

# ***2020 Western CMP Games & CMP HP Rifle Matches***

**13-22 March 2020**

**Ben Avery Shooting  
Facility, Phoenix, AZ**



# 2020 WESTERN CMP GAMES & CMP HP RIFLE MATCHES



13-22 MARCH 2020

SPONSORED BY  
THE CIVILIAN MARKSMANSHIP PROGRAM  
MATCH DIRECTOR – CHRISTIE SEWELL  
CHIEF RANGE OFFICER – JASON BLACK



COMPETITIONS AND CLINICS HOSTED BY  
BEN AVERY SHOOTING FACILITY  
PHOENIX, ARIZONA

FOR MORE INFORMATION ON THE 2020 WESTERN CMP HP RIFLE & CMP GAMES  
MATCHES CHECK OUT [WWW.THECMP.ORG](http://WWW.THECMP.ORG)

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**INVITATION:** The 16th Western CMP Games & CMP HP Rifle Matches are sponsored by the Civilian Marksmanship Program and will be held at Ben Avery Shooting Facility in Phoenix, Arizona, on 13-22 March 2020. All interested shooters, whether new or experienced, recreation-oriented shooters or national championship contenders are invited to participate in these unique, national-level competitions.

**INEXPERIENCED COMPETITORS:** The CMP Games Matches are ideal events for shooters, old and young, who have not participated in previous competitions. Shooters are permitted to coach or assist each other in these matches. Experienced shooters are encouraged to assist new shooters with positions, slings, loading and the rules. This event also includes a Garand-Springfield-Vintage Military Rifle New Shooter Clinic, CMP HP Clinic and Rifle Marksmanship 101 for the AR15.

**ELECTRONIC TARGETS:** All matches fired on the Highpower Range will be using the KTS Electronic Target System. The CMP HP Rifle 80 Shot Matches, the EIC Service Rifle Match, and the Garand/Springfield/Vintage/Modern Military Matches will be pre-squadded.



\*Please note – If you are sharing equipment or wish to fire with someone you will need to type in the competitors name you are sharing equipment with in the special squadding request box upon registration. You will also need to select the same relay times. If there are any other special requests they will need to be indicated upon registration or you may email [Competitions@TheCMP.org](mailto:Competitions@TheCMP.org).

**CMP CLUB PAY BACK PROGRAM:** Again this year, the CMP will have its **Club Pay Back Program**, where \$5.00 per competitor will be awarded to any CMP Affiliated Club that has 5 or more of their members attending and participating in the Western CMP Games & CMP HP Rifle matches. The club members will need to present his or her club ID card at the event. To add pride to the matches, those attending are welcome to show off their colors by bringing club flags to fly on the range throughout the event.

If you'd like to take advantage of this new program, please include the name of your CMP Club when registering online. Reminder, each club member must show a club ID card at the event, with 5 club members/\$25 minimum award from the same club for the club.

**RULES:** The Western CMP Games & CMP HP Rifle Matches are governed by the current editions of the CMP Competition Rulebooks. For CMP Games Rifle (including the GSMM Matches, Carbine Match, Rimfire Sporter Match, Rifle Marksmanship 101/M16 Match and the Vintage Sniper Team Match) please see the current edition of the *CMP Competition Rules for CMP Games Rifle & Pistol Matches*. The CMP HP Rifle 80 Shot Match, 4-Man Team Match and EIC Service Rifle please see the current edition of the *CMP HP Rifle Competition Rules*.

All rulebooks are located here: <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

# MATCH & EVENT SCHEDULE:

*Note: All match start times listed are the times when firing starts. Competitors must arrive at the range to pick up packets, have rifles inspected and make it to the range (We recommend one hour prior to firing.)*

*\*Competitors may check beginning at 6:30AM. \*Check in will close after the days firing is complete. \*Rifle Inspections/Trigger Weighing will be throughout the day. \*CMP Sales will begin Friday 13 March.*

DATE/TIME	EVENT	LOCATION
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## FRIDAY 13 MARCH

8AM-4PM	Competitor Check-In	Activity Center
8AM	Range Officer Level II HP & Pistol Class	
4-6PM	Competitor Only Sales	Activity Center

