) must be respected. The Jury decision must be in writing. The Jury

decision is final, unless the person filing the protest, the Jury or the Competition Director requests a final ruling from a CMP Protest Committee.

3.11.4 Appeal of Protest Decision

Any party involved in a protest decided by a Jury may appeal that decision to the CMP for review by a CMP Protest Committee. An appeal of any Jury decision must be submitted to the CMP within 72 hours and will be decided by a CMP Protest Committee appointed by the CMP Chief Operating Officer. Decisions by a CMP Protest Committee are final. There is no further right of appeal.

3.11.5 Protests at National Matches

A CMP National Matches Protest Committee, consisting of three persons, including one senior CMP staff member, appointed by the CMP Chief Operating Officer, will decide protests submitted during CMP National Matches events. Decisions by the CMP National Matches Protest Committee are final. There is no further right of appeal.

3.12 Additional CMP Disciplinary Action

In case of a serious violation, additional action may be taken by the CMP Programs Committee to disqualify or suspend a competitor from the National Matches, EIC matches or other CMP-sanctioned matches for such time as it determines, and to deny any current award already won. When a competitor is charged with a serious violation, the CMP Chief Operating Officer shall investigate the charges and all available evidence and shall present a report on this investigation, together with recommendations, to the CMP Programs Committee. Any person who may be suspended must be notified as soon as possible that suspension is being considered. Subsequent to the submission of the Chief Operating Officer's report, the Programs Committee shall offer the competitor an opportunity for a hearing on the charges and evidence provided by the Chief Operating Officer's investigation. The accused competitor must be given an opportunity to present evidence or contravening arguments before a final decision is made. Subsequent to a hearing on these charges, the Programs Committee shall make a final decision regarding the charges and the suspension or other disciplinary action for the competitor if he/she is determined to be guilty of the charges against him/her. The decision of the Programs Committee regarding suspension or other disciplinary action shall be final.

4.0 As-Issued Military Rifle Match Rules

Rule 4.0 defines specific rules and procedures that apply to all CMP As-Issued Military Rifle and Pistol events.

4.1 As-Issued Military Rifle Matches

4.1.1 Intent and Spirit

As-Issued military rifles are rifles that were or could have been carried by military personnel in combat operations. These matches honor “*those who served*” and carried these rifles while on military duty. These matches also strive to preserve the traditions of military marksmanship. The intent and spirit of CMP As-Issued Military Rifle Match rules is to provide modern target rifle competitions for competitors who use affordable, readily available, as-issued military rifles of U. S. or foreign manufacture. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

4.1.2 As-Issued Military Rifle Events

These Rules define specific conditions and requirements that govern As-Issued Military Rifle Matches for the following events:

- a) **As-Issued Military Rifle Match** for As-Issued M1 Garands (Rule 4.2.2), As-Issued M1903/M1903A3 Springfield Rifles (Rule 4.2.3), As-Issued Vintage Military Rifles (4.2.4 and 4.2.5) and As-Issued M1 Carbines (Rule 5.2.1).
- b) **M1 Garand Match** for As-Issued M1 Garands (Rule 4.2.2) and As-Issued M1 Carbines (Rule 5.2.1).
- c) **Springfield Rifle Match** for As-Issued M1903/M1903A3 Springfield Rifles (Rule 4.2.3).
- d) **Vintage Military Rifle Match** for As-Issued Vintage Military Rifles (4.2.4 and 4.2.5).

4.2 As-Issued Military Rifles

4.2.1 General As-Issued Military Rifle Requirements

The following rules apply to all as-issued U. S. and foreign military rifles unless specific exceptions are noted in these rules:

- a) All as-issued military rifles must be rifles that were commonly issued to U. S. Armed Forces or to foreign military personnel;
- b) The rifle must be in as-issued condition, with a standard stock and sights;
- c) The rifle must conform to the weight and dimensional specifications of standard-issue service rifles. Weights, including bayonets, may not be attached or added to the rifle, but issue oilers or cleaning kits may be placed in the stock;

- d) Commercial or replica versions of as-issued military rifles are not permitted;
- e) Rebarreling with a barrel of as-issued dimensions is permitted. A replacement barrel must have the same exact contours and cuts as the original as-issued barrel;
- f) Only government-issue parts or government or commercial parts of the exact same weight and dimensions may be used;
- g) Sights must be of the same types that were on rifles issued to regular military personnel, except that the internal diameter of rear apertures may be modified. Adjustable apertures, interchangeable inserts and lens inserts of any type are prohibited. Special purpose sights designed for sniping or competition are not permitted;
- h) Rifles may be accurized only by the careful assembly of standard parts;
- i) Flash suppressors, cheek pads, recoil pads, or stock extensions are prohibited.
- j) Bayonets may not be attached to As-Issued Military Rifles during competitions; and
- k) Stocks must be as-issued stocks or replacement stocks with the same dimensions. Laminated stocks and stocks made of synthetic materials are prohibited. Broken or cracked as-issued stocks may be repaired with the use of epoxies or other chemical adhesives, provided the original as-issued stock dimensions are not changed and no epoxy, adhesive or reinforcing material is used in or on any of the bedding surfaces for the rifle action or barrel.

4.2.2 As-Issued M1 Garand

The rifle must be a Caliber .30 U. S. M1 Garand rifle that was issued by the U.S. Armed Forces and be in as-issued condition. A Caliber .30 M1941 Johnson rifle or a U.S. Carbine Caliber .30 M1 may be fired in matches designated as M1 Garand matches.

- a) Rifles must be as issued by the U.S. Armed Forces, with standard stock and sights;
- b) Trigger pulls may not be less than 4.5 lbs., except that the M1941 Johnson may have a trigger pull of not less than 3.5 lbs.;
- c) National Match (NM) Garands with synthetic bedding or NM sights may not be used. NM rifles with no synthetic bedding or no NM sights or other rifles with NM operating rods or NM gas cylinders may be used;

- d) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited;
- e) As-issued M1 Garands must be chambered for the .30-06 cartridge. No rifles chambered for the 7.62mm NATO (.308) cartridge may be used;
- f) M1C and M1D Garands, with telescopes detached, are considered as-issued M1 Garands, provided that they comply with other requirements for As-Issued M1 Garands. Cheek pads may not be used on these or other M1 Garands; and
- g) M1 Garand or M1941 Johnson rifles may not weigh more than 9.75 lbs. M1 Carbines may not weigh more than 6.1 lbs.

4.2.3 As-Issued M1903 Springfield

The rifle must be a standard issue service rifle that was issued by the U.S. Armed Forces and be in as-issued condition. Permitted rifles are the Caliber .30 U. S. Model 1903 and Model 1903 A3 Springfield rifles, except that Caliber .30 U. S. Model 1903 Springfield rifles manufactured by Springfield Armory with serial numbers of 810,000 or lower or by Rock Island Arsenal with serial numbers of 285,506 or lower may not be used in any CMP-sanctioned competition.

- a) Rifles must be as issued by the U.S. Armed Forces, with standard stock and sights;
- b) Trigger pulls on the M1903 Springfield may not be less than 3.5 lbs;
- c) Sights must be of the same types that were on rifles issued to regular military personnel. Special purpose sights designed for sniping, target practice or competition are not permitted;
- d) Front sight blades with USMC dimensions for blade thickness are permitted on both M1903 and M1903A3 rifles. The top of the front sight blade must not be wider than 0.100”;
- e) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited;
- f) Only U.S. Government Issue parts or non-U. S. Government or commercial parts of the exact same weight and dimensions may be used;
- g) Springfield rifles may be fired with as-issued front sight covers in place on the rifle. Legal sight covers include the common front sight covers made by Springfield Arsenal, Rock Island Arsenal, and Remington, and the higher Marine Corps front sight cover made for the Marine Corps front sight. Commercial equivalents of those covers may be used. No

sight cover may be higher than 1.9" when measured from the bottom of the barrel;

- h) National Match M1903 or M1903A3 rifles with star-gauged barrels are legal for use in as-issued rifle matches, providing that the sights are as-issued sights and the rifle has standard bedding in wood (no inserts or synthetic bedding); and
- i) M1903 or M1903A3 rifles may not weigh more than 9.2 lbs.

4.2.4 Other As-Issued U. S. Military Rifles

The rifle must be a manually operated rifle that was issued by the U.S. Armed Forces and be in as-issued condition. Permitted rifles are the Caliber .30 U. S. Model 1917 and the Caliber .30-40 U. S. Krag. Other U. S. military rifles such as the Caliber .30-40 M1895 (lever action) and 6mm caliber M1895 Lee-Navy rifle may be used.

- a) Rifles must be as issued by the U.S. Armed Forces, with standard stock and sights;
- b) Trigger pulls may not be less than 3.5 lbs;
- c) Sights must be of the same types that were on rifles issued to regular military personnel, except that the front sight may be retrofitted with a blade with the same profile as the as-issued sight that is not wider than 0.100";
- d) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited;
- e) Only U.S. Government Issue parts or non-U. S. Government or commercial parts of the exact same weight and dimensions may be used; and
- f) As-issued M1917 rifles must be chambered for the .30-06 cartridge. U. S. Krag rifles must be chambered for the .30-40 Krag cartridge.

4.2.5 As-Issued Foreign Military Rifle

The rifle must be a rifle that was issued by the Armed Forces of a country other than the U. S. and be in as-issued condition. All as-issued foreign military rifles must be manually operated bolt-action or straight-pull rifles. Semi-automatic or fully automatic rifles are not permitted.

- a) Rifles must be as issued by the foreign government, with a standard stock and sights;
- b) Trigger pulls may not be less than 3.5 lbs.;

- c) Rifles must conform to the weight and dimension specifications of the standard issue service rifle. Weights may not be added to the rifle;
- d) Only Government Issue parts or commercial parts of the exact same weight and dimensions may be used;
- e) Sights must be of the same types that were on rifles issued to regular military personnel. Special purpose sights designed for sniping, target practice or competition are not permitted;
- f) Rifles that were issued with pointed, inverted V front sights may be retrofitted with flat-topped post front sights of military type. Retrofitted front sights may not have copper bead or colored aiming elements and may not be wider than 0.100";
- g) Rifles issued with side-mounted front sling swivels may be retrofitted with military type sling swivels (not quick detachable) that are positioned in the 6 o'clock location, relative to its original sling swivel location (may not be moved forward or rearward from that point). If the issue swivel was narrower than 1 1/4" the retrofit swivel may be 1 1/4". The as-issued sling may be replaced with a standard U. S. military sling (Rule 3.6.1);
- h) Rifles may be accurized only by the careful assembly of standard parts;
- i) Rebarreling with a barrel of as-issued dimensions is permitted;
- j) Shims made of wood, fabric, paper, metal or other similar material, of types that were originally installed by military arsenals in these rifles and that are placed between the stock and the action, barrel or trigger assembly are permitted;
- k) All as-issued rifles must be chambered for the cartridge for which they were originally chambered; and
- l) Rifles may be equipped with slings originally issued with the rifle or with a U. S. M1907 or M1 sling (see Rule 3.6.6).

4.3 Equipment, Ammunition and Targets

4.3.1 Clothing and Accessories

Shooting Jackets, other clothing and equipment described in Rule 3.5 are permitted in all As-Issued Military Rifle Matches.

4.3.2 Slings

Rifle slings as described in Rule 3.6 may be used in As-Issued Military Rifle Matches. Slings are not required, but when used, M1907 or M1 slings may be configured with arm loops and used for support in the prone and sitting or kneeling positions. In the standing position, slings may either remain attached

to the rifle in the parade configuration and not be used to support the position or the sling may be removed. A M1907 or M1 sling may be used with an M1 Carbine when it is fired in an As-Issued Military Rifle Match, but not when a Carbine is fired in an M1 Carbine Match.

4.3.3 Ammunition

Competitors may use any safe ammunition. Handloads are permitted. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used.

4.3.4 Issued Ammunition

If the match sponsor issues ammunition, this must be stated in the match program. When ammunition is issued, all competitors must use only the issue ammunition and may not substitute any other ammunition. Competitors who do not fire issued ammunition must be disqualified.

4.3.5 Highpower Rifle Targets

The following targets or CMP-approved targets with the same scoring ring dimensions must be used for all CMP as-issued military rifle courses of fire (Tables 3 and 4).

- a) **200-Yard SR Target.** The standard U.S. Army short-range (SR) rifle target with the X, 10 and 9 rings black or the NRA SR target is used to fire the 200-yard stages of all As-Issued Military Rifle Courses of Fire.
- b) **100-Yard Reduced 200-Yard SR Target.** The 200-yard SR target reduced for firing at 100 yards or the NRA SR-1 target is used for the M1 Carbine Match and may be used for all As-Issued Military Rifle Courses of Fire at 100 yards when 200-yard ranges are not available.

4.4 Competition and Range Procedures

The following competition conditions and range procedures apply to all As-Issued Military Rifle events.

4.4.1 Firing Positions

As-Issued Military Rifle courses of fire are fired in the prone, standing and sitting or kneeling positions. Positions used must comply with the rifle firing positions defined in Rule 3.3.

4.4.2 Squadding

See Rule 3.7.1.

4.4.3 Firing Procedures and Range Commands

As-Issued Military Rifle firing procedures must be conducted according to **CMP Highpower Rifle Firing Procedures and Range Commands** published as **Annex B** to these rules.

4.4.4 Loading Procedures

- a) **Slow-Fire, M1 Garand.** After the command **WITH ONE ROUND...LOAD**, the rifle may be loaded with one cartridge only.
- b) **Slow-Fire, Manually Operated Military Rifles.** After the command **WITH ONE ROUND...LOAD**, the rifle may be loaded with one cartridge only.
- c) **Rapid-Fire, M1 Garand.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the magazine. When the targets rise or the command **TARGETS** is given, competitors must get into position and then cycle the bolt to chamber the first round. After firing two rounds, competitors must reload with a full clip of eight rounds, and complete the series within the time limit.
- d) **Rapid-Fire, Manually Operated Military Rifles.** After the command **ON THE FIRING LINE STAND...WITH BOLTS REMAINING OPEN...LOAD**, competitors must load five rounds in the magazine and leave the bolt open (do not chamber a round). After targets rise or the command **TARGETS** is given, competitors must get into position, close the bolt to chamber the first round, fire five rounds, then reload five rounds and complete the series within the time limit.

4.4.5 Coaching or Assisting Competitors

See Rule 3.4.5.

4.4.6 Malfunctions

See Rule 3.7.8.

4.4.7 Scoring and Results

Scoring and results operations must be conducted according to Rule 3.8.

4.5 As-Issued Military Rifle Courses of Fire

4.5.1 Course of Fire

There are two courses of fire, the As-Issued Military Rifle Course A (Table 3) and the As-Issued Military Rifle Course B (Table 4).

Table 3 -- As-Issued Military Rifle Course A

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. ¹	Slow	Any	5	15 min. for sighting & prone slow ²
First	200 yds.	Slow	Prone	10	
Second	200 yds.	Rapid	Prone from Standing	10	80 sec. ³
Third	200 yds.	Slow	Standing	10	10 min.

¹ The 200-yard SR target, Rule 4.3.5, is used for all stages. Alternatively, all stages may be fired at 100 yards on the NRA SR-1 target.

² Competitors are given a combined time limit of 15 minutes to fire a maximum of five sighting shots and 10 record shots in the prone position.

³ The time limit for the rapid-fire stage is 80 seconds for both semi-automatic rifles (M1 Garand) and manually operated rifles (Springfield and Vintage Military Rifle).

Table 4 -- As-Issued Military Rifle Course B

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. ¹	Slow	Any	5	25 min. for sighting & prone slow ²
First	200 yds.	Slow	Prone	20	
Second	200 yds.	Rapid	Prone from Standing	10	80 sec. ³
Third	200 yds.	Rapid	Sitting or Kneeling from Standing	10	70 sec.
Fourth	200 yds.	Slow	Standing	10	10 min.

Table 4 -- As-Issued Military Rifle Course B

¹ The 200-yard SR target, Rule 4.3.5, is used for all stages. Alternatively, all stages may be fired at 100 yards on the NRA SR-1 target.

² Competitors are given a combined time limit of 25 minutes to fire a maximum of five sighting shots and 20 record shots in the prone position.

³ The time limit for the rapid-fire stage is 80 seconds for both semi-automatic rifles (M1 Garand) and manually operated rifles (Springfield and Vintage Military Rifle).

4.5.2 Reduced Sighter Option

The As-Issued Military Rifle Course of Fire provides for five sighting shots to be fired at the beginning of the match. Sighting shots may be fired in any position. Competitors may, however, elect to fire fewer than the specified number of sighting shots if they notify their scorers that they are starting record shots. Returning to sighting shots after firing a record shot is not permitted.

4.6 As-Issued Military Rifle Matches

4.6.1 As-Issued Military Rifle Match

- a) **Course of Fire.** Table 3 (30 shots) or Table 4 (50 shots).
- b) **Rifles.** Any rifle that complies with Rules 4.2.2, 4.2.3, 4.2.4, 4.2.5 or 5.2.1.
- c) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

4.6.2 John C. Garand Match

- a) **Course of Fire.** Table 3 (30 shots) or Table 4 (50 shots).
- b) **Rifles.** Any rifle that complies with Rules 4.2.2 or 5.2.1.
- c) **National Garand Match Awards.** The highest scoring competitor who fires an As-Issued M1 Garand that complies with Rule 4.2.2 in the National Garand Match receives the John C. Garand Trophy.
- d) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

4.6.3 Springfield Rifle Match

- a) **Course of Fire.** Table 3 (30 shots) or Table 4 (50 shots).
- b) **Rifles.** Any rifle that complies with Rule 4.2.3.
- c) **National Springfield Rifle Match Awards.** The highest scoring competitor in the National Springfield Rifle Match receives the Springfield Rifle Trophy.

- d) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

4.6.4 Vintage Military Rifle Match

- a) **Course of Fire.** Table 3 (30 shots) or Table 4 (50 shots).
- b) **Rifles.** Any rifle that complies with Rules 4.2.4 or 4.2.5.
- c) **National Garand Match Awards.** The highest scoring competitor in the National Vintage Military Rifle Match receives a CMP Recognition Plaque.
- d) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

4.6.5 As-Issued Military Rifle 3-Gun Aggregate

The As-Issued Military Rifle 3-Gun Aggregate may be included in the programs of the National Matches, CMP Travel Games or CMP Sanctioned Matches. The aggregate is a total of scores fired in the John C. Garand Match (Rule 4.2.2), the Springfield Rifle Match (Rule 4.2.3) and the Vintage Military Rifle Match (Rule 4.2.4 or 4.2.5).

4.6.6 As-Issued Military Rifle 4-Gun Aggregate

The As-Issued Military Rifle 4-Gun Aggregate may be included in the programs of the National Matches, CMP Travel Games or CMP Sanctioned Matches. The aggregate is a total of scores fired in the John C. Garand Match (Rule 4.2.2), the Springfield Rifle Match (Rule 4.2.3), the Vintage Military Rifle Match (Rule 4.2.4 or 4.2.5) and the Modern Military Rifle Match (Rule 5.6.2).

5.0 Special Military Rifle Match Rules

Rule 5.0 defines specific rules and procedures that apply to all CMP Special Military Rifle and Pistol events.