## SATURDAY 14 MARCH

8AM-2PM	Rifle Marksmanship 101 & M16 Match	Activity Center HP Range
<i>M16 Medal &amp; Awards Presentation on the range immediately following the match</i>		
12:00PM	M1 Maintenance Clinic	Activity Center
2:30PM	Roll Call GSMM* Matches	HP Range
3:00PM	GSMM* Match (2 Relays)	HP Range

## SUNDAY 15 MARCH

*\*Roll Call for GSMM Match – ½ hour before your scheduled relay time*

7:30AM	GSMM* Match (8 Relays)	HP Range
8AM-10AM	GSM New Shooter Clinic	Activity Center
<i>*Squadding for Rimfire Sporter Match – ½ hour before your scheduled relay time</i>		
8:30AM	Rimfire Sporter Match (4 Scheduled Relays)	TBA
5:00PM	CMP Cookout	Activity Center/Tent
5:30PM	Medal & Award Presentations	Activity Center/Tent

## MONDAY 16 MARCH

*\*Roll Call for GSMM Match – ½ hour before your scheduled relay time*

7:30AM	GSMM* Match (8 Relays)	HP Range
<i>*Garand, Springfield, Vintage Military, Modern Military Match</i>		

DATE/TIME	EVENT	LOCATION
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## MONDAY 16 MARCH

\*Roll Call for GSMM Match – ½ hour before your scheduled relay time

7:30AM	GSMM* Match (8 Relays)	HP Range
12:00PM	Squadding Carbine Match	TBA
12:30PM	Carbine Match	TBA
4:00PM	Medal & Award Presentations	Activity Center/Tent

## TUESDAY 17 MARCH

7:00AM	Squadding Vintage Sniper Match	HP Range
7:30AM	Vintage Sniper Match	HP Range

*\*Medal Presentations – 30 mins. after the conclusion of the match*

11:30AM	CMP HP Clinic w/Live Fire	Activity Center/HP Range
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## WEDNESDAY 18 MARCH

7:00AM	Squadding 4-Man Team Match	HP Range
7:30PM	4-Man Team Match	HP Range

## THURSDAY 19 MARCH

7:00AM	Roll Call 80 Shot Match	HP Range
7:30PM	80 Shot Match	HP Range

## FRIDAY 20 MARCH

7:00AM	Roll Call 80 Shot Match	HP Range
7:30PM	80 Shot Match	HP Range

## SATURDAY 21 MARCH

7:00AM	Roll Call 80 Shot Match	HP Range
7:30PM	80 Shot Match	HP Range

\*CMP HP Rifle Awards & Cookout immediately following 80 Shot Match

## SUNDAY 22 MARCH

7:00AM	Roll Call EIC Rifle Match	HP Range
7:30PM	EIC Rifle Match	HP Range

*\*Medal Presentations – 30 mins. after the conclusion of the match*

# WESTERN CMP HP RIFLE & CMP GAMES EVENT SPONSORS



## TALLADEGA RANGE DIAMOND SPONSORS





# EVENTS & INFORMATION

**RIFLE MARKSMANSHIP 101 & M16 MATCH:** This course is recommended for all new shooters and anyone that would like to learn gun safety and sound target shooting skills, regardless of previous experience. In this course you will learn about safety, positions, how to load and clear the rifle, how to loop a sling and prepare for practice firing. Rifle students are required to use the Rock River AR-15 commercial rifles issued by the school. Personal rifles are not permitted. Ammunition will be issued for use during practice fire and the M16 EIC Match. Coaches will be available to assist students during practice and the M16 match. Junior competitors must be at least 12 years old.

**Equipment:** All students must bring personal eye and hearing protection and wear them while on the range. Students should bring clothing suitable to wear on an outdoor firing range. Headgear, rain gear, sun screen and insect repellent are highly recommended as all firing is done on an open outdoor range. Students may bring additional items of competitive shooting gear that they normally use for highpower service rifle shooting. Rifle shooters should bring shooting jackets and shooting glove if they have them. A Sling is required. There are slings provided with the issued rifles or you may use your own sling.

**M16 Rifle Match:** The M16 EIC Rifle Match will be fired at the end of the course instruction and practice firing. The M16 EIC Match will be fired with the rifles issued from the school. The M16 course of fire starts with five sighters. The record course continues with 10 shots for record in prone slow-fire, 10 shots rapid fire prone in 60 seconds, 10 shots rapid fire sitting in 60 seconds and 10 shots slow fire standing, all at 200 yards on the SR target (see current CMP Games Rulebook). The top 10% of all students, in the M16 match, who have not earned any EIC points, are awarded introductory 4-point legs to start them on their quest toward the prestigious Distinguished

Rifleman Badge. If you are in the military please check with your branch of service for eligibility in the M16 match.

## **GARAND-SPRINGFIELD-MILITARY NEW SHOOTER RIFLE**

**CLINIC:** This clinic is recommended for all new shooters who plan to shoot in the following CMP Games; John C. Garand, Springfield and Vintage Military Rifle or the M1 Carbine Matches. However, anyone may attend, whether or not they will shoot in the CMP Games Matches. The course consists of two hours of classroom instruction and demonstrations. Steve Cooper, CMP Education, Training and Marketing Manager, will instruct the clinic.

**GARAND MAINTENANCE CLINIC:** CMP Armorers will present this clinic on disassembly, assembly and maintenance of M1 Garand Rifles. Special attention will be given to accurizing steps that can be taken with these rifles and still keep them legal for firing in CMP-sanctioned As-Issued Military Rifle Matches..

## **CMP GAMES GARAND-SPRINGFIELD-VINTAGE & MODERN MILITARY RIFLE MATCHES:**

John C. Garand Rifle, Springfield Rifle, Vintage Military Rifle and Modern Military Rifle Matches will be fired on the same range on three separate occasions during the CMP Games. Competitors can shoot one, two, or all three days. Competitors are required to select their relay and relay time. If you are sharing equipment or wish to fire with someone you will need to type the competitors name in the special squadding request box upon registration. If there are any other special requests they may be emailed to [Competitions@TheCMP.org](mailto:Competitions@TheCMP.org). Competitors may shoot a Garand, a Springfield, a Vintage Military Rifle or a Modern Military, or a competitor may choose to fire the same rifle all three days (re-entry).

There will be a Three Gun Aggregate award for the competitor firing a Garand, Springfield, and a Vintage Military Rifle. Only the scores from competitors firing these three rifles will be calculated for the

Three Gun Aggregate. With the addition of the Modern Military Rifle a competitor that fires all four rifles will be eligible to win a Four Gun Aggregate Award. To be eligible for the Four Gun Aggregate a competitor must fire the Garand, Springfield, Vintage Military and the Modern Military rifles (Class A or Class B Only). Unlimited Modern Military Rifles will not be part of the Four Gun Aggregate.

**\*Ammunition will not be issued to competitors. Competitors will have the option to purchase ammunition, upon arrival to the CMP Games or bring their own safe good quality ammunition. Competitors need to bring their scorecards with them to purchase ammunition. NO Ammunition for the Modern Military Rifle Match will be available for sale (.223 or 5.56).**

The CMP Games As-Issued Military Rifle events are:

1. **John C. Garand Match**—for competitors who fire “as-issued” Caliber .30 U. S. M1 Garand rifles that comply with the current CMP Games Competition Rules. A competitor may fire a U. S. M1 Carbine in a John C. Garand Match.
2. **Springfield Match**—for competitors who fire “as-issued” Caliber .30 U. S. M1903 or M1903A3 Springfield rifles that comply with the current CMP Games Competition Rules.
3. **Vintage Military Rifle Match**—for competitors who fire manually operated foreign military rifles that comply with with the current CMP Games Competition Rules or who fire other manually operated U. S. military rifles (M1917 or Krag) that comply with the current CMP Games Competition Rules.
4. **Modern Military Rifle Match** – for competitors who fire semi-automatic military type rifles of U.S. or foreign manufacture that comply with the current CMP Games Competition Rules. **This match is intended for standard production or as-issued rifles with no special accurizing or match conditioning.**

Unlimited Modern Military Rifles (see current CMP Games Competition Rules) will be able to be fired but will not be eligible for the Four Gun Aggregate. There will be separate awards for this category.

**GARAND-SPRINGFIELD-VINTAGE & MODERN MILITARY RIFLE MATCH COURSE OF FIRE:** The course of fire for all three As-Issued Military Rifle Matches and the Modern Military Rifle Match is the standard As-Issued Military Match Course A (see current CMP Games Competition Rules). All firing is at 200 yards on the SR target.