5.1 Special Military Rifle Matches

5.1.1 Intent and Spirit

The intent and spirit of CMP Special Military Rifle Match rules is to provide modern target rifle competitions for competitors who want to shoot with affordable, readily available military or military-type rifles of U. S. or foreign manufacture. These matches seek to preserve the traditions of military marksmanship and give the owners of these rifles opportunities to use them in competitions. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

5.1.2 Scope of Rules

These Rules define specific conditions and requirements that govern As-Issued Military Rifle Matches for the following events:

- a) **M1 Carbine Match** for As-Issued M1 Carbines (Rule 5.2.1).
- b) **Modern Military Rifle Match** for semi-automatic military type rifles that comply with Rule 5.2.3 and/or Rule 5.2.4.
- c) **Unlimited Garand Match** for M1 Garands that do not comply with Rule 4.2.2, but comply with Rule 5.2.5.
- d) **M16 Rifle Special EIC Match** for M16 rifles that comply with Rule 5.2.6.
- e) **As-Issued M1 Garand Special EIC Match** for rifles that comply with Rule 4.2.2.

5.1.3 Special EIC Matches

- a) **Limited Eligibility Events.** Special EIC matches are limited eligibility events where only Non-Distinguished civilian and military competitors who have not previously earned any rifle EIC credit points are eligible to receive EIC credit points. The top 10 percent of eligible competitors in these matches receive EIC credit points in accordance with these rules (Rule 1.3.1) and *Rule 3.2.2 in the CMP Competition Rules for Service Rifle and Service Pistol*. Military personnel may be subject to additional restrictions in the number of civilian EIC matches that they may shoot. Distinguished competitors or competitors who have previously earned service rifle EIC credit points may fire this match in the Open Individual Category (OIC, Rule 2.7.4). Entry preference may be given to eligible competitors if match entries exceed range capacity.
- b) **Special EIC Matches** described in these rules are 1) the M16 Rifle EIC Match and 2) the As-Issued M1 Garand Special EIC Match.

5.2 Special Military Rifles

5.2.1 As-Issued M1 Carbine

The firearm must be a U. S. M1 or M1A1 Carbine chambered for the Caliber .30 Carbine cartridge that was issued by the U.S. Armed Forces, manufactured by Inland, IBM, Irwin-Pedersen, National Postal Meter, Quality Hardware, Rock-Ola, Saginaw Steering Gear, Standard Products, Underwood or Winchester.

- a) Carbines must be as issued by the U.S. Armed Forces, with standard stock and sights;

- b) As-issued M1 Carbines must be chambered for the Caliber .30 Carbine cartridge;
- c) Trigger pulls may not be less than 4.5 lbs.;
- d) Carbines must conform to the weight and dimensions of the standard issue M1 Carbine. M1 Carbines may not weigh more than 6.1 lbs. Weights may not be added to the Carbine;
- e) M1 Carbines must be equipped with a stock made for an M1 or M2 Carbine;
- f) Standard-issue 15-round magazines or magazines with the same shape, length and configuration must be used. 30-round magazines may not be used.
- g) Only U.S. Government Issue parts or non-U. S. Government or commercial parts of the exact same weight and dimensions may be used;
- h) Sights must be of the same types that were on rifles issued to regular military personnel;
- i) Rebarreling with a barrel of as-issued dimensions is permitted. Replacement barrels must have the same exact contours and cuts as the as-issued barrel;
- j) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited; and
- k) Carbines made by any other manufacturer or a commercial Carbine of the same type and caliber may be used if permitted by the match program or if a separate category is provided for these Carbines.

5.2.2 General Rules for Modern Military Rifles

Semi-automatic military rifles of U. S. or foreign manufacture or commercial rifles of the same type and caliber or commercial variations of military-type rifles may be fired. There are two categories of Modern Military Rifles. The match program must specify whether a Modern Military Rifle event is for Class A and/or Class B rifles or for Classes A and B rifles combined. All Modern Military Rifles must comply with the following general requirements:

- a) The exterior configuration of the rifle must be the similar to that of the original military or military-type rifle;
- b) The trigger pull may not be less than 4.5 lbs.;
- c) Rifles must be standard production or as-issued rifles with no special accurizing or match conditioning;

- d) The rifle may have an optical sight (reflective sights are considered optical sights) with a maximum power of 4.5X installed on the receiver. Variable scopes with a maximum of 4.5X are permitted. Only commercially manufactured scopes that were produced with a maximum magnification of 4.5X and have a maximum objective lens diameter of 34 mm may be used. If an optical sight is used, the same optical sight configuration must be used in all stages of a course of fire (changing sights or sight mount configurations is not permitted). The centerline of an optical sight shall be no higher than 3.5 inches above the centerline of the bore;
- e) Alternatively, the rifle may be equipped with issue-type metallic front and rear sights. Metallic sights, if used, must have an M16 type sight design with the rear sight in the carry handle and the front sight in standard M16 location;
- f) Butt-stocks may vary in length and be either fixed or adjustable. Adjustable length stocks are permitted, but butt stocks that allow for other adjustments such as the cheek-piece height or butt-plate location may not be used; and
- g) Magazines may have a capacity of no more than 30 rounds. Magazines may not be used to support the rifle in a firing position where the magazine rests on the ground or arm.

5.2.3 U.S. Modern Sporting Rifles, Class A

Category A Modern Sporting Rifles must comply with these additional requirements:

- a) Rifles based on the M-16 or AR design and manufactured by a USA manufacturer must be used;
- b) Total rifle weight, with sights and without sling, may not exceed 8.5 pounds;
- c) No special accurizing is permitted except that a non-adjustable sling swivel may be attached to the forward end of the handguard; and
- d) The rifle must be chambered for the 5.56x45 mm or .223 Remington cartridge.

5.2.4 Modern Military Rifles, Class B

Category B Modern Military Rifles must comply with these additional requirements:

- a) Modern Military Rifles manufactured in the U. S. or another country may be used;

- b) The rifle may be chambered for any cartridge not exceeding caliber 8 mm; and
- c) Rifle weights may not exceed the weights specified in the chart.

Class B Modern Military Rifle Weight Limits				
AK, AK-47 Stamped Receiver	7.0 lbs.		HK-91	11.0 lbs.
AK, AK-47 Milled Receiver	9.5 lbs.		HK-93	8.5 lbs.
SKS	8.5 lbs.		M-14, M1A	<u>10.0 lbs.</u>
FN-FAL	9.75 lbs.		FN-49	9.5 lbs.
SVT	8.75 lbs.			
The CMP Competition staff may establish appropriate weight limits for other as-issued or production-type Modern Military Rifles upon request and the presentation of documentation regarding the rifle.				

5.2.5 Unlimited M1 Garand

An Unlimited M1 Garand is an M1 Garand-type rifle that does not fully comply with Rule 4.2.2 for As-Issued M1 Garands. Unlimited M1 Garands must have an M1 Garand external configuration, weigh no more than 10.5 lbs. and have a trigger pull of at least 4.5 lbs. Unlimited M1 Garands include, but are not limited to the following:

- a) National Match M1 Garands with synthetic bedding and/or NM sights. M1 Garands with no synthetic bedding or NM sights, but with NM operating rods and gas cylinders may be used in the As-Issued Garand category (Rule 4.2.2);
- b) M1 Garands modified to fire the 7.62 mm NATO cartridge;
- c) M1 Garands with accurizing modifications such as synthetic or glass bedding, sight adjustments finer than one minute of angle, modified upper hand guards, etc.;
- d) Commercial, replica or foreign manufactured M1 Garands;
- e) M1 Garands with U. S. Government glass bedding or shims; and
- f) The use of cheek-pads on these rifles is not permitted.

5.2.6 As-Issued M16 Service Rifle, 5.56 mm

The M16 Service Rifle chambered for the 5.56 mm rifle cartridge or a commercial rifle of the same type and caliber, in as-issued condition, must be used in the Rifle Small Arms Firing Schools and in the M16 Rifle Special EIC Matches.

5.3 Equipment, Ammunition and Targets

5.3.1 Clothing and Accessories

Shooting Jackets, other clothing and equipment described in Rule 3.5 are permitted in all Special Military Rifle Matches.

5.3.2 Slings

Rifle slings described in Rule 3.6 may be used in Special Military Rifle Matches. Slings are not required, but when used, M1907 or M1 slings may be configured with arm loops and used for support in the prone and sitting or kneeling positions. In the standing position, slings not be used to support the position; they may remain attached to the rifle in the parade configuration or be removed. A M1907 or M1 sling may not be used with an M1 Carbine when it is fired in an M1 Carbine Match. In the M1 Carbine Match, the issue Carbine-type sling may only be used as a hasty sling (without arm loop, with arm wrapped around sling) in the prone, sitting or kneeling positions. In the standing position the sling, if attached, may not be used for support.

5.3.3 Ammunition

Competitors may use any safe ammunition. Handloads are permitted. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used.

5.3.4 Issued Ammunition

If the match sponsor issues ammunition, this must be stated in the match program. When ammunition is issued, competitors must use only the issue ammunition and may not substitute any other ammunition. Competitors who do not fire issued ammunition must be disqualified.

5.3.5 Highpower Rifle Targets

The following targets or CMP-approved targets with the same scoring ring dimensions must be used for all CMP Special Military Rifle courses of fire (Tables 3, 4, 5 and 6).

- a) **200-Yard SR Target.** The standard U.S. Army short-range (SR) rifle target with the X, 10 and 9 rings black or the NRA SR target is used to fire the 200-yard stages of all As-Issued Military Rifle Courses of Fire.
- b) **100-Yard Reduced 200-Yard SR Target.** The 200-yard SR target reduced for firing at 100 yards or the NRA SR-1 target is used for the M1 Carbine Match and may be used to fire Special Military Rifle Courses of Fire at 100 yards when 200-yard ranges are not available.

5.4 Competition and Range Procedures

The following competition conditions and range procedures apply to all Special Military Rifle events.

5.4.1 Firing Positions

As-Issued Military Rifle courses of fire are fired in the prone, standing and sitting or kneeling positions. Positions used must comply with the rifle firing positions defined in Rule 3.3.

5.4.2 Squadding

See Rule 3.7.1.

5.4.3 Firing Procedures and Range Commands

Special Military Rifle firing procedures for Modern Military Rifle, M16 and Unlimited rifle categories must be conducted according to **CMP Highpower Rifle Firing Procedures and Range Commands** published as **Annex B** to these rules.

5.4.4 Loading Procedures

- a) **Slow-Fire, M1 Carbine.** Slow-fire loading with the M1 Carbine is done from magazines containing five cartridges. After the command **WITH ACTIONS CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS**, a magazine containing five cartridges may be inserted and the bolt closed to chamber the first round. Since M1 Carbine slow-fire loading is done from a magazine, competitors must take special care when the Carbine down from the shoulder between shots.
- b) **Slow-Fire, Modern Military Rifles.** After the command, **WITH ONE ROUND...LOAD**, the rifle may be loaded with only one cartridge and reloaded with only one cartridge for all subsequent slow-fire shots.
- c) **Slow-Fire, M1 Garand (Unlimited or Special EIC).** After the command **WITH ONE ROUND...LOAD**, the rifle may be loaded with only one cartridge and reloaded with only one cartridge for all subsequent slow-fire shots.
- d) **Slow-Fire, For All Firearms.** During all slow-fire stages, rifles and pistols must remain pointed downrange while loading. After firing one or five shots competitors must reload without further command to complete the 10-shot stage within the firing time limit. Rifle butts may not rest on a shooting stool while loading.
- e) **Rapid-Fire, M1 Carbine.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors must **first** close the bolt on an empty chamber and then insert a magazine with five rounds. Competitors may not chamber a round while standing. After the firing time begins, competitors must get into position, cycle the bolt to chamber the first round, fire five shots, reload a second magazine with five rounds and complete the series within the time limit.

- f) **Rapid-Fire, M1 Garand (Unlimited or Special EIC).** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the magazine. When the targets rise or the command **TARGETS** is given, competitors must get into position and then cycle the bolt to chamber the first round. After firing two rounds, they must reload with a full clip of eight rounds, and complete the series within the time limit.
- g) **Rapid-Fire, Modern Military Rifles.** After competitors stand and are given the command **LOAD**, they must first close the bolt on an empty chamber and then insert a magazine with two rounds; competitors may not chamber a round while standing. After targets rise or the command **TARGETS** is given, competitors must get into position, cycle the bolt to chamber the first round, fire two shots, reload a second magazine with eight rounds and complete the series within the time limit.
- h) **Rapid-Fire, For All Firearms.** No one is permitted to charge a non-removable magazine or have a loaded magazine in the rifle until the command **LOAD** is given. No cartridge may be chambered until the competitor is down in position. A competitor is considered down in position when the buttocks are on the ground in sitting or one elbow is on the ground in prone.

5.4.5 Coaching or Assisting Competitors

See Rule 3.4.5.

5.4.6 Malfunctions

See Rule 3.7.8

5.4.7 Scoring and Results

Scoring and results operations must be conducted according to Rule 3.8.

5.5 Special Military Rifle Courses of Fire

5.5.1 M1 Carbine Match Course of Fire

The course of fire for the M1 Carbine Match is the M1 Carbine Match Course of Fire (Table 5).

Table 5 -- M1 Carbine Course

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	100 yds. ¹	Slow ²	Any ²	10 max. ³	10 min.
1st	100 yds.	Slow	Prone	10	5 min.
2nd	100 yds.	Rapid	Prone from Standing	10	60 sec.
3rd	100 yds.	Rapid	Sitting or Kneeling from Standing	10	60 sec.
4th	100 yds.	Slow	Standing	10	10 min.

¹ The SR-1 highpower rifle target (200-yard SR target reduced for firing at 100 yards) is used for all stages of fire; all firing is done at 100 yards.

² A rest or support may be used for sighters, but not in any other position.

³ Competitors may fire a maximum of 10 sighting or practice shots. Competitors may elect to fire fewer than 10 sighting shots. When pit-operated targets are used, the Sighting and Prone Slow-Fire stages may be combined. With pit-operated targets, the first stage will be five (5) sighters and ten (10) shots for record in the prone position with a time limit of 15 minutes.

The course of fire for the M16 Rifle Special EIC Match is the M16 Special EIC Match Course of Fire (Table 6). All firing is done at 200 yards. Competitors must complete the entire course of fire before leaving the firing line.

Table 6 -- M16 Rifle EIC Match Course

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. ¹	Slow	Any ²	5 ³	15 min. for sighting & prone slow ⁴
First	200 yds.	Slow	Prone	10	
Second	200 yds.	Rapid	Prone from Standing	10	60 sec.
Third	200 yds.	Rapid ⁶	Sitting or Kneeling from Standing	10	60 sec. ⁵
Fourth	200 yds.	Slow ²	Standing	10	10 min.

Table 6 -- M16 Rifle EIC Match Course

¹ The 200-yard SR target, Rule 4.3.5 is used for all stages.

² Sighting shots may be fired in any position. A support or supported position may be used. Sighting shots are not counted in the match score.

³ Competitors may elect to fire fewer than five sighting shots. They must notify the scorer if they elect to start record firing after firing fewer than five sighting shots.

⁴ Competitors will be given a combined time limit of 15 minutes to fire a maximum of five sighting shots and 10 record shots in the prone position.

⁵ When this course of fire is used for As-Issued M1 Garand EIC Matches (Rule 5.6.5), the rapid-fire time limits are 70 seconds.

5.6 Special Military Rifle Matches

5.6.1 M1 Carbine Match

- a) **Course of Fire.** Table 5 (40 shots).
- b) **Rifles.** Any M1 Carbine that complies with Rule 5.2.1.
- c) **National M1 Carbine Match.** The highest scoring competitor in the National M1 Carbine Match receives the Carbine Club M1 Carbine Trophy.
- d) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

5.6.2 Modern Military Rifle Match

- a) **Course of Fire.** Table 3 (30 shots) or Table 4 (50 shots)
- b) **Rifles.** Any Modern Military Rifle that complies with Rule 5.2.2 and Rule 5.2.3 or 5.2.4 may be used. Competition events may be divided into two classes for Modern Sporting Rifle (Class A) and Modern Military Rifles (Class B).
- c) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

5.6.3 Unlimited M1 Garand Match

- a) **Course of Fire.** Table 3 (30 shots) or Table 4 (50 shots).
- b) **Rifles.** Any M1 Garand-type rifle that complies with Rule 5.2.5.
- c) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

5.6.4 M16 Rifle Special EIC Match

- a) The M16 Rifle EIC Match is a limited eligibility Special EIC Match that may be conducted in conjunction with the Rifle Small Arms Firing Schools at the National Matches and Regional CMP Games Matches.
- b) **Course of Fire.** Table 6 (40 shots).
- c) **Rifles.** As-issued M16 rifles or commercial rifles of the same type and caliber will be provided by the CMP. School instructors will draw rifles for use by school students. Magazines will be provided with each rifle.
- d) **Slings.** Military web slings will be attached to the rifles and may be used in the prone and sitting positions. No other slings may be used.
- e) **EIC Points and Awards.** The top 10% of all eligible competitors who complete two or more stages of the match and turn in scorecards will receive an “introductory” leg counting four (4) EIC points and CMP M16 EIC medals.

5.6.5 As-Issued M1 Garand Special EIC Match

- a) The As-Issued M1 Garand Match is a limited eligibility Special EIC Match conducted during CMP Travel Games competitions.
- b) **Course of Fire.** Table 6 (40 shots), except that rapid-fire time limits are 70 seconds each. All firing is done at 200 yards. Competitors must complete the entire course of fire before leaving the firing line.
- c) **Rifles.** As-issued M1 Garand rifles that comply with Rule 4.2.2.
- d) **EIC Points and Awards.** The top 10% of all eligible competitors who complete two or more stages of the match and turn in scorecards will receive an “introductory” leg counting four (4) EIC points and CMP M16 EIC medals.

6.0 Vintage Sniper Rifle Team Match

Rule 6.0 defines specific rules and procedures that govern the CMP Vintage Sniper Rifle Team Match.

6.1 Vintage Sniper Rifle Team Matches

6.1.1 Intent and Spirit

The spirit and intent of the CMP Vintage Sniper Rifle Team Match is to provide modern target rifle competitions for competitors who use original or replica military sniper rifles dated 1953 or earlier. This Match is a two-person team event designed to replicate and test marksmanship skills similar to

those employed by traditional military sniper teams. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the spirit and intent of these rules is prohibited.

6.1.2 Rifle Classes

Teams firing in Vintage Sniper Rifle Team Matches may be divided into two classes, one for teams firing semi-automatic rifles and one for teams firing manually operated rifles. If one team member fires a manually operated rifle, the team must be included in the manually operated rifle category. If these categories are used, this must be stated in the match program.

6.2 Vintage Sniper Rifle Team Match Rifles

6.2.1 Vintage Sniper Rifle

The rifle must be a manually operated or semi-automatic rifle of U. S. or foreign manufacture that was either an original military rifle issued for sniping in 1953 or earlier or a commercial replica rifle of the same type and caliber. Vintage Sniper rifles and sights must be listed in Table 7 and must fulfill these requirements:

- a) The bore diameter may be no larger than 8 mm (.315 caliber);
- b) Must be in as-issued condition. No fiberglass stocks, special bedding (glass bedding, etc.), match triggers or other special accurizing are permitted;
- c) Rebarreling with a barrel of as-issued dimensions is permitted. A replacement barrel must have the same exact contours and cuts as the original as-issued barrel;
- d) Triggers on semi-automatic rifles must have a trigger pull of at least 4.5 lbs. Triggers on manually operated rifles must have a trigger pull of at least 2.5 lbs.;
- e) A strap-on, lace-on or detachable wooden cheek-piece may be used if it was original to the rifle when used for sniping purposes; and
- f) Only rifles with optical sights may be used. Sights must be original issue optical sights with as-issued reticles or sights may be commercial replicas of as-issued optical sights. In addition, specific non-issue scopes that are listed in Table I may be used. Such non-issue scopes may only be used on the rifles for which they are specifically listed. Replica or non-issue sights may have only crosshair, post or post with crosshair reticles. Scope mounts and rings may be original or reproduction replicas. Scope rings may be sleeved or modified to accept a non-original scope diameter.

Table 7-- Vintage Sniper Rifles and Scopes

Rifles	Scopes
United States: .30-06 cal. M1903A4 (03A3 receiver, 03A3 hand-guard, no sights, C stock or scant-type stock)	M73B1 (Weaver 330C 2.5X telescope), M73B2, M81, M82, M84, Stith-Kollmorgan in USMC M1952 configuration Non-issue scopes: Lyman Alaskan, Weaver K2.5
United States: .30-06 cal. 1941A1 Springfield (C stock, Standard 1903 sights with Unertl type scope on Unertl type mounts and bases)	Winchester A5, Winchester B5, Winchester B3 USMC original issue: Unertl 8X Sniper Telescope Non-issue scopes: Unertl, Lyman or Fekker 6X or 8X scope with up to a 1.5" objective; Leatherwood Malcolm 3X, 6X or 8X Note: All scopes must have external adjustment and no recoil spring.
United States: .30.06 cal. M1C .30-06 cal. M1D	M81 (Lyman), M82, M84 Non-issue: Stith-Kollmorgan 4X, Lyman Alaskan
Belgium: .30-06, 7 mm, 7.65 mm, 8 mm SAFN/M1949 (semi auto) (Used by several countries)	OPI 4X scope, Echo mount
<u>Canada:</u> <u>.303 British (7.70x56mm R)</u> <u>Ross Mark III sniper rifle</u>	<u>5.2X Warner & Swasey M1913:</u> <u>Winchester A5</u> <u>Non-issue: MVA 5x "B" scope (Montana Vintage Arms)</u>
Germany: 8x57 mm Gewehr 98 8x57 mm Karbine 98	ZF4, ZF39, ZF41 Non-issue: Weaver K4 (32 mm max. objective lens dia.)
Germany: Gewehr 43 or Karbine 43 (semi-auto)	ZF4

Table 7-- Vintage Sniper Rifles and Scopes

Rifles	Scopes
Great Britain and Commonwealth Countries: .303 cal. No. 1, Mk III Series SMLE	Aldis, Periscopic Prism scope, Winchester A5, William Malcolm 3X or 6X
Great Britain and Commonwealth Countries: .303 cal. Enfield No. 3 Mark I (T) or Pattern 1914 (T) or P-14 (T)	M1918 Telescope, Aldis, Periscopic Prism scope, Winchester A5, William Malcolm 3X
Great Britain and Commonwealth Countries: .303 cal. No. 4 Mark I (T)	No. 32 (M32 variants) Non-issue: Lyman Alaskan, Weaver K2.5 or K3
Japan: 6.5 mm Type 38 Sniper Rifle 6.5 mm Type 97 Sniper Rifle 6.5 mm Type 99 Sniper Rifle 7.7 mm Type 99 Sniper Rifle	Original scopes only
Sweden: 6.5 mm M41 series Sniper Rifles	Ajack 4x90 mm (German), Aga 3x65 mm (M42 or M44) Non-issue: Weaver K4 (32 mm max. objective lens dia.)
Switzerland: 7.5 mm M1931/42 Sniper Rifle 7.5 mm M1931/43 Sniper Rifle	1.8X in M1931/42, 2.8X in M1931/43,
USSR: 7.62 mm M1891/30 Mosin Nagant	PE, PU
USSR: 7.62 mm Tokarev M 1938 (SVT-38) (semi-auto) 7.62 mm Tokarev M 1940 (SVT-40) (semi-auto)	PU
Yugoslavia & Czechoslovakia:	ZF4, ZF39 variants, ZF41

Table 7-- Vintage Sniper Rifles and Scopes

Rifles	Scopes
7.92 mm M1948 (YUG) 7.92 mm VZ 24, with 24" or 30" barrels (CZE)	Non-issue: Weaver K4 (<u>32 mm max. objective lens dia.</u>)

6.2.2 Sharing Rifles

One team may share a single rifle, but may use no more than two rifles. The team may use their rifles as they choose (one rifle for both competitors, one rifle for one distance, one rifle for one competitor, etc.).

6.2.3 Unlisted Rifles

Anyone who wishes to use a sniper rifle or scope in a CMP-sanctioned Vintage Sniper Rifle Match that is not listed in Table 7 and who feels it complies with the spirit and intent of these rules may contact CMP Competitions (competitions@thecmp.org, 419-635-2141, ext. 714/722) and request a ruling on whether it is an eligible rifle or scope. Documentation regarding the rifle or scope and its use for military sniper purposes must be provided with every request.

6.3 Equipment, Ammunition and Accessories

6.3.1 Shooting Equipment

Only authorized sandbag rests (Rule 6.4.3) or slings (Rule 6.3.3) may be used. No mechanical or adjustable rests, bipods or rear rests or other means of support may be used. Front bag rests may not provide a channel in which to rest the rifle. Both the shooter and the spotter may have their equipment on the team's firing point during firing.

6.3.2 Clothing and Accessories

Shooting Jackets, other clothing and equipment described in Rule 3.5 are permitted in all As-Issued Military Rifle Matches.

6.3.3 Slings

Rifle slings as described in Rule 3.6 may be used if a sandbag rest is not used. If used, only M1907 or M1 slings may be used.

6.3.4 Ammunition

Competitors may use any safe ammunition. Handloads are permitted. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used.

6.3.5 Targets

The following targets or CMP-approved targets with the same scoring ring dimensions must be used for all CMP Vintage Sniper Rifle Team Match course of fire (Table 7).

- a) **300-Yard SR Target.** Same target as the 200-yard SR target (Rule 4.3.5), except that the X, 10, 9 and 8 rings are black. The NRA SR-3 target may be used.
- b) **600-Yard MR Target.** Standard U.S. Army mid-range (MR) (600 yards or meters) competitive rifle target with the X, 10, 9, 8 and 7 rings black. The NRA MR-1 target may be used.
- c) **Target Mounting.** Targets for the Vintage Sniper Rifle Team Match must be prepared by placing a full 600-yard MR Target on a target frame. A full 300-yard SR Target must then be placed on the center of the 600-yard MR Target and target frame. After the 300-yard stage of fire is completed, a 600-yard target center must be placed on top of the 300-yard SR target. The 600-yard target center will cover the 300-yard fired target and fit with the full 600-yard target. This target preparation system ensures that only one target frame is required to complete this match.

6.4 Competition Procedures

6.4.1 Team Composition

The Vintage Sniper Rifle Team Match is a two-person team event. Any two competitors may form a Vintage Sniper Rifle Team. One team member serves as the shooter while the other serves as the spotter. Both the shooter and the spotter must take their positions on the firing point. The spotter may be prone, seated or standing behind or alongside the competitor. The spotter may call wind and coach the competitor. Team members must change roles after 10 shots.

6.4.2 Firing Position

All firing is done in the prone or prone supported position as defined in Rule 3.3. While firing in the prone position, competitors may use a M1907, M1 or original issue slings or they may use front bag rests such as sandbags or beanbags in supported prone positions. Competitors may not use both a sling and a rest or support.

6.4.3 Sandbag Rests

Sandbag(s), will be issued for each team to use. No competitor-supplied sandbag(s) are permitted. No adjustable rests, bipods, rear rests or other means of support are permitted. Sandbag size and availability will be determined by the CMP or match sponsor prior to the match and each

competitor will be issued the same number of sandbag(s) of the same approximate size. A competitor owned towel made of cotton or a cotton–polyester blend, one layer thick, may be used to cover the top sandbag to prevent moisture or sand from affecting the rifle stock. No multiple towel layers, no rubber pads, no shooting mat, and no anti-skid material of any kind are allowed to cover the top sandbag.

6.4.4 Squadding

See Rule 3.7.1. Each two-person team is assigned to one firing point. Teams are normally divided into three relays with one relay firing, one relay scoring and one relay in the pits. Pit changes will be scheduled at the discretion of the Match Director. The relay rotation plan should be published in the competition program. In sanctioned club matches, two relays may be used with one relay firing and one relay in the pits pulling targets and scoring.

6.4.5 Firing Procedures and Range Commands

Vintage Sniper Rifle Team Match firing procedures must be conducted according to **CMP Vintage Sniper Rifle Firing Procedures and Range Commands** published as **Annex D** to these rules.

6.4.6 Loading Procedures

Single loading only is permitted.

6.4.7 Coaching or Assisting Competitors

Rule 3.4.5 does not apply. This is a team competition where the two team members are allowed and expected to coach and assist each other.

6.4.8 Malfunctions

See Rule 3.7.8.

6.4.9 Scoring and Results

Scoring and results operations must be conducted according to Rule 3.8. Total team scores and X-counts for 40 shots will determine the final placements of all competing teams. The highest score at 600 yards will break ties not broken by X-counts.

6.5 Vintage Sniper Rifle Team Match Course of Fire

6.5.1 Course of Fire

The course of fire consists of five minutes of sighting shots and 10 shots for record for each team member at 300 yards on the 300-yard highpower target and five minutes of sighting shots and 10 shots for record for each team member at 600 yards on the 600-yard highpower target. Each team fires a total of 40 shots for record.

6.5.2 Preparation and Sighting Periods

A three-minute preparation period precedes firing at each stage. After the preparation period ends, teams are given a five-minute sighting period when

they can fire unlimited sighting shots. Each sighting shot will be pulled and scored without delay. Each relay will have only one sighting period before the 300-yard stage and one sighting period before the 600-yard stage. Teams may shoot their sighters from one or both rifles; one or both team members may fire sighters.

6.5.3 Record Firing

- a) After the five-minute sighting period, the targets are withdrawn for one minute, spotters are removed and the targets are raised to half-mast.
- b) While the targets are at half-mast, and 10 seconds before the first exposure, the command **LOAD AND STANDBY** will be given. After 10 seconds, targets will be exposed for 20 seconds. During this exposure, the team member who is shooting must fire one shot.
- c) After the 20-second target exposure, targets are pulled and scored. After 20 seconds, targets are raised for another 20-second exposure with the spotter and scoring disc for the previous shot. The scorer will announce the value of the shot unless directed not to do so by the firing team.
- d) This sequence will continue until the first shooter has fired 10 record shots. The Range Officer will announce **TENTH AND LAST SHOT FOR RECORD** prior to the 10th exposure. After the 10th exposure, the Range Officer will command **CEASE FIRING...CLEAR ALL RIFLES AND INSERT SAFETY FLAGS**.
- e) After 10 exposures, targets will be withdrawn and remain in the pits for two minutes (with the last shot disc and scoring disc still in the target). During this time, team members will switch roles (the spotter becomes the shooter and vice-versa). 10 seconds prior to the first target exposure for the second shooter, the command **REMOVE SAFETY FLAGS, LOAD AND STANDBY** will be given. When the targets reappear, the second shooter must fire the first of his 10 rounds. This sequence continues until the second shooter has also fired 10 record shots.

6.6 Vintage Sniper Rifle Team Match

The Vintage Sniper Rifle Team Match is a two-person team event conducted during the annual National Matches and CMP Travel Games. Any CMP-affiliated club may conduct CMP-sanctioned Vintage Sniper Rifle Team Matches by following these rules.

- a) **Course of Fire.** As described in Rule 6.5 above.
- b) **Rifles.** Any original or replica military sniper rifle that complies with Rule 6.2.

- c) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

7.0 CMP Games As-Issued Pistol Matches

Rule 7.0 defines specific rules and procedures that apply to all CMP Games Pistol Matches.

7.1 CMP Games As-Issued Pistol Matches

7.1.1 Intent and Spirit

The intent of CMP Games As-Issued Pistol Match rules is to provide pistol competitions where competitors can use original or replica military or police type semi-automatic pistols. The spirit of these Pistol Matches is to offer competitions that are restricted to issue or stock pistols without specialized accurizing features. This is to ensure that the pistols used are affordable and accessible to the greatest possible numbers of competitors. Any pistol configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

7.1.2 Scope of Rules

These Rules define specific conditions and requirements that govern CMP Games Pistol Matches for the following events:

- a) **As-Issued M9 Service Pistol, 9 mm**, as described in Rule 7.2.1.
- b) **As-Issued M1911 Pistol, cal. .45 ACP**, as described in Rule 7.2.2.
- c) **Military and Police Service Pistol** as described in Rule 7.2.3.

7.2 As-Issued Pistols

7.2.1 As-Issued M9 Service Pistol, 9mm

The M9 Service Pistol, chambered for the 9mm pistol cartridge, in as-issued condition, is used in the Pistol Small Arms Firing School and in the M9 Pistol Special EIC Match.

7.2.2 As-Issued M1911 Pistol, Cal. .45 ACP

The pistol must be a U. S Armed Forces issue M1911 cal. .45 ACP pistol or a commercial pistol of the same general type and caliber. The pistol must comply with the following requirements.

- a) The pistol must be in as-issued or “factory stock” condition, with standard grips and non-adjustable sights and without specialized match conditioning or accurizing features;
- b) The pistol must generally conform to the weight and dimensional specifications of the standard-issue service pistol;

- c) Rebarreling with a barrel of the same type and length as the M1911 barrel is permitted;
- d) Only government-issue parts or government or commercial parts of the same general weight and dimensions may be used;
- e) The trigger pull must be at least 4 lbs. Trigger shoes are not permitted;
- f) Ammunition used with As-Issued M1911 Pistols must be loaded with full metal-jacketed round nose 230 gr. Bullets;
- g) Only 7-round magazines with no extensions or magazine bumpers may be used; and
- h) It is the intent of this rule that reasonable flexibility must be applied in determining if the pistol is an M1911-type pistol within the spirit and intent of this rule.

7.2.3 Military & Police Service Pistol

Pistols must be semi-auto pistols that are practical or suitable for issue as a military or police service pistols. The pistol must comply with the following requirements:

- a) Pistol calibers cannot be smaller than 9 mm or larger than .45 cal.;
- b) Barrels may not be more than five (5) inches in length;
- c) Pistols must have a single or striker action trigger pull of not less than 4.0 lbs. (Glock and Springfield Armory XD pistols with barrels no longer than five (5) inches are permitted);
- d) Pistols may not be match conditioned;
- e) Pistols must be equipped with standard issue non-adjustable sights; and
- f) Ammunition used with Military & Police Service Pistols must be loaded with full metal-jacketed round nose bullets.

7.2.4 Glock Pistol Match Pistols

There are two pistol categories that are used in Glock Pistol Matches:

- a) **Glock Pistol Stock Class.** Glock pistols are considered "Stock" if all firearm components are or ever were available from Glock Inc. Additional permitted modifications to Stock Class Pistols are:
 - Hogue-grip type sleeves, A-grip panels, skateboard tape or other grip-enhancing materials that do not materially alter the function of the stock pistol.
 - Slide and barrel stripping and/or refinishing.

- Pearce Grip Inc. grip extenders on G26, G27, G29, G30, G33, G36 and G42 magazines.
 - Post front sight and U or square-notch rear sights, provided no slide modifications are made to accommodate the sights. Fiber optic and express sights may be used.
- b) **Glock Pistol Unlimited Class.** Glock pistols with any of the following modifications must be fired in the “Unlimited” Class:
- Any sights that do not use a post front sight and U or square-notch rear sight including, but not limited to, ghost ring, laser, electronic or optical sights.
 - Wrap-around grip sleeves on magazines.
 - After-market component parts and barrels.
 - Recoil spring guide or recoil reducer assemblies.
 - Modified or after-market firing pins.
 - Modified or after-market connectors.
 - Lights or other barrel weights.
 - Any modification that is determined by the Chief Range Officer to provide an unfair competitive advantage.

7.3 Equipment and Targets

7.3.1 Shooting Equipment

Shooting clothing, spotting scopes and shooting kits or boxes described in Rule 3.5 may be used.

7.3.2 Pistol Ammunition

Competitors may use any safe ammunition that complies with this rule. Ammunition used in As-Issued M1911 and Military & Police Service Pistols must be loaded with full-jacketed round nosed bullets. 230 gr. bullets must be used in .45 cal. Ammunition. Handloads are permitted. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used.

7.3.3 Pistol Targets

The 25-yard NRA B-8 target or a CMP-approved target with the same scoring ring dimensions is required for CMP pistol courses of fire (Tables 8 and 9). The NRA D-1 target is used for the Glock Pistol Match.

7.4 Competition Procedures

7.4.1 Firing Position

Standing unsupported one or two-handed pistol firing positions as described in Rule 3.3.4 must be used.

7.4.2 Squadding

See Rule 3.7.1.

7.4.3 Firing Procedures and Range Commands

CMP Games Pistol Match firing procedures must be conducted according to **CMP As-issued Pistol Match Firing Procedures and Range Commands** published as **Annex E** to these rules.

7.4.4 Loading Procedures

Semi-Automatic Pistols. After the command **WITH A MAGAZINE AND FIVE ROUNDS...LOAD**, a magazine containing five cartridges may be inserted, except that in the Glock Pistol Match, a magazine containing ten cartridges must be inserted. The pistol action must then be closed to chamber the first round. Loaded pistols must be held in the ready position (45-degree arm angle) until the **COMMENCE FIRING** command is given or the targets start to turn. Competitors must load clips with five rounds only for all pistol stages of fire, except in the Glock Pistol Match where ten rounds are loaded.

7.4.5 Coaching or Assisting Competitors

See Rule 3.4.5.

7.4.6 Malfunctions

See Rule 3.7.8.

7.4.7 Firing Complete

Firing Complete. After completing ten (10) record shots for each stage, the competitor must ensure that the pistol slide is locked open, the magazine is removed, a safety flag is inserted and the pistol is placed on the bench or table.

7.4.8 Scoring and Results

Scoring and results operations must be conducted according to Rule 3.8.

7.5 As-Issued Military Pistol Courses of Fire

7.5.1 The M9 Pistol Special EIC Course of Fire

All firing is done at 25 yards. Shooters must complete the entire course of fire before leaving the firing line.

Table 8 -- M9 Pistol EIC Match Course

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	25 yds. ¹	Slow	Two or one-handed standing ²	5	5 min.
First	25 yds.	Slow	Two or one-handed standing ²	10	5 min.
Second	25 yds.	Timed	Two or one-handed standing ²	5 + 5	20 + 20 sec.
Third	25 yds.	Rapid	Two or one-handed standing ²	5 + 5	10 + 10 sec.

¹ The 25-yard pistol target (NRA B-8) must be used for all stages.