- ⊙ Stage 1—5 sighting shots in any position and 10 shots for record in the prone position, 15 minutes.
- ⊙ Stage 2—10 shots prone from standing rapid-fire in 80 seconds.
- ⊙ Stage 3—10 shots standing slow fire in 10 minutes.

**RIMFIRE SPORTER MATCH:** Rimfire Sporter match rules can now be found in the current edition of the CMP Games Competition Rulebook. The Rimfire Sporter match is for competitors who fire cal .22 long rifles that comply with the Rimfire Sporter Rules (see current CMP Games Competition Rules). Rimfire rifles may have a scope (T-Class) (max. 6x, variables are taped at 6X) or open sights (O-Class). Tactical Unlimited (TU Class) Rimfire Rifles may also be fired in the Rimfire Sporter Match. Ammo will not be issued; competitors must bring their own ammo. The course of fire for the Rimfire Sporter Match is given below (see current CMP Games Competition Rules). All firing is at 50 and 25 yards on the CMP Rimfire Sporter Target.

- ⊙ Sighting—Unlimited sighters in any position in 10 minutes.
- ⊙ Stage 1—10 shots prone slow fire, 10 minutes.
- ⊙ Stage 2—Two five-shot prone rapid-fire series (from standing), each in 25 (semi-auto rifles) or 30 (manually operated rifles) seconds
- ⊙ Stage 3—10 shots sitting or kneeling slow fire, 10 minutes.

- ⊙ Stage 4— Two five-shot sitting or kneeling rapid-fire series (from standing), each in 25 (semi-auto) or 30 (manually operated) seconds.
- ⊙ Stage 5—10 shots standing slow fire in 10 minutes.
- ⊙ Stage 6 — Two five-shot standing rapid-fire series, each in 25 (semi-auto) or 30 (manually operated) seconds.

**M1 CARBINE MATCH** For competitors who fire USGI As-Issued M1 Carbines or Commercial Carbines (see current CMP Games Competition Rules).

The course of fire for the Carbine Match is given below (see current CMP Games Competition Rules). All firing is at 100 yards on the SR-1 target.

- ⊙ Stage 1— a max of 10 sighting shots in any position, 10 shots for record slow fire prone, 15 minutes (loading from magazine permitted).
- ⊙ Stage 2—10 shots prone from standing rapid-fire in 60 seconds.
- ⊙ Stage 3—10 shots sitting or kneeling from standing rapid-fire in 60 seconds.
- ⊙ Stage 3—10 shots standing slow fire in 10 minutes.

**\*Ammunition will not be issued to competitors. Competitors will have the option to purchase ammunition, upon arrival to the CMP Games or bring their own safe good quality ammunition. Competitors need to bring their scorecards with them to purchase ammunition. NO Ammunition for the Modern Military Rifle Match will be available for sale (.223 or 5.56).**

**VINTAGE SNIPER MATCH:** Competitors must use Korean War, World War II or earlier as-issued military sniper rifles or replicas of those rifles. Optics on these rifles must also be original issue or replica scopes from the same period. A complete list of approved rifles and optics is provided in the current edition of CMP Games Rules. The course of fire for this match is designed to reproduce the

conditions under which skilled long-range military riflemen operated. Two riflemen work together as a team. During the match, each team member functions alternately as a shooter or a spotter. After one team member finishes firing, they switch roles and the other team member fires. Firing is done at distances of 300 and 600 yards from the prone position. Shooters may use either a sling or sand bag support, but not both. Wind doping is critical and firing must be done quickly; targets are exposed for each shot for only 20 seconds and then withdrawn for 20 seconds.

### **Course of Fire**

- ⊙ Sighting—300 yards. Unlimited sighters in 5 minutes. One or both team members may fire sighters.
- ⊙ Stage 1—300 yards. The first team member fires 10 shots prone during 20 second target exposures. The shooter and spotter then change roles.
- ⊙ Stage 2—300 yards. The second team member fires 10 shots prone during 20-second target exposures.
- ⊙ Sighting, 600 yards. Unlimited sighters in 5 minutes. One or both team members may fire sighters.
- ⊙ Stage 3—600 yards. The first team member fires 10 shots prone during 20 second target exposures. The shooter and spotter then change roles.
- ⊙ Stage 4-- 600 yards. The second team member fires 10 shots prone during 20-second target exposures.

Teams are ranked according to their total score for 40 shots.

No ammunition will be given for this match. Competitors may use any safe ammunition. Hand loads are permitted. No tracer, armor piercing or incendiary-type ammunition or projectiles maybe used (see current CMP Games Competition Rules).

**TEAM CMP ADVANCED HP SHOOTING CLINIC w/LIVE FIRE:** This shooting clinic will be conducted by Team CMP and will

offer lectures and demonstrations by some of the world's leading Highpower service rifle competitors. Participants need to bring their shooting equipment, rifle and ammunition. There will be live fire training and practice.

**CMP 4-MAN TEAM MATCH:** The CMP 4-Man Team Match may be fired with either a service rifle or match rifle (see current CMP HP Rifle Competition Rulebook). Four-person teams fire the Rifle National Match Course (see current CMP HP Rifle Competition Rulebook). Sighting shots will be allowed and pair firing will not be required (see current CMP HP Rifle Competition Rulebook). Teams must have four people and may be formed the day of the match. Team Cards will be issued, at center line, during squadding. Individuals without a team may meet at center line prior to squadding, to form pick up teams.

**EIC SERVICE RIFLE MATCH:** The course of fire for this match is a 500-point NMC without sighters (see current CMP HP Rifle Competition Rulebook).

- ⊙ 10 shots, 200 yards, slow fire standing
- ⊙ 10 shots, 200 yards, rapid fire standing to sitting
- ⊙ 10 shots, 300 yards, rapid fire standing to prone
- ⊙ 20 shots, 600 yards, slow fire prone

Service Rifles used must comply with CMP HP Rifle Rules (see current CMP HP Rifle Competition Rulebook). The top 10% of eligible non-distinguished competitors will be eligible for EIC Credit Points. To receive EIC credit points, the scores fired by the competitor must fulfill the requirements of CMP HP Rifle Rules and equal or exceed the EIC Minimum Credit Score (MCS) in CMP HP Rifle Competition Rulebook. Eligible non-distinguished competitors must fire a score of 455 to be eligible for EIC Credit Points.

Distinguished and Non-Distinguished EIC Rifle competitors are also eligible for EIC Gold, Silver and Bronze Achievement Pins.

Achievement pins will be awarded to competitors who equal or exceed the following cut scores for EIC Rifle:

Gold: 476+

Silver: 465-475

Bronze: 454-464

This match will count towards your CMP Rifle Classification. Competitor classifications are based on a competitor's average scores fired in their most recent competitions. The CMP maintains a national database of competitors and scores that are used to establish competitor classifications. Competitors can view their CMP Classification by logging into their CMP Competition Tracker File and clicking in Competitions and EIC Results.

**CMP HP RIFLE 80 SHOT MATCH:** The CMP HP Rifle 80 Shot maybe fired with either a service rifle or match rifle (see current CMP HP Rifle Competition Rulebook).

The course of fire is 20 shots, 200 yard slow fire, standing; 20 shots, 200 yard rapid fire, sitting; 20 shots, 300 yard rapid fire, prone and 20 shots, 600 yard slow fire, prone. Competitors will fire sighters and start rapid fire stages in position. (see current CMP HP Rifle Competition Rulebook)).

This match will count towards your CMP Rifle Classification. Competitor classifications are based on a competitor's average scores fired in their most recent competitions. The CMP maintains a national database of competitors and scores that are used to establish competitor classifications. Competitors can view their CMP Classification by logging into their CMP Competition Tracker File and clicking in Competitions and EIC Results.



# RANGE & MATCH INFORMATION

**RANGE AND TARGET OPERATION:** All firing on the High Power range will be completed on Kongsberg Electronic Targets (KTS). The KTS system registers each shot and relays the location and score value to a monitor beside each shooter on the firing line. Electronic Target Scoring Rules are available in the current CMP Games Rulebook or the current CMP HP Rifle Rulebook. It is also every competitor's responsibility to score when their relays are assigned to score. During the matches, competitors who are scoring will also act as assistant range safety officers who are responsible for signaling when competitor's rifles are clear/safe or when competitors are ready for a stage of firing to begin.