² Competitors may elect to fire while using either two hands or one hand. All stages of fire must begin from the ready position (pistol pointed down 45 degrees).

7.5.2 The CMP As-Issued Pistol Course of Fire

All firing is done at 25 yards. Competitors must complete the entire course of fire before leaving the firing line.

Table 9 -- CMP As-Issued Pistol Course

Stage	Distance	Firing Position	Number of Shots	Time Limit	Re loads
Sighting	25 yards ¹	Standing, with a one (left or right) handed or two-handed grip ²	5 sighting shots	5 minutes	0
1	25 yards	Standing, with a one (left or right) handed or two-handed grip ²	10 shots (5 + 5) for record	5 minutes	1
2	25 yards	Standing, with left single-handed grip ²	10 shots (5 + 5)	5 minutes	1

Table 9 -- CMP As-Issued Pistol Course

3	25 yards	Standing, with right single-handed grip ²	10 shots (5 + 5)	5 minutes	1
4	25 yards	Standing, with a one (left or right) handed or two-handed grip ²	10 shots (5 + 5)	70 seconds	1

¹ The 25-yard pistol target (NRA B-8) must be used for all stages.

² Competitors may elect to fire while using either two hands or one hand. All stages of fire must begin from the ready position (pistol pointed down 45 degrees).

- a) **Target Mounting.** Five separate targets may be mounted on a single target board (one sighter target and four record targets) or standard 25-yard pistol targets may be placed in frames one target at a time with target changing and scoring periods between each stage. If five separate targets are mounted, the 5-minute sighting stage and the 5-minute record stage can be combined into one 10-minute stage fired on two separate targets.
- b) **Firing Position.** All firing is done from the standing position with no artificial support for any part of the body. The hand or hands to be used to grip the pistol will change according to the course of fire (see Table 9). All stages begin with the pistol loaded and the pistol pointed downrange and lowered to the bench with the arms raised at no more than a 45-degree angle (ready position). If a competitor does not assume or fails to start from a 45-degree start position or lifts the pistol before the targets start to turn, a five (5)-point penalty shall be deducted from the score of the series where the violation occurred. One warning may be given in doubtful cases.
- c) **Loading and Reloading.** Competitors may load magazines during the Preparation Period or the one-minute intervals between firing stages. Magazines may not be inserted into the pistol until the command **LOAD** is given. After the command **LOAD**, competitors must then place one magazine in their pistols and close the slide to place one round in the chamber and bring the pistol to the ready position (45 degree arm angle). When the command **COMMENCE FIRING** is given, competitors may raise their pistols and fire at their targets. After firing five shots, they must remove the empty magazine and reload with another magazine with five rounds.

7.5.3 The Glock Pistol Match Course of Fire

- a) All firing is done on the NRA D-1 target. Competitors must complete the entire course of fire before leaving the firing line.
- b) The Glock Pistol Match National Challenge course of fire is shown in Table 10.
- c) Each stage in the Glock Match course of fire consists of ten (10) shots. Competitors must place 10 rounds in a magazine, load on command and when targets turn to face competitors fire the 10 rounds in a time limit of 15 seconds.

TABLE 10 – GLOCK PISTOL MATCH				
Stage	Distance	Firing Position	Number of Shots	Time Limit
1	5 yards ¹	Standing, with a one (left or right) handed or two-handed grip ²	10	15 seconds
2	7 yards		10	15 seconds
3	10 yards		10	15 seconds
4	15 yards		10	15 seconds
5	25 yards		10	15 seconds

7.6 CMP As-Issued Pistol Matches

7.6.1 M9 Pistol EIC Match

- a) The M9 Pistol EIC Match is a limited eligibility CMP Special EIC Match conducted during the National Matches in conjunction with the Pistol Small Arms Firing School. The top 10 percent of eligible competitors in this match receive EIC credit points in accordance with these rules.

- b) **Course of Fire.** Table 8 (30 shots).
- c) **Pistols.** Pistols must comply with Rule 7.2.1. As-issued M9 service pistols will be provided by the CMP. Pistols will be drawn by block officers and placed on the firing points to be used by the competitors squadded on those points. Magazines will be provided with each pistol. No other pistols or magazines may be used.
- d) **Ammunition.** 9 mm commercial ammunition may be provided by the CMP and issued on the firing line. All competitors must use issue ammunition when it is issued.
- e) **Awards.** The top 10% of all eligible competitors who complete two or more stages of the match and turn in scorecards will receive "introductory" legs counting four (4) EIC points and CMP M9 EIC medals.

7.6.2 CMP As-Issued M1911 Pistol Match

- a) The As-Issued M1911 Pistol Match may be included on the programs of the National Matches, the Regional CMP Games and CMP sanctioned matches.
- b) **Course of Fire.** Table 9 (40 shots).
- c) **Pistols.** The As-Issued M1911 Pistol (Rule 7.2.2)
- d) **Ammunition.** Competitors with .45 cal. pistols may use any safe ammunition with 230-grain, full metal jacket, round nosed bullets.
- e) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

7.6.3 CMP Military & Police Service Pistol Match

- a) The CMP Military & Police Service Pistol Match may be included on the programs of the National Matches, Regional CMP Games and CMP sanctioned matches.
- b) **Course of Fire.** Table 9 (40 shots).
- c) **Pistols.** The CMP Military & Police Service Pistol (Rule 7.2.3).
- d) **Ammunition.** Ammunition must be loaded with full metal-jacketed, round nosed bullets.
- e) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 3.9 and Annex G.

7.6.4 Glock Pistol Match

- a) The Glock Pistol Match may be included on the programs of the National Matches and CMP sanctioned matches.
- b) Course of Fire. Table 10 (50 shots).
- c) Pistols. Stock or Unlimited Glock Pistols (Rule 7.2.4)
- d) Ammunition. Competitors may use any safe ammunition that is compatible with permitted Glock pistols.
- e) Awards. Awards will be presented in accordance with the Match Program.

8.0 CMP Rimfire Sporter Rifle Matches

Rule 8.0 defines specific conditions and requirements that apply to CMP Rimfire Sporter Rifle Matches.

8.1 Rimfire Sporter Competitions

8.1.1 Intent and Spirit

The intent and spirit of CMP Rimfire Sporter rules is to provide smallbore rifle target competitions where competitors use low-cost, readily available sporter-type, .22 caliber rimfire rifles. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited. The rifles and equipment permitted in Rimfire Sporter Rifle Matches are strictly limited in order to prevent an “equipment race” from occurring in the Rimfire Sporter discipline.

8.1.2 Competition Classes

Competitors must be divided into two or three competition classes, T-Class, O-Class and Tactical Rimfire Class. Any rifle equipped with telescopic or receiver sights must be fired in the T-class, unless the Match Sponsor establishes a separate A-Class for rifles with receiver sights (Rule 8.2.6, b.). Rifles equipped with open sights must be fired in the O-Class. Tactical Rimfire rifles may be fired in the TR-Class if the match program includes that class or they may be fired in the T-Class. The official results list must rank competitors in each class separately.

8.2 Rimfire Sporter Rifles

Any .22 cal. rimfire rifle that complies with the following requirements may be used in CMP Rimfire Sporter Matches.

8.2.1 Rimfire Sporter Rifles

All Rimfire Sporter Rifles must be standard sporter-type rifles chambered for the .22 cal. long rifle cartridge. Magnum rimfire or .17 cal. rimfire rifles may not be used. Barrels may be tapered or straight, but fluted barrels may not be used. There are three Rimfire Sporter Rifle classes:

- a) Standard Rimfire Sporter Rifle, O-Class (open sights);
- b) Standard Rimfire Sporter Rifle, T-Class (optical or aperture sights); or
- c) Tactical Rimfire Sporter Rifle, TR-Class (optical or aperture sights)

Match sponsors also have the option of sub-dividing the T-Class into a separate T-Class for rifles with telescopes and an A-Class for rifles with receiver sights.

8.2.2 General Rifle Configuration, Standard and Tactical Rifles

- a) Standard Rimfire Sporter Rifles must be sporter-type rifles of conventional appearance. Rifles must have a standard sporter-type stocks constructed of wood or synthetic material. The stock may have a Monte Carlo cheek piece, but may not have an orthopedic or asymmetrically shaped pistol grip. Adjustable cheek pads are not permitted. The stock may have a fixed sling swivel on the fore-end. Thumbhole stocks, stock adjustments of any type (adjustable butt plates, adjustable cheek pieces, etc.) and rails or adjustable sling swivels are not permitted.
- b) Tactical Rimfire Rifles may be used in Rimfire Sporter matches, either in a separate Tactical Class or the match sponsor may include them in the T-Class. Legal Tactical Rimfire rifles must comply with the requirements for overall weight and trigger pull and have a configuration that is similar to common AR and modern military rifles. Tactical Rimfire rifles may have either aperture or optical sights (magnification no higher than 6X). If the length of pull on the butt-stock is adjustable, the length adjustment must remain the same for all three positions.

8.2.3 Overall Weight, All Rifles

The overall weight of the rifle, including sights, may not exceed 7.5 lbs. Slings may be removed for weighing, but T-class rifles must be weighed with the telescope and mount attached. Rifles with removable clips must be weighed with one clip. External or internal weights may be added to the barrel or stock as long as the overall weight of the rifle, with sights, does not exceed 7.5 lbs. External weights may be added to the barrel only and must be concentric in shape.

8.2.4 Action Types and Magazines, All Rifles

Rifles may have any type of action, semi-automatic or manually operated. Rifles should be repeater-type rifles with magazines capable of holding a minimum of five rounds. In rapid-fire stages, competitors with manually operated rifles are given five seconds of additional time for each 5-shot rapid-fire series to compensate for the slower operating cycle of those actions (see Table 11). Magazines provided with Tactical Rimfire rifles may be used, but during firing, the magazine may not rest on the ground or be used to support the rifle. The magazine may touch the arm, but it may not rest on the competitor's arm (provide support) or on the shooting mat or ground.

8.2.5 Trigger Pull, All Rifles

Rimfire triggers must be capable of lifting a three-pound (3 lbs.) weight when cocked.

8.2.6 Sights, O and T Class Rifles

There are two rifle competition classes that are determined by the type of sights on the competitor's rifle:

- a) **O-Class (Open sights).** The rifle must be equipped with an open rear sight (U, V or square notch) and a bead or post front sight. An aperture (ring) front sight may not be used. Hooded front sights may be used in the O-class, but a target or tunnel-type front sight with interchangeable inserts may not be used. The rear sight may be adjustable for windage and elevation.
- b) **T-Class (Special sights).** The rifle may be equipped with an adjustable aperture receiver sight or a telescope that does not exceed 6X magnification. Variable power telescopes may be used if they are adjusted to no more than 6X magnification. The adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed during firing. Rifles with aperture-type receiver sights or any type of electronic or optically enhanced sights (dot sights) are T-Class rifles. Match sponsors may, at their option, divide T-Class competitors into a T-Class for scope-sighted rifles and an A-Class for rifles with receiver sights.

8.2.7 Magazines

Non-removable rifle magazines (tube or internal) may not be loaded at any time when a rifle is on the range except after the command **LOAD** is given. Removable magazines may be pre-loaded as long as they do not come in contact with the rifle until the command **LOAD** is given. If a magazine is removable, it must be out of the rifle at all times except during firing periods and may not be inserted in the rifle until after the command **LOAD** is given.

8.3 Equipment and Targets

8.3.1 Clothing

Competitors may wear no more than two layers of ordinary soft, casual or sports clothing (shirt, sweatshirt, etc.). Shirts or sweatshirts must be made of single layers of soft, flexible clothing. The addition of shoulder or elbow pads or double layers, except normal pockets, is not permitted. Jackets or heavy winter clothing are not permitted (an exception may be made during unusually cold weather). Special shooting jackets, shooting trousers or shooting boots are prohibited. Shoes may be ordinary low-cut shoes or work or hunting-type boots may be worn.

8.3.2 Slings

A sling, not more than 1 ¼ inches wide, may be attached to the rifle using a fixed, non-adjustable sling swivel (no adjustable hand-stops or rails). The sling must be a simple leather, synthetic or web strap. The sling may not have any special padding, lining or asymmetrical construction. The sling may be used to support the rifle in the prone and sitting or kneeling positions. The sling may not be used to support the rifle in the standing position, but it may remain attached to the rifle or it may be detached from the rifle during. U. S. military leather or web slings may be used (see Rule 3.6.1).

8.3.3 Telescope or Field Glasses

Competitors may use a spotting telescope or binoculars to spot fired shots during firing.

8.3.4 Gloves

Competitors may wear one ordinary work or sports glove on the hand that supports the rifle. Padded gloves or mitts or special shooting gloves are not permitted.

8.3.5 Shooting Mat

Competitors may use a shooting mat or ground cloth, provided it does not provide artificial support.

8.3.6 Kneeling Roll

If the competitor elects to fire in the kneeling position, one kneeling roll that is not more than six inches in diameter may be used. The kneeling roll may be placed under the foot or ankle or between the foot and buttocks.

8.3.7 Ammunition

All rifles must be chambered for .22 cal. long rifle rimfire ammunition. Any safe .22 cal. rimfire ammunition may be used.



8.3.8 Targets

- **50/25-Yard Targets.** The CMP Rimfire Sporter Target is used for all outdoor stages of fire at 50 and 25 yards. The scoring ring dimensions are taken from the international 50-meter pistol target; the 9, 8 and 7 scoring zones are black; the 10 and X (inner ten) zones are white to provide an aiming point for T-Class rifles.
- **50-Foot Targets.** CMP Rimfire Sporter Targets reduced for 50 feet are used for Rimfire Sporter events fired at 50 feet, indoors or outdoors. One 50-foot target simulates the firing of stages 1-4 at 50 yards while the second 50-foot target simulates the firing of stages 5-6 at 25 yards.
- **Target Mounting.** To reduce the time spend going down range to hang or replace targets, it is recommended that at least two targets be hung at one time; with large target boards, it is possible to hang as many as six or seven targets for each firing point.

8.4 Competition and Firing Procedures

8.4.1 Firing Positions

The prone, sitting or kneeling and standing positions described in Rule 3.3 are used to complete the Rimfire Sporter Rifle Match Course of Fire. The Supported Prone position may be used only during the Sighting Stage. Rule 3.7.9 regarding rapid-fire starting positions applies in CMP National Matches and Travel Games.

8.4.2 Squadding

See Rule 3.7.1. Rimfire Sporter relays will normally have some competitors firing semi-auto rifles and some with manually operated rifles. If possible, semi-autos should be squadded on one side of the range and manually operated rifles on the other side. This facilitates the staggered rapid-fire starts that are recommended and described in these rules.

8.4.3 Target Labeling

Prior to hanging targets and firing, all targets must be labeled with competitor names and CMP competitor numbers (if available). This information must be placed in the upper right corner of the target. Target labeling must record the competitor's name and CMP number (if known), the relay, firing point (target number), stage of fire and the rifle class (mark with an "O," "T" or "Tactical"). Competitors may place only the information required by this rule on their targets; no special labels or identifying marks may be placed on any targets.

RIMFIRE SPORTER RIFLE MATCH
Name: _____
CMP Competitor #: _____
Relay #: _____
Target #: _____
Stage (Circle): SS 1 2 3 4 5 6
Rifle Class (Circle): T O Tac

8.4.4 Firing Procedures and Range Commands

CMP Rimfire Sporter Rifle Match operations must be conducted according to the **Rimfire Sporter Firing Procedures and Range Commands** published as **Annex F** to these rules.

8.4.5 Range Commands

Range commands, loading procedures and instructions used in Rimfire Sporter Rifle Matches include:

- **Call to Firing Line.** The Range Officer instructs competitors to move their rifles and equipment to the firing line. Rifle actions must be open, with safety flags inserted, when they are carried to the firing line. After competitors are called to the firing line, they may handle their rifles, put on slings and get into their positions, but they may not remove safety flags until the preparation period begins.
- **Preparation Period.** One (1) minute after calling competitors to the firing line, the Range Officer must give competitors a three-minute (3) preparation period before the sighting stage or a one-minute (1) preparation period before every record stage. During preparation periods, competitors may remove safety flags, close rifle actions and dry fire. Competitors may load removable magazines during this period, but they may not insert them in their rifles. Loading a rifle or non-removable magazine during the preparation period is not permitted.
- **LOAD.** After the preparation period ends, the Range Officer commands **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS.** After the **LOAD** command, competitors may insert a magazine loaded with five rounds (slow or rapid fire), but rifle actions must remain open or closed on empty chambers until after the **START** command. No one is permitted to charge a non-removable magazine or place a loaded magazine in the rifle until the **LOAD** command. No one is permitted to load or insert a cartridge in the chamber until after the **START** command.
- **START.** After competitors are given sufficient time to load, the Range Officer authorizes the start of firing by giving the command **START.** Timed stages begin with this command. After the **START** command, competitors may close or cycle their rifle actions to chamber their first rounds and begin firing. No one may chamber a cartridge or fire a shot until the **START** command. After the **START** command, competitors may continue firing until they finish firing that stage or series or the command **STOP** is given. When competitors finish a stage of fire, they must open their rifle actions, insert safety flags and ground their rifles so the Range Officer can inspect them.

- **STOP-UNLOAD.** When the command **STOP** is given, all firing must cease, competitors must open the actions of their rifles, remove any cartridges from the chamber and magazine, insert a safety flag and ground their rifles. The Range Officer commands **STOP...UNLOAD** when all competitors have finished firing or at the end of the shooting time. The Range Officer or anyone on the range may command **STOP—STOP—STOP** at any time if a serious safety emergency occurs. No one is permitted to fire a shot after the command **STOP**. Shots fired after the command **STOP** must be scored as misses (see Rule 3.7.7 a)).
- **After Completing Firing.** If a competitor completes firing a slow-fire series before the time expires or the **STOP** command is given, he/she must open the action, insert a safety flag and ground the rifle. Competitors may not remove their rifles and equipment from the firing line until instructed to do so, but they may step back from the firing line after grounding their rifles.
- **Removing Equipment from the Line.** After the Range Officer inspects the firing line to be sure all rifle actions are open with safety flags inserted, the Range Officer will instruct competitors to remove their rifles and equipment from the firing line. Rifles may not be removed from the firing line until authorized by the Range Officer.

8.4.6 Coaching or Assisting Competitors

See Rule 3.4.5.

8.4.7 Malfunctions

See Rule 3.7.8.

8.4.8 Early or Late Shots

If a competitor loads and fires a shot before the command **LOAD**, he/she must be disqualified. If a competitor fires a shot after the command **LOAD**, but before the **START** command, the highest value shot on that stage must be nullified and scored as a zero (0). If a competitor fires a shot after the command **STOP**, the highest value shot on that stage must be nullified and scored as a zero (0) (see Rule 3.7.7 a)). During rapid-fire series, Range Officers must be alert to identify any competitors who fire shots after the command **STOP**; Range Officers may allow a tolerance of one (1) second to elapse after the command **STOP** before deciding that a late shot must be scored as a miss. After the line is cleared and targets are retrieved, any late shots must be documented on that competitor's target (see Rule 3.7.7 a)). *Note: A Range Officer's decision to call or not call a late shot a miss is no different from the judgments that Referees in all sports must make to decide close calls. Range Officers must decide what is fair to the other competitors.*

8.4.9 Unfired Shots

See Rule 3.7.7 c). Any unfired shots must be scored as zeroes (0). Competitors who do not fire five shots in their first rapid-fire series, but who load and fire more than five shots in the second rapid-fire series must be disqualified.

8.4.10 Crossfire Shots

Crossfire shots must be scored as zeroes (0) and may not be refired (see Rule 3.7.7 b)). When two or more targets are mounted on one target holder, it is possible to fire an internal crossfire where a shot is fired on the incorrect target for that stage. The internal crossfire must be scored according to Rule 3.7.7 d) & e). A competitor who fires a crossfire or internal crossfire may not load and fire an extra shot in that series to replace the crossfire shot; any competitor who does this and thereby fires more than 10 shots in one stage of fire must be disqualified.

8.5 Rimfire Sporter Course of Fire

8.5.1 Course of Fire

Table11 - CMP Rimfire Sporter Course

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	50 yards	Slow	Prone or supported prone	Unlimited	5 minutes
1	50 yards	Slow	Prone	10	10 minutes
2	50 yards	Rapid	Prone	10, fired in 2 series of 5	Semi-auto-25 sec. Manual-30 sec.
3	50 yards	Slow	Sitting or Kneeling	10	10 minutes
4	50 yards	Rapid	Sitting or Kneeling	10, fired in 2 series of 5	Semi-suto-25 sec. Manual-30 sec.
5	25 yards	Slow	Standing	10	10 minutes
6	25 yards	Rapid	Standing	10, fired in 2 series of 5	Semi-auto-25 sec. Manual-30 sec.

8.5.2 Sighting Shots

The course of fire begins with unlimited sighting or practice shots where competitors can sight in their rifles and prepare for record firing. Sighting shots do not count for score. A Range Officer or other person may assist or coach a competitor in making sight adjustments during sighting shots.

8.5.3 Rapid-Fire Procedures

- a) **Time Limits.** When rapid-fire stages are fired, competitors with semi-automatic rifles and competitors with manually operated rifles have different time limits so that competitors with manually operated rifles have five (5) additional seconds to complete each rapid fire series to compensate for the time needed to manually cycle rifle actions after each shot. See Table 10 for rapid-fire time limits. Competitors with semi-automatic and manually operated rifles will fire at the same time using a “staggered start.” The Range Officer will give a **START** command to competitors with manually operated rifles first and a second **START** command to competitors with semi-automatic rifles five (5) seconds later.
- b) **Assuming Position.** Competitors begin all rapid-fire stages from the standing ready position. When the Range Officer commands **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS**, competitors may load five rounds in the magazine of their rifle, but the rifle action must remain open or the bolt must be closed on an empty chamber. In the standing ready position, the competitor holds the rifle with both hands and with the toe of the butt below the belt line. After the range officer gives the **START** command, competitors may then assume their firing position, close or cycle the action to chamber the first round and fire five shots within the time limit. Fingers must remain outside of the trigger guards and muzzles must remain pointed up or downrange while competitors are getting into position.
- c) **Competitors Who Cannot Stand.** Competitors who are 70 years of age or older or who have physical or medical limitations that make it difficult or unsafe for them to stand and quickly assume the prone and sitting or kneeling firing positions from standing may elect to begin the rapid-fire stage from a prone, sitting or kneeling ready position, provided they notify the Range Officer prior to firing. Competitors who are authorized to begin a rapid-fire series from a firing position must begin each series with the butt plate off of their shoulder and may not fire the first shot in a rapid-fire series (see Rule 3.7.4).

8.5.4 50-Foot Indoor Rimfire Sporter Course of Fire

Match sponsors may fire the Rimfire Sporter Course of fire at 50 feet, indoors or outdoors, using CMP Rimfire Sporter Targets reduced for firing at 50 feet.

Rimfire Sporter 50-foot targets include one target for stages 1-4 (reduced from 50 yards) and one target for stages 5-6 (reduced from 25 yards) so that all firing is conducted at the 50-foot distance.

8.5.5 30-Shot Rimfire Sporter Course of Fire

Match sponsors may schedule a 30-shot reduced or “half course” event where five shots are fired in each stage. Slow-fire time limits for half-course events are five (5) minutes per stage.

8.6 Scoring and Results

The following rules control the scoring of targets and the ranking of competitions.

8.6.1 Scoring

After fired targets are retrieved, official scorers must score them. Match sponsors may appoint two or more official scorers or may appoint competitors as official scorers to score other competitor’s targets. Competitors may not score their own targets. After targets are scored, the scores of all competitors must be posted in a Preliminary Results Bulletin so competitors can see how their targets were scored.

8.6.2 Determining Shot Values

Each shot is given the score of the highest-value scoring ring that is hit or touched by that shot (see Rule 3.8.1 and the Scoring Doubtful Shots illustration).

8.6.3 Scoring Doubtful Shots

A shot whose value is doubtful may be scored with a scoring gauge (“plug” gauge) with a flange diameter of .2225-.2240 inches. The scoring gauge is inserted in the shot hole. The scorer must view the gauge from an angle to determine whether the inside edge of the gauge’s flange touches or breaks a scoring ring. A magnifying glass should be used as an aid to see whether the edge of the gauge’s flange touches or breaks a scoring ring. Shots that are gauged must be marked with a “P” and a plus (+) if that shot is scored as the higher value or with a minus (-) if that shot is scored as the lower value.

8.6.4 Scoring Targets with Excessive or Insufficient Hits

A competitor may receive scores only for the number of shots he/she fired at his/her correct target (see Rule 3.7.7 c)). If, due to crossfire shots, a competitor’s target has more hits than the number of shots that competitor actually fired, the highest scoring shots equal to the number of shots that competitor fired must be scored. The score of a shot identified as an internal crossfire shot (excessive hit(s)) may not be transferred to a target that has insufficient hits.

8.6.5 Scoring Groups of Two or More Shots

When two or more shots form a group where single complete shot holes are not visible, a scoring gauge (plug) should not be used to determine the score of each shot in the group. A scoring template or overlay should be used to determine the values of the shots. If a competitor fired all shots in a series and there is no evidence that a shot was fired on another target or off the target, the competitor must be given the benefit of the doubt in cases where it is possible that one of his/her shots could have gone through an existing shot hole or group of shots. When one shot doubles another shot hole, there almost always is some evidence of the double in the form of a slightly enlarged shot hole. Scorers must check carefully for this evidence by using a scoring overlay and magnifying glass. *Note: The Eagle Eye scoring aid is recommended for use in detecting double shot holes because it combines a magnifying capability with a .22 cal. shot hole overlay ring.*

8.6.6 Scoring Challenges

A competitor may request that match officials recheck the scoring of his/her targets, except that shots scored by two or more scoring officials by using a scoring gauge may not be rescored (see Rule 3.8.1). A match sponsor may charge a challenge fee of not more than \$3.00 per target to recheck scores. Decisions by the Statistical Officer regarding a protested score are final.

8.6.7 Results Lists

After targets are scored, a Preliminary Results List must be posted so competitors can see their scores. After the competition, a Final Results List must be prepared listing all competitors, ranked by class and scores. The Final Results List must be available to all competitors in electronic or printed form.

8.6.8 Breaking Ties

See Rule 3.8.8.

8.7 Awards

*The CMP provides Achievement Medals or Pins to be presented to Rimfire Sporter competitors when they equal or exceed established Achievement Award scores for that competition year. See Rule 3.9. 2017 CMP Rimfire Sporter Achievement Award Scores are listed in **Annex G**.*

9.0 Electronic Target Scoring Rules

9.1 Key Components

Ranges equipped with electronic target systems must have the following fully functioning components:

9.1.1 Main Computer

A central ranking or main computer is used to control the targets. The main computer must have a software program that records the names of competitors, the caliber of the cartridges being fired and functionality for managing the competition and producing preliminary and final results lists.

9.1.2 Competitor Monitor

Each firing point on the range must have an individual monitor that displays the target being used, the competitor's name, locations of fired shots on a facsimile of the target being used, the values of fired shots and the totals of fired shots. Monitors have the capability of indicating whether sighting or record shots are being fired. Before starting a competition series, Range Officers and competitors must confirm that the monitor displays the correct target and correct name of the competitor.

9.1.3 Target

Each electronic target has a frame, a target face (front mask), a rubber belt that moves through the target, three microphones in the target base or four microphones in the corners, a backing target and a backing card. The microphones and space within the frame establish a sound chamber.

- a) The front mask must have a hole sized according to the diameter of the aiming black on the SR or SR1 Rifle targets and the 25/50 yard Pistol targets. Front masks must be changed on all targets according to the firing distance and target being used.
- b) The backing cards must be changed so that a maximum of 30-40 shots are recorded on the backing card.

9.2 Match Officials

When CMP sponsored or sanctioned competitions are conducted, the following competition officials must be on duty on the range: A Chief Range Officer and Range Officers are required to conduct the competition according to Rule 1.7.2, at least one Technical Officer who has specialized training and experience in EST operations and the operation of the main computer (Rule 1.7.5), and sufficient Target Assistants to change target faces during range distance changes. Other competitors can be assigned to serve as Verifiers for competitors who are firing (Rule 1.7.7).

9.3 Target Checks

ESTs should be checked for proper function and scoring accuracy at least once a year. Target checking should be done on a practice day by placing clean backing cards on the targets and having competitors shoot 5-20 shots at the targets before removing the backing cards. The Technical Officer can then print shot plots for the shots that were fired at each target. These shot plots must be compared with the shot holes on the backing card. If there are discrepancies

between the shot plots and shot holes on the backing card, that target should not be used for competition until the target can be evaluated and rechecked.

9.4 Target Maintenance

ESTs require basic maintenance in order to keep the targets functioning and scoring accurately. Target masks need to be kept clean and patched. The sound chambers need to be kept clean and free of debris. Backing cards should be changed on schedule if the targets are being used for competitions.

9.5 EST Issues or Complaints

9.5.1 Competitor Name Is Not Correctly Displayed

Competitor's names must be correctly displayed on their firing point monitors before firing starts. ROs must check the names on the computer monitors before firing starts and confirm that competitors are on the correct firing points.

9.5.2 Protested Shot Value

A competitor may protest the indicated (scored) value of a shot. When this occurs, the RO must record the firing point, shot number and indicated value of the protested shot and then direct the competitor to continue firing to complete the series. After that relay is completed, match officials will remove the backing card from the target and locate the protested shot on the backing card. They will use a scoring template to verify the score of the protested shot.

- a) If the examination of the backing card confirms that the protested shot was scored correctly, a two (2) point penalty must be deducted from the series in which the shot was fired.
- b) If the examination of the backing card confirms that the protested shot was scored incorrectly, the score determined by using the scoring template will be counted in lieu of the indicated score and the indicated shot value in the computer record must be corrected.
- c) Using a scoring template to score a protested shot on a backing card cannot be used to rescore shots that are within -0.2 decimal rings of the indicated scoring ring. *Note: If, for example, a shot is displayed as a 9.8 and the backing card confirms that the shot was properly located, a template cannot be used to determine if the shot is a 10.*
- d) If backing cards are not used, score value protests cannot be accepted.

9.5.3 Missing Shot, Slow Fire

A missing shot is one where the competitor claims to have fired at his/her target, but no shot is registered on the monitor. Missing shots normally occur when the competitor crossfires on another target or fires an off-target miss. ROs must follow these steps:

- a) Record the firing point, shot number and the time remaining when the complaint was made.

- b) Check with the verifiers on adjacent targets (two or more) to see if one of those targets received an extra shot. If yes, inform the competitor. If the competitor agrees that the crossfire is his/hers, score the missing shot as a miss and instruct the competitor to continue firing to complete the stage of fire.
- c) If the competitor disagrees that he/she fired a crossfire or there is no indication of a crossfire on adjacent targets, direct the competitor to fire his/her next record shot. **If that shot registers on the monitor**, direct the competitor to continue firing to complete the series, plus one extra shot at the end of the stage. After that stage of fire is completed, remove the backing card and count the shots on the backing card to determine if the missing shot hit the target.
- d) If the missing shot is not found on the backing card, score the missing shot as a miss (0) and nullify the extra shot at the end of the stage.
- e) If the missing shot is found on the backing card, use a scoring template to determine the score of that shot. Count that shot and nullify the extra shot at the end of the stage.
- f) If it is impossible to determine whether the missing shot is on the backing card or if a backing card was not used, count the extra shot at the end of the series in lieu of the missing shot if there are no shots in that stage outside of the aiming black (9 ring at 200 yards, 8 ring at 300 yards, 7 ring at 600 yards).
- g) Or, if it is impossible to determine whether the missing shot is on the backing card or if a backing card was not used and there are shots in that stage outside of the aiming black, score the missing shot as a miss and nullify the extra shot.
- h) If the competitor fires his/her next record shot as directed in Rule 9.5.3 f) and **that shot does not register on the monitor**, this indicates that the target is not functioning correctly. Move the competitor to a spare (hospital) target and allow the competitor to complete the remaining shots in that series, plus two additional shots to replace the missing shots, within the time that was remaining when he/she complained plus five (5) minutes.

9.5.4 Missing Shot, Rapid-Fire (Insufficient Hits)

Missing shots or insufficient hits in a rapid-fire series normally occur when the competitor does not fire all ten rounds, crossfires on another target or fires an off-target miss. Range Officers must follow these steps:

- a) Record the firing point number and confirm the complaint with the competitor and verifier.
- b) If the verifier confirms that the competitor did not fire all 10 shots (competitor had saved rounds), count the scored hits.
- c) If the competitor fired all 10 shots and there are nine or fewer shots indicated, check for excessive hits on adjacent targets. If there are

excessive hits equal to the number of missing shots, score the missing shot(s) as a miss (0).

- d) If the competitor fired all 10 shots and there are nine or fewer shots indicated, and there are no excessive hits on adjacent targets, remove the backing card and count the hits on the backing card to determine if the missing shot hit the target.
- e) If the missing shot is not found on the backing card, score the missing shot as a miss (0).
- f) If the missing shot is found on the backing card, use a scoring template to determine the score of that shot. Count that shot in the competitor's score.
- g) If it is impossible to determine whether the missing shot is on the backing card or if a backing card was not used, and if there are no shots in that series outside of the aiming black (9 ring at 200 yards, 8 ring at 300 yards, 7 ring at 600 yards), score the missing shot as equal to the value of the lowest scoring shot in that series.
- h) If it is impossible to determine whether the missing shot is on the backing card or if a backing card was not used, and if there are shots in that series outside of the aiming black (9 ring at 200 yards, 8 ring at 300 yards, 7 ring at 600 yards), score the missing shot as a miss (0).

9.5.5 Unclaimed or Extra Shot, Slow Fire

In slow-fire stages, extra shots can be caused by a crossfire from another target or, in rare cases, by a ricochet or debris from a shot fired at another target. ROs should follow these steps:

- a) If an **unclaimed or extra shot appears on the monitor**, the competitor may complain a) when he/she discovers the extra shot, b) when the competitor has one shot to fire and the monitor indicates that all shots in that series have already been fired, or c) after firing his/her last shot, the competitor observes that the monitor indicates an extra shot has been fired.
- b) Record the firing point number and the time remaining when the complaint was made.
- c) If the unclaimed shot appears before the completion of the series, check for missing shots on adjacent targets. If there is a missing shot on an adjacent target, direct the competitor to continue firing to complete the series, including what will be indicated as an extra shot at the end of the series. Nullify the unclaimed shot on the competitor's target and score the crossfire shot from another target as a miss (0) on that competitor's target.
- d) If the extra shot cannot be identified before the end of the series, obtain the log prints for the competitor's target and any adjacent targets where there are missing shots. Use the shot timings to determine if the extra shot can be identified as a crossfire from an adjacent target. If a

crossfire is identified, nullify that shot and count the shots fired by the competitor including the indicated extra shot.

- e) If the crossfire shot cannot be identified, nullify the lowest value shot as the crossfire shot and count the remaining ten (10) shots as the competitor's score.
- f) If a target receives two or more unclaimed extra shots in a slow-fire series and the crossfire shots cannot be identified, nullify the lowest value shots and count the remaining ten (10) shots as the competitor's score (Rule 3.7.7 d)).
- g) If there is an unclaimed extra shot, it is also possible (very rare) that the extra shot (usually indicated as a frame hit or miss) was caused by a piece of debris from an off-target miss or frame hit on an adjacent target (ricochet hit). In this case, the shot timings for the unclaimed shot may coincide with the shot timings for a frame hit on an adjacent target. If a ricochet hit is identified, nullify the unclaimed extra shot and count the 10 or 20 record shots fired by the competitor.

9.5.6 Extra Shot(s), Rapid-Fire (Excessive Hits)

In rapid-fire stages, extra shots can be caused by a crossfire(s) from another target or, in rare cases, by a ricochet or debris from another target. ROs should follow these steps:

- a) Record the firing point number and confirm the complaint with the competitor and verifier.
- b) If more than 10 hits are indicated in a rapid-fire series, obtain the log print with shot timings for the competitor's firing point and any adjacent targets where there are missing shots (insufficient hits) determine if there are any out-of-sequence shots that can be identified as crossfire shots. Nullify that shot or shots and count the remaining ten (10) shots as the competitor's score.
- c) If more than ten (10) hits are indicated in a rapid-fire series and a shot timing analysis cannot identify the crossfire shot(s), nullify the lowest value hit(s) and count the ten (10) highest value shots as the competitor's score.

9.5.7 Failure of One or More Targets

If the target(s) are not functioning (indicating scores) or there is an indication that the target is malfunctioning (failure to indicate a fired shot or shots) or scoring erratically, the following actions must be taken:

- a) **Competitor Claims that the Target is Scoring Inaccurately.** This problem could occur if the rubber belt on targets with moving belts is not advancing, was installed incorrectly or when there is tear in the rubber belt. If this complaint is made, the RO and TO must attempt to determine if the rubber belt on that target is advancing properly and remains in good condition (check with a spotting scope). If the RO and TO determine that the rubber belt is not advancing properly, the competitor must be moved to a spare (hospital) target and allowed to re-fire the series in which the complaint occurred as a range alibi.

- b) **Power Failure.** If there is a power failure and the targets stop working, the computer memory will have stored the shot data and scores for all shots fired, except for any shots that may have been fired between the power outage and a **CEASE FIRING** command. If there is a power outage during a slow-fire series, competitors must be allowed to complete the series they were firing within the time remaining when the **CEASE FIRING** command was given. Any shots fired after the power outage and before the **CEASE FIRING** command that were not scored and indicated on the competitor monitors or in the main computer must be nullified and refired. If there is a power outage during a rapid-fire series, all shots fired must be nullified and the complete series must be refired as a range alibi.

10.0 NATIONAL RECORDS

10.1 Purpose

National Records give special recognition to the most outstanding scores fired in CMP-governed shooting events. This rule establishes standards for National Record recognition. A current National Record List will be published on the CMP web site after the first record list is compiled. The CMP National Records program will recognize Open and Junior records for CMP Games Rifle and Pistol events.

10.2 Standards for Establishing Records

To be recognized as a National Record, competitors' scores must fulfill these conditions:

10.2.1 Eligible Competitions

National Record scores must be fired in competitions conducted or supervised by the CMP Staff in accordance with **CMP Competition Rules**. Competitions where CMP National Records may be established are the National Matches and CMP Travel Games. Scores fired in any National Matches or CMP Travel Games event that was conducted according to CMP Rules are eligible for National Record consideration.

10.2.2 Record Recognition Procedure

CMP Staff is completing a review of results lists from eligible past competitions to prepare a list of CMP National Records. This list will be published on the CMP website. Possible new National Records will be identified after each eligible competition and the list of National Records will be updated as required. Any competitor or other person who believes that a possible National Record has been overlooked is encouraged to contact CMP Competitions at competitions@thecmp.org.

10.2.3 Tied Scores

When two or more competitors have the same numerical score that is a possible National Record, the score with the highest X-count will be recognized. If two or more competitors have the same numerical score and the same X-count, the tie will not be broken and they will be recognized as National Record co-holders.

10.3 CMP Games Rifle National Records

CMP Games Rifle National Records will be recognized for the following events:

- John C. Garand Match (30 shots)
- Springfield Rifle Match (30 shots)
- Vintage Military Rifle Match (30 shots)
- Modern Military Rifle Match (30 shots)
- M1 Carbine Match (40 shots)
- M16 Special EIC Match (40 shots)
- Vintage Sniper Rifle Team Match (2 x 20 shots)
- As-Issued Military Rifle Match 3-Gun Aggregate (3 x 30 shots)
- As-Issued Military Rifle Match 4-Gun Aggregate (4 x 30 shots)

10.4 CMP Games Pistol National Records

CMP Games Pistol National Records will be recognized for the following events:

- M9 Special EIC Match (30 shots)
- As-Issued M1911 Pistol Match (40 shots)
- Military & Police Service Pistol Match (40 shots)
- Glock Pistol Match (50 shots)

10.5 CMP Games Rimfire Sporter Rifle National Records

CMP Games Rimfire Sporter Rifle National Records will be recognized for the following events:

- T-Class Rifles (60 shots)
- O-Class Rifles (60 shots)
- Tactical (T2) Rifles (60 shots)

Annex A – General Firing Procedures and Definitions

The following general range procedures and definitions apply to the firing procedures for all CMP Games rifle and pistol events.

BASIC SAFETY RULES AND STANDARDS TO BE ENFORCED IN ALL CMP-SANCTIONED MATCHES (To be reviewed in daily Safety Briefings):

- A safety flag (ECI) must be inserted in your rifle at all times (whether cased or uncased) except during preparation and firing periods.
- Keep rifle muzzles pointed downrange, down or up at all times.
- You are permitted to carry rifles behind the firing line; you are not permitted to handle rifles behind the line (see definitions of “carry” and “handle” in Rules 3.1.4 and 3.1.5).
- Do not take rifles or equipment to the firing line until instructed to do so (Rule 3.1.6).
- You may handle your rifle after bringing it to the firing line (put on sling, get into position, etc.), but do not remove the safety flag or close the action until the preparation period starts.
- Do not load until the command **LOAD** is given.
- Upon completion of firing, open your rifle action, insert a safety flag and ground your rifle.
- Do not remove your rifle from the firing line until instructed to do so.
- Do not go forward of firing line until instructed to do so.
- If you have a problem, remain in position, keep your rifle muzzle pointed downrange and raise your hand, a Range Officer will assist you.
- When you act as a scorer, 1) you are a match official responsible for the accurate recording of your competitor’s scores and 2) (*for highpower rifle ranges with pits*) you are also a safety officer responsible for ensuring that your competitor handles his/her rifle safely. When the Range Officer asks **IS THE LINE READY?** or **IS THE LINE CLEAR?**, it is the scorer’s responsibility to signal YES (hand pointed downrange) or NO (hand pointed to the rear of the firing line) for the competitor for whom you are scoring.

SAFETY DEFINITIONS AND REGULATIONS:

- **Safety Flag.** A safety flag is an empty chamber indicator (ECI) with a probe that inserts into an empty chamber when the action is open. The safety flag must have a yellow, orange or other bright-colored flag that extends out from the open action so that it can readily be seen by match officials and competitors to confirm that the pistol is clear.

- **Unloaded Rifle or Pistol.** A rifle or pistol with an open action, magazine empty or removed (if removable) and chamber empty with a safety flag inserted to confirm that the gun is clear.
- **Loaded Rifle or Pistol.** A rifle or pistol is loaded when a cartridge is inserted in the chamber, or a magazine/clip containing cartridges is inserted in the rifle. Rifles and pistols may only be loaded after the Range Officer commands **LOAD**.
- **Cleared Rifle or Pistol.** A pistol with an open action, magazine removed and chamber empty with a safety flag inserted to confirm that the pistol is clear and that a Range Officer has checked.
- **Cleared Range.** A range where a Range Officer has confirmed that all rifles or pistols on the firing line are cleared and benched with safety flags inserted, with no rifles or pistols being handled by any person.
- **Ready Line/Ready Area.** A designated area behind the firing line where competitors who are not firing, scoring or pulling targets and spectators must remain. There may be a signed ready line indicating the forward limit of the ready area. Rifles or pistols in the ready area must be unloaded with safety flags inserted, whether they are cased or uncased. Rifles or pistols may be carried (moved from one location to another) in the ready area, but they may not be handled (see the definition of rifle handling in Rule 3.1.5)
- **Call to Firing Line.** No one is permitted to move rifles, pistols or equipment to the firing line until the range officer instructs them to do so. After a relay of competitors is called to the firing line, they may set up their equipment on the firing line, handle their rifles by putting on slings or getting into their firing positions. Two minutes are allowed between the call to move to the firing line and the beginning of the preparation period. A safety flag must remain in the rifle during this period and until the preparation period begins.
- **Preparation Period.** Two minutes after a relay is called to the firing line, targets will appear and/or the range officer will announce the beginning of a three-minute (one-minute for Rimfire Sporter) preparation period. During this period, competitors may handle their rifles, remove their safety flags and dry fire to prepare for live firing. No one may load a rifle during the preparation period.
- **COMMENCE FIRING or START.** A range command that authorizes competitors to start firing in slow-fire stages. The command **START** is used to start firing in Rimfire Sporter Rifle shooting.
- **CEASE FIRING or STOP.** A range command that directs competitors to stop firing immediately. Penalties may be applied for shots fired after a

CEASE FIRING or **STOP** command. The command **STOP** is used to stop firing in Rimfire Sporter Rifle shooting.

- **Slow-Fire Loading.** Loading for each event must be done according to the loading procedures specified in the specific rules for these events. No one is permitted to load a firearm or have a loaded magazine contact a firearm until the command **LOAD** is given.
- **IS THE LINE READY?** This is a question asked by the range officer after the command **LOAD**. It is the duty of competitors who have not been able to load their rifles to announce "**NOT READY.**" The purpose of this question is to make sure all competitors have loaded safely and are ready to start a live fire series.
- **Rapid-Fire Loading.** Loading for each event must be done according to the loading procedures specified in the specific rules for these events.
- **TARGETS or START.** A range command used to start rapid-fire stages on ranges where pit-operated targets are not available. The command **TARGETS** or **START** authorizes competitors with loaded rifles to assume their fire positions, cycle their bolts to load rounds in chambers and to commence firing. The command **START** is used to begin rapid-fire stages in Rimfire Sporter Rifle shooting.

Annex B – Highpower Rifle Firing Procedures

SLOW-FIRE PROCEDURES AND COMMANDS

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES.</p> <p>RELAY (number). TAKE YOUR POSITIONS AS SCORERS</p>	<p>Competitors in the relay that is called to the line may move their rifles and equipment to their firing points. After this call to the firing line, they may handle their rifles, put on their slings and get into firing positions. Competitors may not, however, remove safety flags, close rifle actions or dry fire.</p> <p>For ranges with pit-operated targets: Call scorers to take their positions immediately after calling competitors in the next relay to the firing line.</p>
<p><i>TIME: Two (2) minutes; after two (2) minutes</i></p>	
<p>YOUR PREPARATION PERIOD WILL BEGIN WHEN YOUR TARGETS APPEAR.</p>	<p>For ranges without pit operated targets, command: YOUR PREPARATION PERIOD BEGINS NOW. During the preparation period, competitors may remove safety flags, close bolts and dry fire. They may not load any rounds in the chamber or magazine or insert a loaded magazine.</p>
<p><i>TIME: Three (3) minutes; after three (3) minutes</i></p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>THE PREPARATION PERIOD HAS ENDED.</p> <p>THIS STAGE WILL BE: FIVE SIGHTERS AND 10/20 SHOTS FOR RECORD IN THE PRONE POSITION</p> <p>WITH ONE ROUND LOAD... IS THE LINE READY? THE LINE IS READY.</p> <p>YOUR TIME WILL BEGIN AND YOU MAY FIRE WHEN YOUR TARGETS APPEAR.</p>	<p>If the line is not ready, command: THE LINE IS NOT READY</p> <p>After confirming that the line is ready, resume commands with IS THE LINE READY?</p> <p>For ranges without pit operated targets, command: COMMENCE FIRING.</p>
<p><i>ALTERNATE A: When all firing appears to be finished</i></p>	
<p>IS ALL FIRING COMPLETED?</p> <p>ALL FIRING IS COMPLETED, CEASE FIRE, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.</p>	<p>If the response is NO, command: AS YOU WERE, CONTINUE FIRING.</p>
<p><i>OR ALTERNATE B: When time expires and targets are lowered in the pits O TIME: 15 or 25 minutes; after 15 or 25 minutes</i></p>	
<p>CEASE FIRE. TIME HAS EXPIRED. HAS ADDITIONAL TIME BEEN AUTHORIZED?</p> <p>If the response is YES, command: THOSE TARGETS AUTHORIZED ADDITIONAL TIME, YOUR TIME BEGINS WHEN YOUR TARGETS APPEAR.</p>	<p>A Range Officer must authorize additional time, but only if the cause of the delay is not the fault of the competitor. This information must be communicated to the pits (target numbers, amount of additional time authorized).</p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>ALL OTHER COMPETITORS CLEAR YOUR RIFLES, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.</p>	
<p><i>After additional time expires or if no additional time has been authorized.</i></p>	
<p>CLEAR ALL RIFLES, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.</p> <p>IS THE LINE CLEAR?</p> <p>THE FIRING LINE IS CLEAR, THE PREPARATION PERIOD FOR YOUR NEXT STAGE OF FIRE WILL BEGIN IN TWO MINUTES.</p>	<p>If the answer is NO, command: THE LINE IS NOT CLEAR</p> <p>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</p>
<p><i>Range Officer(s) must check each rifle to be sure it is cleared with a safety flag inserted</i></p>	
<p><i>After two minutes, begin the commands for the next stage of fire.</i></p>	
<p><i>Or if this was the last stage of fire for that relay, command:</i></p>	
<p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p> <p>THE FIRING LINE IS CLEAR...YOU MAY GO FORWARD OF THE FIRING LINE TO POLICE YOUR</p>	<p>If the line is not clear, command: THE LINE IS NOT CLEAR.</p> <p>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</p> <p>After competitors have removed their cleared rifles from the firing line, instruct them to return to the line to police their brass and trash.</p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
BRASS AND TRASH.	
<i>After the brass police period has ended (do not wait for the slowest competitors)</i>	
YOUR BRASS POLICE PERIOD HAS ENDED, ALL PERSONNEL RETURN BEHIND THE FIRING LINE.	
<i>Return to the initial command to call the next relay to the line.</i>	

RAPID-FIRE PROCEDURES AND COMMANDS

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p><i>TIME: Two (2) minutes; after two (2) minutes</i></p>	
<p>RELAY (number). YOUR PREPARATION PERIOD WILL BEGIN WHEN YOUR TARGETS APPEAR</p>	<p>For ranges without pit operated targets, command: YOUR PREPARATION PERIOD BEGINS NOW.</p>
<p><i>TIME: Three (3) minutes; after three (3) minutes. On ranges with pit-operated targets, the targets will be withdrawn and returned to half-mast to signal that the pits are ready for the rapid-fire series.</i></p>	
<p>THE PREPARATION PERIOD HAS ENDED. THIS STAGE WILL BE: TEN SHOTS RAPID-FIRE SITTING/PRONE FROM STANDING IN A TIME LIMIT OF 60/70/80 SECONDS.</p> <p>ON THE FIRING LINE STAND... WITH BOLTS CLOSED ON EMPTY CHAMBERS...OR WITH BOLTS REMAINING OPEN (if there are manually-operated rifles)...LOAD</p> <p>IS THE LINE READY?... THE LINE IS READY.</p> <p>READY ON THE RIGHT...3-second pause...READY ON THE LEFT...3-second pause... READY ON THE FIRING LINE.</p> <p>Targets must be run up within five (5) seconds. For ranges without pit operated targets, command: TARGETS.</p>	<p>If the line is not ready, command: THE LINE IS NOT READY</p> <p>After confirming that the line is ready, resume commands with IS THE LINE READY?</p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p><i>TIME: 60 or 70 or 80 seconds; after 60 or 70 or 80 seconds. On ranges with pit-operated ranges, targets will be withdrawn at the end of the time limit.</i></p>	
<p>CEASE FIRE...REMAIN IN POSITION UNTIL THE LINE IS CLEAR...ARE THERE ANY SAVED ROUNDS?</p> <p>CLEAR ALL RIFLES, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.</p> <p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR.</p> <p>STANDBY FOR SCORES.</p>	<p>Saved rounds must be reported to the pits.</p> <p>If the answer is NO, command: THE LINE IS NOT CLEAR.</p> <p>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</p>
<p><i>After firing: On ranges with pit-operated targets, targets will be scored in the pits and raised to their full height so competitors may view their scores and groups and scorers may record scores.</i></p>	
<p>YOUR 90-SECOND SCORING AND CHALLENGE PERIOD HAS BEGUN</p>	<p>Range officers must relay information about any challenges to the pits. For targets with excessive or insufficient hits, range and pit officers must take appropriate action in accordance with the rules.</p>
<p><i>TIME: 90-seconds; after 90 seconds</i></p>	
<p>EXCEPT FOR TARGETS UNDER CONTENTION...IS SCORING COMPLETE?</p> <p>SCORING IS COMPLETE.</p> <p>THE 90-SECOND CHALLENGE PERIOD HAS ENDED.</p>	<p>If the answer is NO, delay until the issue is resolved. After confirming that scoring is complete, resume commands with SCORING IS COMPLETE.</p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p><i>After scoring is complete, the pits will withdraw all targets following the statement, "The 90-second challenge period has ended," and will prepare the targets for the next stage of fire.</i></p>	
<p>THE PREPARATION PERIOD FOR YOUR NEXT STAGE OF FIRE WILL BEGIN IN TWO MINUTES.</p>	
<p><i>After two minutes, begin the commands for the next stage of fire.</i></p>	

Annex C – Highpower Rifle Pit Procedures

The Pit Officer/Chief Pit Officer controls the operation and scoring of targets on ranges with pit-operated targets. The Chief Pit Officer may be assisted by Assistant Pit Officers. The following procedures and commands are to be used in controlling target operation and scoring.

- **Pre-Match Checks.** Prior to the match, the Pit Officer must ensure that the correct targets for the match are prepared, that sufficient replacement targets are on hand and that each active firing point has an adequate supply of score value discs, 3" and 5" spotters, golf tees and black and white pasters.
- **Pre-Match Instruction.** Confirm that the required numbers of target pullers are in place on each target. The Pit Officer/CPO must review the course of fire with other pit officers and competitors prior to each stage of fire. Instruct pit personnel and competitors who are pulling targets as follows:
 - **For slow-fire: This is a slow fire series of (10/15/25) shots. Targets must be pulled and marked after each shot.**
 - **For rapid-fire: This is a rapid fire no alibi series, 10 shots in (60/70/80) seconds. Do not pull and mark the target until you are commanded to do so. If any target puller makes a mistake and pulls a target down during this series, take immediate action to get the target back up as quickly as possible.**
- **Ready for Preparation Period.** When all targets and pit personnel are ready, give the command: **HALF MAST ALL TARGETS**. Then notify the Chief Range Officer by saying **READY IN THE PITS** (When a target is at half-mast, it is halfway up between the bottom and the top of the carrier's travel in this position, the upper portions of all targets should be visible from the firing line.)
- **Preparation Period.** Two minutes after the Chief Range Officer has given the command **RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES**, raise the targets by commanding **STAND BY YOUR TARGETS....TARGETS UP**. Three minutes after that, command **STAND BY YOUR TARGETS...TARGETS DOWN**.
- **Starting a Firing Stage.** At this time, the Chief Pit Officer will repeat all firing line commands to the pit personnel as the Chief Range Officer gives them (The CRO keeps an open mike to the CPO during the commands.). When the command **READY ON THE FIRING LINE** is given, the pit officer must

give the command **STAND BY YOUR TARGETS...TARGETS UP** within 5 seconds.

- **Firing Stage Timing.** Targets must be fully exposed for the time specified in the course of fire. Start the stopwatch when the targets reach the top of the target carriers. Stop the stopwatch when the targets start to be withdrawn into the pits. In slow fire strings, where competitors sometimes complete the course of fire prior to the expiration of the allowed time the Chief Range Officer may command that the targets be withdrawn before the full time allowed has expired.
- **Slow-Fire Scoring.** During slow fire stages, all targets must be pulled and marked after each shot. If there are inexperienced target pullers it may be necessary to give instruction before the start of firing in the proper methods of scoring and marking targets.
- **Stopping a Firing Stage.** 15 seconds prior to the end of the time limit, the Chief Pit Officer will give the command **STAND BY YOUR TARGETS**. At the end of the firing time, command, **TARGETS DOWN**. (The command **DOWN** must be given at the precise second at the end of the time limit.)
- **Scoring Rapid-Fire Series:**
 - Immediately after the targets are down, the Chief Pit Officer will instruct target pullers **VERIFY THE NUMBER OF HITS ON YOUR TARGET**. The Pit Officer will receive the report of saved rounds from a Range Officer and will relay this information to the target puller. No competitor may be given scores for more than the number of rounds they fired.
 - The Pit Officer will receive reports of excessive and/or insufficient hits from target pullers and relay that information to a Range Officer. After all targets that are under contention (targets with insufficient hits) are identified, the Pit Officer commands **SCORE ALL TARGETS THAT ARE NOT UNDER CONTENTION**. Targets not under contention are to be run up to their full height as soon as they are scored.
 - After challenges and discrepancies are resolved, the Pit Officer gives the command **SCORE ALL REMAINING TARGETS**. Targets that were under contention are to be run up to their full height as soon as they are scored.
 - After all scoring is completed on uncontested targets, and at the direction of the Chief Range officer, the Pit Officer commands **PULL, PASTE AND HALF MAST ALL TARGETS THAT ARE NOT UNDER CONTENTION**.
 - ***Once all targets have been scored and/or all discrepancies have been resolved the Chief Pit Officer gives the command PULL, PASTE, AND HALF MAST ALL TARGETS.***

Annex D1 – Vintage Sniper Rifle Firing Procedures

CMP VINTAGE SNIPER MILITARY RIFLE FIRING PROCEDURES AND RANGE COMMANDS

COMMAND	PROCEDURES
RELAY (number) IN THE VINTAGE SNIPER MATCH, TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES	After being called to the line, one or both team members may handle their rifles and prepare for firing. They may not remove safety flags, close rifle actions or dry fire.
<i>Time: Two (2) minutes; after two (2) minutes</i>	
YOUR PREPARATION PERIOD BEGINS NOW	One or both team members may get into position, remove safety flags and dry fire.
<i>Time: Three (3) minutes; after three (3) minutes</i>	
YOUR PREPARATION PERIOD HAS ENDED...EACH TEAM WILL HAVE FIVE MINUTES TO FIRE UNLIMITED SIGHTING SHOTS ON THE FIRING LINE...LOAD...COMMENCE FIRING	Sighting shots will be pulled and marked without delay. Either or both team members may fire sighters and/or be spotters during this period.
<i>Time: Five (5) minutes; after five (5) minutes</i>	
CEASE FIRING...YOUR SIGHTING TIME HAS ENDED...	When the CEASE FIRING command is given, firers must open the actions on their rifles and unload them. In the pits, targets will be pulled, pasted and raised to half-mast.
<i>Time: 50 seconds; after 50 seconds</i>	
LOAD AND STANDBY	The team member who will fire first must be in position ready to fire when

COMMAND	PROCEDURES
<p>TENTH AND LAST SHOT FOR RECORD (<i>This command is given by the Range Officer on the firing line after the targets go down following the 9th shot</i>)</p>	<p>the five-minute sighting period ends. The second team member will serve as the spotter while the first shooter fires 10 record shots. 10 seconds prior to the first target exposure (after 50 seconds), the LOAD AND STANDBY command is given. 10 seconds after the STANDBY command, the Pit Officer will command TARGETS UP. The targets must be exposed for 20 seconds and then withdrawn when the Pit Officer commands TARGETS DOWN. Targets must remain down for 20 seconds during which time they must be scored and marked. At the end of this 20-second period, the Pit Officer must again command TARGETS UP for another 20-second exposure. At the end of this exposure, the targets must be withdrawn for another 20-second period when they are pulled and marked in preparation for the next shot. This sequence continues until ten (10) shots are fired.</p>
<p><i>After the 20-second exposure for the 10th shot:</i></p>	
<p>CEASE FIRING...CLEAR ALL RIFLES AND INSERT SAFETY FLAGS</p>	<p>As soon as safety flags are inserted and the rifles are cleared, each team's shooter and spotter must switch roles. The teams have two minutes in which to do this. The spotters and scoring discs for the 10th shot must remain in the targets during the two-minute change-over so they must be shown when the targets are raised for first shot of the second shooter.</p>
<p><i>Time: One (1) minute, 50 seconds; after 110 seconds</i></p>	

COMMAND	PROCEDURES
<p>REMOVE SAFETY FLAGS, LOAD AND STANDBY</p> <p>TENTH AND LAST SHOT FOR RECORD (This command is given by the Range Officer on the firing line after the targets go down following the 9th shot)</p>	<p>10 seconds prior to the first target exposure (after one minute, 50 seconds), the REMOVE SAFETY FLAGS, LOAD AND STANDBY command is given. 10 seconds after the STANDBY command, the Pit Officer must command TARGETS UP. The sequence of 20-second target exposures and 20-second target marking periods must continue until the second team member fires ten (10) shots.</p>
<p>After the 20-second exposure for the 10th shot:</p>	
<p>CEASE FIRING...CLEAR ALL RIFLES AND INSERT SAFETY FLAGS...STANDBY, YOUR TARGETS ARE COMING UP WITH SCORES FOR YOUR LAST SHOTS</p>	<p>This concludes the firing for this stage of fire. After the 10th shots are scored on all targets, the Pit Officer must cause the targets to be raised for 20 seconds so teams can see their last shots.</p>
<p>IS THE LINE CLEAR?</p> <p>THE FIRING LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE AND POLICE YOUR BRASS AND TRASH</p>	<p>If the answer is NO, command: THE LINE IS NOT CLEAR After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</p>

Annex D2 – Vintage Sniper Rifle Firing Procedures

RANGE COMMANDS FOR ELECTRONIC TARGET (EST) RANGES

Instructions:

- **EST Ranges Only.** These commands and firing procedures are for ranges with 600 and 300 yard lines that are equipped with electronic scoring targets (EST). At the start of each stage, the Technical Officer must set the targets in sighting mode.
- **Teams.** Vintage Sniper Rifle Teams consist of two persons who alternate roles as firers and spotters. Each team member must fire 10 shots at 300 yards and 10 shots at 600 yards (2 x 20 shots, 40 total shots per team).
- **Squadding.** Each team is assigned to one firing point (one target); team members alternate firing on their firing point.
- **Verifiers.** One member of a team on a preceding or succeeding relay should be assigned to act as a verifier for each team. Verifiers are responsible for recording the scores displayed for each record shot. Verifiers are also responsible for reporting any unclaimed shots, missing shots, score value protests or other issues to a Range Officer.
- **LOAD AND STANDBY.** When **LOAD AND STANDBY** or **STANDBY** commands are given, firers are authorized to place one cartridge only in the rifle magazine with the bolt remaining open. Bolts must remain open until the **TARGETS** command is given.
- **TARGETS.** When **TARGETS** commands are given, firers are authorized to close rifle actions to chamber cartridges, shoulder their rifles and fire one shot within the 25 second time limit.
- **DISMOUNT.** When **UNLOAD...DISMOUNT** commands are given, firers must open rifle actions and lower rifles from their shoulders.
- **RANGE COMMANDS.** The Chief Range Officer will use the following commands to conduct each firing stage:

COMMAND	PROCEDURES
RELAY (number) IN THE VINTAGE SNIPER MATCH, TAKE YOUR POSITIONS ON	After being called to the line, one or both team members may handle their rifles and prepare for firing. They may not

COMMAND	PROCEDURES
THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES	remove safety flags, close rifle actions or dry fire. Verifiers must take their positions to the rear of the team members.
<i>Time: Two (2) minutes; after two (2) minutes</i>	
YOUR THREE-MINUTE PREPARATION PERIOD BEGINS NOW	One or both team members may get into position, remove safety flags and dry fire.
<i>Time: Three (3) minutes; after three (3) minutes</i>	
YOUR PREPARATION PERIOD HAS ENDED...TEAMS WILL HAVE FIVE MINUTES TO FIRE UNLIMITED SIGHTING SHOTS ON THE FIRING LINE...LOAD...COMMENCE FIRING	Either or both team members may fire sighting shots and/or be spotters during this period.
<i>Time: 5 minutes; after 5 minutes:</i>	
CEASE FIRING...UNLOAD... YOUR SIGHTING TIME HAS ENDED...	When the CEASE FIRING command is given, firers must open the actions on their rifles and unload them. The Technical Officer will clear the targets and change them from sighting to record firing.
<i>Time: 50 seconds; after 50 seconds</i>	
LOAD AND STANDBY (After 10 seconds) TARGETS	The team member who will fire first must be in position ready to fire when the five-minute sighting period ends. The second team member will serve as the spotter while the first shooter fires 10 record shots. The STANDBY command authorizes firers to load one round in rifle magazines, with bolts remaining open.

COMMAND	PROCEDURES
	After 10 seconds, the TARGETS command is given. Firers must fire each shot within 25 seconds.
<i>Firing time: 25 seconds; after 25 seconds:</i>	
UNLOAD...DISMOUNT	Firers must open rifle actions and take rifles from their shoulders. Verifiers must record the scores displayed for each shot.
<i>Interval time: 20 seconds; after 10 seconds:</i>	
STANDBY (After 10 seconds) TARGETS TENTH AND LAST SHOT FOR RECORD...STANDBY..(10 sec.) TARGETS	10 seconds after the DISMOUNT command, the next STANDBY command is given. 10 sec. after the STANDBY command, the TARGETS command is given. The STANDBY..(10 sec.)..TARGETS..(25 sec.)..UNLOAD...DISMOUNT..(10 sec.)..STANDBY..(10 sec.)... sequence shall continue until this announcement before the 10 th and last shot of the firer's 10-shot series.
<i>After the 25 second time limit for the 10th shot:</i>	
CEASE FIRING...CLEAR ALL RIFLES AND INSERT SAFETY FLAGS	As soon as safety flags are inserted and rifles are cleared, each team's firer and spotter must switch roles. The teams have two minutes in which to do this.
<i>Time: One (1) minute, 50 seconds (after 110 seconds):</i>	
REMOVE SAFETY FLAGS, LOAD AND STANDBY (After 10 seconds)	10 seconds prior to the first target exposure (after one minute, 50 seconds), the REMOVE SAFETY FLAGS, LOAD AND STANDBY command is given. 10 seconds after the STANDBY command,

COMMAND	PROCEDURES
<p>TARGETS</p> <p>TENTH AND LAST SHOT FOR RECORD...STANDBY..(10 sec.) TARGETS</p>	<p>the TARGETS command is given.</p> <p>The STANDBY..(10 sec.)..TARGETS..(25 sec.)..UNLOAD...DISMOUNT..(10 sec.)..STANDBY..(10 sec.)... sequence shall continue until this announcement before the 10th and last shot of the firer's 10-shot series.</p>
<p><i>After the 25 second time limit for the 10th shot:</i></p>	
<p>CEASE FIRING...CLEAR ALL RIFLES AND INSERT SAFETY FLAGS...</p>	<p>This concludes the firing for this stage of fire.</p>
<p>IS THE LINE CLEAR?</p> <p>THE FIRING LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE AND POLICE YOUR BRASS AND TRASH</p>	<p>If the answer is NO, command: THE LINE IS NOT CLEAR</p> <p>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</p>
<p>After clearing the line, the Chief Range Officer must instruct another relay of teams to take their positions or have teams move from the 300 yard line to the 600 yard line or conclude the match.</p>	

Annex E – As-Issued Pistol Firing Procedures

FIRING PROCEDURES AND RANGE OFFICER COMMANDS.

The following script must be used for conducting all stages of the CMP As-Issued Pistol course of fire. These procedures are for ranges with turning or single targets. This course of fire can also be fired on target boards where five targets are mounted. If this is done, the commands must be adjusted to accommodate this difference.

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p style="text-align: center;"><i>Turn targets to edge.</i></p> <p>WELCOME TO THE CMP-SANCTIONED (Match Name) AS-ISSUED PISTOL MATCH. RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. PLACE YOUR PISTOL BOXES OR CASES ON THE BENCH.</p> <p>IS THE LINE CLEAR?</p>	<p><i>After calling competitors to the firing line, unopened pistol boxes or cases must be placed on the bench (uncased pistols must have open actions with safety flags inserted) so that competitors can go forward to post targets.</i></p>
<p><i>Range Officer(s) must check each pistol to be sure it is cleared with a safety flag inserted</i></p>	
<p style="text-align: center;"><i>Turn targets to face.</i></p> <p>THE LINE IS CLEAR, GO FORWARD AND PLACE YOUR TARGETS.</p>	
<p><i>After competitors return to the firing line</i></p>	
<p style="text-align: center;"><i>Turn targets to edge.</i></p> <p>THE RANGE IS CLEAR. YOU MAY UNBOX OR UNCASE YOUR PISTOLS.</p> <p>YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES.</p>	<p><i>Competitors may handle their pistols and set up their equipment. Competitors may not remove safety flags, close pistol actions or dry fire until the Preparation Period begins.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
PISTOL ACTIONS MUST REMAIN OPEN WITH SAFETY FLAGS INSERTED	
<i>Time two (2) minutes; after 2 minutes:</i>	
<p><i>Turn targets to face.</i></p> THE PREPARATION PERIOD BEGINS NOW. YOU MAY NOT LOAD PISTOLS DURING THE PREPARATION PERIOD.	<p><i>During the Preparation Period, competitors may remove safety flags, close their pistol actions and dry fire. Competitors may not load pistols until the LOAD command is given.</i></p>
<i>TIME: Three (3) minutes; after 3 minutes</i>	
<p><i>Turn targets to edge.</i></p> THE PREPARATION PERIOD HAS ENDED. <p>THIS WILL BE STAGE ONE: FIVE SIGHTERS IN FIVE MINUTES.</p> <p>YOUR FIRING POSITION IS STANDING WITH A ONE OR TWO-HANDED GRIP. PISTOLS MUST BE HELD DOWN AT THE READY POSITION UNTIL TARGETS TURN.</p> <p>ON THE FIRING LINE...WITH FIVE ROUNDS...LOAD</p> <p>IS THE LINE READY? THE LINE IS READY? READY ON THE RIGHT READY ON THE LEFT READY ON THE FIRING LINE</p>	<p><i>If 5 targets are posted also give these instructions:</i></p> <p>THIS STAGE WILL BE FIVE SIGHTING SHOTS AND TEN SHOTS FOR RECORD IN TEN MINUTES. FIRE YOUR FIVE SIGHTING SHOTS ON THE (location) TARGET. AFTER FIRING FIVE SHOTS, RELOAD YOUR PISTOLS WITH A MAGAZINE AND FIVE SHOTS. FIRE YOUR TEN RECORD SHOTS ON THE (location) TARGET.</p> <p><i>If the line is not ready, command:</i></p> <p>THE LINE IS NOT READY</p> <p><i>After confirming that the line is ready, resume commands.</i></p> <p><i>The RO should maintain a 3-second interval between these commands.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p style="text-align: center;"><i>After 3 seconds...</i> <i>Turn targets to face.</i></p>	<p>Or command COMMENCE FIRING.</p>
<p><i>TIME: Five (5) minutes; after 5 minutes</i></p>	
<p style="text-align: center;"><i>Turn targets to edge.</i> CEASE FIRE, UNLOAD, MAGAZINES OUT, SLIDES BACK, INSERT SAFETY FLAGS, PLACE PISTOLS ON THE BENCH.</p>	
<p><i>Range Officer(s) must check each pistol to be sure it is cleared with a safety flag inserted</i></p>	
<p>IS THE LINE CLEAR ON THE RIGHT? THE LINE IS CLEAR ON THE LEFT?</p> <p style="text-align: center;"><i>Turn targets to face.</i></p> <p>THE LINE IS CLEAR GO FORWARD AND REPLACE YOUR TARGET</p>	<p><i>If the line is not safe, command: THE LINE IS NOT SAFE. After confirming that the line is safe, resume commands</i></p>
<p>After all competitors return from changing targets, go to Stage 1.</p>	
<p style="text-align: center;"><i>Turn targets to edge.</i> SHOOTERS TO THE LINE. YOUR COMMANDS FOR THE FIRST RECORD STAGE OF FIRE WILL BEGIN IN ONE MINUTE.</p> <p>YOU MAY RELOAD YOUR MAGAZINES WITH FIVE ROUNDS EACH.</p> <p>THIS STAGE WILL BE 10 SHOTS FOR RECORD IN 5 MINUTES.</p>	<p><i>The Range Officer may also give these instructions:</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>YOUR FIRING POSITION IS STANDING WITH A ONE OR TWO-HANDED GRIP. PISTOLS MUST BE HELD DOWN AT THE READY POSITION UNTIL TARGETS TURN.</p> <p><i>After one minute:</i></p> <p>WITH ONE MAGAZINE AND FIVE ROUNDS...LOAD... IS THE LINE READY? THE LINE IS READY? READY ON THE RIGHT READY ON THE LEFT READY ON THE FIRING LINE</p> <p><i>After 3 seconds... Turn targets to face.</i></p>	<p>YOU WILL LOAD YOUR SECOND FIVE ROUNDS AFTER YOU FIRE THE FIRST FIVE ROUNDS. THERE WILL BE NO COMMAND TO LOAD THE SECOND FIVE ROUNDS.</p> <p><i>If the line is not ready, command:</i></p> <p>THE LINE IS NOT READY</p> <p><i>After confirming that the line is ready, resume commands. The RO should maintain a 3-second interval between these commands.</i></p> <p><i>Or command</i> COMMENCE FIRING</p>
<p><i>TIME: Five (5) minutes; after 5 minutes</i></p>	
<p><i>Turn targets to edge.</i></p> <p>CEASE FIRE, UNLOAD, MAGAZINES OUT, SLIDES BACK, INSERT SAFETY FLAGS, PLACE PISTOLS ON THE BENCH.</p>	
<p><i>Range Officer(s) must check each pistol to be sure it is cleared with a safety flag inserted</i></p>	
<p>IS THE LINE CLEAR ON THE RIGHT? THE LINE IS CLEAR ON THE LEFT?</p> <p><i>Turn targets to face.</i></p> <p>THE LINE IS CLEAR GO FORWARD TO SCORE AND REPLACE YOUR TARGET</p>	<p><i>If the line is not safe, command:</i></p> <p>THE LINE IS NOT SAFE. <i>After confirming that the line is safe, resume commands</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
After all competitors return from changing targets, go to Stage 2.	
<p><i>Turn targets to edge.</i> SHOOTERS TO THE LINE. YOUR COMMANDS FOR THE SECOND STAGE OF FIRE WILL BEGIN IN ONE MINUTE.</p> <p>YOU MAY RELOAD YOUR MAGAZINES WITH FIVE ROUNDS EACH.</p> <p>THIS STAGE WILL BE 10 SHOTS FOR RECORD IN 5 MINUTES.</p> <p>YOUR FIRING POSITION IS STANDING WITH A LEFT SINGLE-HANDED GRIP. PISTOLS MUST BE HELD DOWN AT THE READY POSITION UNTIL TARGETS TURN.</p> <p><i>After one minute:</i> WITH ONE MAGAZINE AND FIVE ROUNDS...LOAD... IS THE LINE READY? THE LINE IS READY? READY ON THE RIGHT READY ON THE LEFT READY ON THE FIRING LINE</p> <p><i>After 3 seconds...</i> <i>Turn targets to face.</i> COMMENCE FIRING.</p>	<p><i>The Range Officer may also give these instructions:</i> YOU WILL LOAD YOUR SECOND FIVE ROUNDS AFTER YOU FIRE THE FIRST FIVE ROUNDS. THERE WILL BE NO COMMAND TO LOAD THE SECOND FIVE ROUNDS.</p> <p><i>If the line is not ready, command:</i> THE LINE IS NOT READY <i>After confirming that the line is ready, resume commands.</i> <i>The RO should maintain a 3-second interval between these commands.</i></p> <p><i>Or command</i> COMMENCE FIRING</p>
<i>TIME: Five (5) minutes; after 5 minutes</i>	
<p><i>Turn targets to edge.</i> CEASE FIRE, UNLOAD,</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
MAGAZINES OUT, SLIDES BACK, INSERT SAFETY FLAGS, PLACE PISTOLS ON THE BENCH.	
<i>Range Officer(s) must check each pistol to be sure it is cleared with a safety flag inserted</i>	
<p>IS THE LINE CLEAR ON THE RIGHT? THE LINE IS CLEAR ON THE LEFT?</p> <p><i>Turn targets to face.</i></p> <p>THE LINE IS CLEAR GO FORWARD TO SCORE AND REPLACE YOUR TARGET</p>	<p><i>If the line is not safe, command: THE LINE IS NOT SAFE. After confirming that the line is safe, resume commands</i></p>
After all competitors return from changing targets, go to Stage 3.	
<p><i>Turn targets to edge.</i></p> <p>SHOOTERS TO THE LINE. YOUR COMMANDS FOR THE THIRD STAGE OF FIRE WILL BEGIN IN ONE MINUTE.</p> <p>YOU MAY RELOAD YOUR MAGAZINES WITH FIVE ROUNDS EACH.</p> <p>THIS STAGE WILL BE 10 SHOTS FOR RECORD IN 5 MINUTES.</p> <p>YOUR FIRING POSITION IS STANDING WITH A RIGHT SINGLE-HANDED GRIP. PISTOLS MUST BE HELD DOWN AT THE READY POSITION UNTIL TARGETS TURN.</p> <p><i>After one minute:</i> WITH ONE MAGAZINE AND FIVE</p>	<p><i>The Range Officer may also give these instructions:</i></p> <p>YOU WILL LOAD YOUR SECOND FIVE ROUNDS AFTER YOU FIRE THE FIRST FIVE ROUNDS. THERE WILL BE NO COMMAND TO LOAD THE SECOND FIVE ROUNDS.</p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>ROUNDS...LOAD... IS THE LINE READY? THE LINE IS READY? READY ON THE RIGHT READY ON THE LEFT READY ON THE FIRING LINE</p> <p><i>After 3 seconds... Turn targets to face.</i></p>	<p><i>If the line is not ready, command: THE LINE IS NOT READY After confirming that the line is ready, resume commands. The RO should maintain a 3-second interval between these commands.</i></p> <p><i>Or command COMMENCE FIRING</i></p>
<p><i>TIME: Five (5) minutes; after 5 minutes</i></p>	
<p><i>Turn targets to edge.</i> CEASE FIRE, UNLOAD, MAGAZINES OUT, SLIDES BACK, INSERT SAFETY FLAGS, PLACE PISTOLS ON THE BENCH.</p>	
<p><i>Range Officer(s) must check each pistol to be sure it is cleared with a safety flag inserted</i></p>	
<p>IS THE LINE CLEAR ON THE RIGHT? THE LINE IS CLEAR ON THE LEFT?</p> <p><i>Turn targets to face.</i> THE LINE IS CLEAR GO FORWARD TO SCORE AND REPLACE YOUR TARGET</p>	<p><i>If the line is not safe, command: THE LINE IS NOT SAFE. After confirming that the line is safe, resume commands</i></p>
<p><i>After all competitors return from changing targets.</i></p>	
<p><i>Turn targets to edge.</i> SHOOTERS TO THE LINE. YOUR COMMANDS FOR THE FOURTH STAGE OF FIRE WILL BEGIN IN ONE MINUTE.</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>YOU MAY RELOAD YOUR MAGAZINES WITH FIVE ROUNDS EACH.</p> <p>THIS STAGE WILL BE 10 SHOTS FOR RECORD IN 70 SECONDS. THERE WILL BE NO COMMAND TO LOAD YOUR SECOND FIVE ROUNDS.</p> <p>YOUR FIRING POSITION IS STANDING WITH A ONE OR TWO-HANDED GRIP. PISTOLS MUST BE HELD DOWN AT THE READY POSITION UNTIL TARGETS TURN.</p> <p><i>After one minute:</i> WITH ONE MAGAZINE AND FIVE ROUNDS...LOAD... IS THE LINE READY? THE LINE IS READY? READY ON THE RIGHT READY ON THE LEFT READY ON THE FIRING LINE</p> <p><i>After 3 seconds... Turn targets to face.</i></p>	<p><i>After targets turn or the COMMENCE FIRING command is given, competitors must fire five rounds, reload and fire the second five rounds, within the 70-second time limit.</i></p> <p><i>If the line is not ready, command:</i> THE LINE IS NOT READY <i>After confirming that the line is ready, resume commands. The RO should maintain a 3-second interval between these commands.</i></p> <p><i>Or command COMMENCE FIRING</i></p>
<p><i>TIME: 70 Seconds; after 70 seconds</i></p>	
<p><i>Turn targets to edge.</i> CEASE FIRE, UNLOAD, MAGAZINES OUT, SLIDES BACK, INSERT SAFETY FLAGS, PLACE PISTOLS ON THE BENCH.</p>	
<p><i>Range Officer(s) must check each pistol to be sure it is cleared with a safety flag inserted</i></p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>IS THE LINE CLEAR ON THE RIGHT? THE LINE IS CLEAR ON THE LEFT?</p> <p><i>Turn targets to face.</i></p> <p>THE LINE IS CLEAR GO FORWARD TO SCORE. SIGN AND TURN IN YOUR SCORECARD</p>	<p><i>If the line is not safe, command: THE LINE IS NOT CLEAR. After confirming that the line is safe, resume commands</i></p>
<p><i>After competitors return to the firing line.</i></p>	
<p>THE RANGE IS CLEAR. YOU MAY BOX OR CASE YOUR PISTOLS.</p> <p>PLEASE POLICE YOUR FIRING POINTS.</p> <p>AFTER YOU FINISH POLICING YOUR FIRING POINT, YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE.</p> <p>THANK YOU FOR PARTICIPATING IN THE CMP AS-ISSUED PISTOL MATCH.</p>	<p>Competitors may return their pistols to their cases and remove their pistols and equipment from the firing line. Pistol actions must remain open with safety flags inserted even if pistols are cased or boxed.</p> <p>Competitors are expected to pick up all empty cases and trash on their firing points.</p>
<p><i>After competitors on that relay have removed their equipment and policed their brass and trash, the next relay may be called to the firing line.</i></p>	

Annex F – Rimfire Sporter Firing Procedures

Rimfire Sporter Range Safety Briefing. *The CMP requires that each day of Rimfire Sporter shooting begin with a range safety briefing to be given to all competitors or separately to the competitors on each relay. The Range Safety Briefing should cover the following points plus any special safety rules that apply on the range being used.*

- ⊙ ***A safety flag (ECI) must be inserted in your rifle at all times except during preparation or firing times.***
- ⊙ ***Keep all rifle muzzles pointed downrange or up at all times.***
- ⊙ ***You are permitted to carry rifles behind the firing line; you are not permitted to handle rifles behind the line.***
- ⊙ ***Do not take rifles or equipment to the firing line until instructed to do so.***
- ⊙ ***Do not load until the command LOAD is given; load with the bolt remaining open or closed on an empty chamber***
- ⊙ ***Do not fire until the command START is given; do not chamber a round until after the START command or when you are in position for a rapid-fire series.***
- ⊙ ***Upon completion of firing, open your action, insert a safety flag and ground your rifle.***
- ⊙ ***Do not remove your rifle from the line until instructed to do so.***
- ⊙ ***Do not go forward of the firing line until instructed to do so.***
- ⊙ ***If you have a malfunction, you may clear it and continue shooting if you can do so safely.***
- ⊙ ***If you cannot clear a malfunction or have a problem, stay in position, keep your muzzle pointed downrange and raise your hand, a Range Officer will assist you.***

FIRING PROCEDURES AND RANGE OFFICER COMMANDS.

These range procedures and firing commands are written for ranges where two targets are hung at one time on each competitor's firing point. One or two targets can be hung for the sighter stage and then two targets are placed on the target holders for each position, one for slow-fire and one for rapid-fire. If more than two targets can be hung at one time the number of target changes can be reduced and commands must be adjusted accordingly.

SIGHTING STAGE

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>WELCOME TO THE CMP-SANCTIONED (Match Name) RIFLE SPORTER MATCH.</p> <p>RELAY (Relay Number), MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE...GROUND YOUR RIFLES.</p>	<p><i>Instruct all competitors to be sure their targets are labeled so they can be identified. Sighter targets do not need to be labeled.</i></p> <p><i>If competitors are asked to go downrange to hang their own targets, all rifles must be grounded with safety flags inserted after they are brought to the firing line.</i></p>
<p>After competitors' equipment is in place</p>	
<p>IS THE LINE CLEAR?</p> <p>YOU MAY GO DOWNRANGE AND PLACE YOUR SIGHTER TARGETS.</p>	<p><i>Range Officers must signal YES or NO to indicate that all rifles are grounded with safety flags inserted.</i></p> <p><i>Sighter targets are placed at 50 yards.</i></p>
<p>After competitors return to the firing line:</p>	
<p>ARE ALL PERSONNEL BACK FROM DOWNRANGE?</p> <p>ALL PERSONNEL ARE BEHIND THE FIRING LINE...</p> <p>COMPETITORS, TAKE YOUR POSITIONS...</p> <p>YOUR PREPARATION PERIOD WILL BEGIN IN ONE MINUTE.</p>	<p><i>Range Officers must signal YES or NO to indicate that everyone is back from downrange.</i></p>
<p>After 1:00 minute:</p>	
<p>YOUR THREE-MINUTE PREPARATION PERIOD BEGINS NOW.</p>	<p><i>During Preparation Periods, competitors may remove safety flags and dry fire, but rifles may not be loaded.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>PREPARATION PERIODS FOR ALL OTHER STAGES WILL BE ONE MINUTE.</p>	
<p>After 3:00 minutes:</p>	
<p>YOUR PREPARATION PERIOD HAS ENDED... YOU WILL HAVE FIVE MINUTES FOR UNLIMITED SIGHTING SHOTS...</p> <p>WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS... AFTER FIRING FIVE ROUNDS, YOU MAY LOAD ANOTHER FIVE ROUNDS AND CONTINUE FIRING...</p> <p>IS THE LINE READY?</p> <p><i>THE LINE IS READY...(3 seconds) ...SIGHTING SHOTS...START</i></p>	<p><i>Give competitors sufficient time to load without rushing them. Be alert for competitors with tube magazine rifles who may need a little extra time to load.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all competitors have safely loaded their rifles.</i></p>
<p>After 5:00 minutes (or when all competitors have finished firing):</p>	
<p>IS ALL FIRING COMPLETE?</p> <p>FIRING IS COMPLETE.</p>	<p><i>Skip these commands if the full 5:00 minute sighter period has finished.</i></p> <p><i>Range Officers must signal YES or NO to indicate whether additional firing time is required.</i></p> <p><i>If YES, the CRO can announce that firing is complete.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>STOP, UNLOAD, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES...IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR...YOU MAY GO FORWARD AND PLACE YOUR PRONE SLOW-FIRE AND PRONE RAPID-FIRE TARGETS.</p>	<p><i>Range Officers must signal YES or NO to indicate whether all rifles in their sectors have been grounded with safety flags inserted.</i></p> <p><i>Prone targets must be placed at 50 yards.</i></p>

COMPETITION STAGES FOR:

- 1 & 2: **PRONE SLOW & RAPID**
- 3 & 4: **SITTING OR KNEELING SLOW & RAPID**
- 5 & 6: **STANDING SLOW AND RAPID**

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>ARE ALL PERSONNEL BACK FROM DOWNRANGE?</p> <p>ALL PERSONNEL ARE BEHIND THE FIRING LINE... COMPETITORS, TAKE YOUR POSITIONS... YOUR PREPARATION PERIOD WILL BEGIN IN ONE MINUTE.</p>	<p><i>Range Officers must signal YES or NO to indicate that everyone is back from downrange.</i></p> <p><i>During this 1:00 minute interlude, competitors may handle their rifles and get into position, but safety flags must remain inserted until the preparation period begins.</i></p>
After 1:00 minute:	
<p>YOUR ONE-MINUTE PREPARATION PERIOD FOR THE (Prone, Sitting or Kneeling, Standing) SLOW-FIRE STAGE BEGINS NOW.</p>	<p><i>Competitors may remove safety flags and dry fire during preparation periods.</i></p>
After 1:00 minute:	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>YOUR PREPARATION PERIOD HAS ENDED... THIS STAGE WILL BE TEN SHOTS FOR RECORD IN A TIME LIMIT OF TEN MINUTES...</p> <p>WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS...</p> <p>IS THE LINE READY?</p> <p>THE LINE IS READY...(3 seconds) (Prone, Sitting or Kneeling, or Standing) SLOW-FIRE...START</p>	<p><i>Give competitors sufficient time to load.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all competitors have safely loaded their rifles.</i></p>
<p>After 10:00 minutes (or when all competitors have finished firing):</p>	
<p>IS ALL FIRING COMPLETE?</p> <p>FIRING IS COMPLETE. STOP, UNLOAD, INSERT SAFETY FLAGS...</p> <p>IS THE LINE CLEAR? THE LINE IS CLEAR...</p> <p>YOUR PREPARATION PERIOD FOR THE (Prone, Sitting or Kneeling, Standing) RAPID-FIRE STAGE WILL BEGIN IN ONE MINUTE.</p>	<p><i>Skip this question if the full 10:00 minute firing period has finished.</i> <i>Range Officers must signal YES or NO to indicate whether additional firing time is required.</i> <i>If YES, the CRO can announce that firing is complete.</i></p> <p><i>Use this command and question after confirming that firing is complete or after 10:00 minutes has expired.</i> <i>Range Officers must signal YES or NO to indicate whether all rifle in their sectors have safety flags inserted.</i> <i>During this 1:00 minute interlude, competitors may continue to handle their rifles, but safety flags must remain inserted until the next preparation period begins.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
After 1:00 minute:	
<p>YOUR ONE-MINUTE PREPARATION PERIOD FOR THE (Prone, Sitting or Kneeling, Standing) RAPID-FIRE STAGE BEGINS NOW.</p>	
After 1:00 minute:	
<p>YOUR PREPARATION PERIOD HAS ENDED...THIS WILL BE YOUR FIRST RAPID-FIRE SERIES...</p> <p>ON THE FIRING LINE STAND... WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS.</p> <p>THE FIRST START COMMAND WILL BE FOR COMPETITORS WITH MANUALLY OPERATED RIFLES WHO HAVE 30 SECONDS TO FIRE FIVE SHOTS...THE SECOND START COMMAND WILL BE FOR COMPETITORS WITH SEMI-AUTOMATIC RIFLES WHO HAVE 25 SECONDS TO FIRE FIVE SHOTS...</p> <p>IS THE LINE READY? THE LINE IS READY...(3 seconds) RAPID-FIRE...START...(5 seconds)... START</p>	<p><i>Give competitors sufficient time to load. Give these instructions for the first rapid-fire series only.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all competitors have safely loaded their rifles.</i></p>
After 30 seconds (5 + 25 seconds):	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>STOP, STOP, UNLOAD...</p> <p>ARE ALL RIFLES UNLOADED? ALL RIFLES ARE UNLOADED... COMMANDS FOR SECOND RAPID FIRE SERIES WILL BEGIN IN ONE MINUTE.</p>	<p><i>If any rifles remain loaded, a Range Officer must direct the removal of any cartridges in the chamber or magazine. It is not necessary to insert safety flags between the first and second rapid-fire series.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all rifles are unloaded. The one-minute pause is allowed to give competitors time to check groups, adjust sights, reload clips, etc.</i></p>
<p>After 1:00 minute:</p>	
<p>THIS WILL BE YOUR SECOND RAPID-FIRE SERIES... ON THE FIRING LINE STAND...</p> <p>WITH ACTIONS OPEN OR BOLTS CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS...</p> <p>TWO START COMMANDS WITH TIME LIMITS OF 30 AND 25 SECONDS WILL BE GIVEN...</p> <p>IS THE LINE READY?</p> <p>THE LINE IS READY...(3 seconds) RAPID-FIRE...START...(5 seconds)... START</p>	<p><i>Give competitors sufficient time to load.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all competitors have safely loaded their rifles.</i></p>
<p>After 30 seconds (5 + 25 seconds):</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>STOP, STOP, UNLOAD, INSERT SAFETY FLAGS, GROUND YOUR RIFLES...</p> <p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR... YOU MAY GO FORWARD TO RETRIEVE FIRED TARGETS AND PLACE YOUR (Sitting or Kneeling, or Standing) SLOW-FIRE AND RAPID-FIRE TARGETS.</p>	<p><i>If any rifles remain loaded, a Range Officer must direct the removal of any cartridges in the chamber or magazine. Safety flags must be inserted after the second rapid-fire series.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all rifles are unloaded and grounded with safety flags inserted. All targets must be properly labeled. Sitting or kneeling targets must be placed at 50 yards; standing targets must be placed at 25 yards.</i></p>
<p>If the sitting or kneeling and/or standing stages remain to be fired, return to the beginning of the Competition Stages Commands to start the next position and stages:</p>	
<p>Or if the standing rapid-fire stage is finished:</p>	
<p>THE LINE IS CLEAR... REMOVE YOUR RIFLES AND EQUIPMENT FROM THE FIRING LINE... THEN RETURN TO THE FIRING LINE TO POLICE YOUR BRASS AND TRASH...</p> <p>DO NOT GO FORWARD OF THE FIRING LINE UNTIL INSTRUCTED TO DO SO...</p> <p>ARE ALL RIFLES AND EQUIPMENT REMOVED FROM THE FIRING LINE?</p> <p>PLEASE POLICE YOUR BRASS AND TRASH FROM YOUR FIRING POINT... YOU MAY GO FORWARD AND REMOVE YOUR TARGETS.</p>	<p><i>When a relay has finished firing, all rifles and equipment must be removed from the firing line before policing brass or going forward to retrieve targets.</i></p> <p><i>Range Officers must signal YES or NO to indicate that rifles and equipment have been removed from the firing line.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>If there is another relay to fire, return to the Sighting Stage Commands to start the next relay in its sighting stage:</p>	
<p>Or if the match is finished:</p>	
<p><i>THANK YOU VERY MUCH...THIS CONCLUDES YOUR (Match Name) RIMFIRE SPORTER MATCH.</i></p>	

Annex G – 2018 CMP Achievement Award Scores

Event	Gold	Silver	Bronze
M1 Garand Rifle Match, 30 shots	280+	273-279	262-272
M1 Garand Rifle Match, 50 shots	466+	455-465	440-454
Springfield Rifle Match, 30 shots	280+	<u>273-279</u>	<u>264-272</u>
Springfield Rifle Match, 50 shots	465+	<u>454-464</u>	<u>438-453</u>
Vintage Military Rifle Match, 30 shots	<u>279+</u>	<u>270-278</u>	<u>261-269</u>
Vintage Military Rifle Match, 50 shots	<u>464+</u>	<u>450-463</u>	<u>430-449</u>
M1 Carbine Match	<u>355+</u>	<u>340-354</u>	<u>325-339</u>
Modern Military Rifle Match, 30 shots	285+	<u>278-284</u>	<u>270-277</u>
Modern Military Rifle Match, 50 shots	462+	<u>444-461</u>	<u>425-443</u>
Unlimited Garand Rifle Match, 30 shots	288+	279-287	271-278
Unlimited Garand Rifle Match, 50 shots	478+	468-477	451-467
Vintage Sniper Rifle Team Match, Optical Sights (for 2-person teams)	<u>386+</u>	<u>376-385</u>	<u>366-375</u>
<u>Vintage Sniper Rifle Team Match, Semi- auto Rifles (for 2-person teams)</u>	<u>370+</u>	<u>357-369</u>	<u>348-356</u>
As-Issued M1911 Pistol Match	375+	348-374	325-347
Military & Police Service Pistol Match	370+	349-369	325-348
Rimfire Sporter Rifle T-Class (scope)	<u>584+</u>	<u>572-583</u>	<u>557-571</u>
Rimfire Sporter Rifle O-Class (open sights)	<u>570+</u>	<u>560-569</u>	<u>540-559</u>
Rimfire Sporter Tactical Class	<u>584+</u>	<u>572-583</u>	<u>555-571</u>

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