**SQUADDING & RELAY ROTATION:** All squadding for the CMP HP Rifle 80 Shot Matches, the EIC Service Rifle Match and the Garand/Springfield/Vintage/Modern Military Matches will be done prior to the event. Competitor's relay and firing point assignments will be printed on their labels. If there are any special requests they will need to be indicated, prior to the event, upon registration or you may email [Competitions@TheCMP.org](mailto:Competitions@TheCMP.org).

Competitors on the Highpower Range, using the electronic targets, will be required to verify either the relay before or the relay after their scheduled relay. There will be 2 relays squadded for the Garand/Springfield/Vintage Military & Modern Military Matches on Saturday, 8 relays (with a maximum of 10 relays) on Sunday and Monday. The CMP HP Rifle 80 Shot Matches will have a maximum of three relays and EIC Rifle match will have a maximum of 3 relays.

All other firing point and relay assignments will be issued on the range prior to the start of that day's matches. If you are sharing equipment and need to be squadded with another competitor please come to the range to receive your squadding tickets together.

## COMPETITORS WILL NOT BE ABLE TO PICK UP SQUADDING TICKETS FOR OTHER COMPETITORS.

There will be a maximum of 4 relays for the Rimfire Sporter Match and 4 relays for the Carbine Match. At least three relays will be scheduled for the Vintage Sniper match.

**RIFLE INSPECTIONS:** All firearms, to be used in any CMP Games or CMP Service Rifle event, are **required** to be inspected by a CMP sanctioned armorer prior to any live fire at every event. Competitors will be required to present all applicable scorecards to the CMP Armorer in order to complete the inspection process. To expedite the inspection process, competitors are requested to apply their competitor label to each score card. Please include the last **four** digits of the serial number for the firearm to be used in the bottom right hand corner of the scorecard. Upon completion of the firearm inspection process, each scorecard will receive a stamp of approval from the CMP Armorer, indicating that no safety violations or rules compliance issues were **observed** at the time of inspection. Each rifle will also receive an inspection tag, verifying participation in the inspection process. Any inspection tags from prior events are to be removed at the time of inspection.

Upon conclusion of firing, any scorecard received by CMP staff which **does not bear** the CMP Armorer's stamp, will be entered as "**Out-of-Competition**". To accommodate unforeseeable circumstances, competitors will receive a 30 minute window after completion of firing in which a fired rifle may still be inspected.

This enhanced inspection process will aid in ensuring match compliance, as well as promote the safest experience that CMP can provide for all participants on our firing line. Please be advised that CMP Armorer's are operating in an advisory role and **cannot absolutely certify** the safety or compliance of all firearms in the time provided. It is still the responsibility of each competitor to ensure compliance with all CMP mandated safety regulations and match

rules. The Armorer's stamp will not serve as an alibi in the event that a violation is found before, during, or after participation in a match.

**AMMUNITION:** *Ammunition will not be issued to competitors (except for the M16 Match). Competitors will have the option to purchase ammunition, upon arrival to the CMP Games or bring their own safe good quality ammunition. Competitors need to bring their scorecards with them to purchase ammunition. NO Ammunition for the Modern Military Rifle Match will be available for sale (.223 or 5.56).*

**ALIBIS--CMP GAMES ONLY:** No alibis or re-fires because of rifle or ammunition malfunctions are allowed during any stage of these matches. It is important that your rifles be clean and in good working condition to prevent malfunctions.

**SPOTTING SCOPES & OTHER EQUIPMENT:** Competitors and scorers may use spotting scopes for shooting or for scoring. Scopes do not need to be turned away from the target during the rapid-fire stage. Cloth, canvas or leather shooting jackets may be used. Standard military-issue web or leather slings or slings of this same type are permitted. Shooting gloves or mitts and ground cloths or shooting mats may be used. All competitors and range personnel are required to bring their own personal hearing and eye protection and are strongly urged to wear them whenever shooting takes place.

# SALES INFORMATION

**CMP RIFLE SALES:** The CMP South staff from Anniston, Alabama will be at the match with a supply of government surplus M1 Garand rifles. These rifles will be on display beginning Friday 13 March for Competitors Only. Regular sales will begin on Saturday 14 March. Anyone may inspect these rifles and select one or more to purchase from the CMP regardless of whether they are entered in the competition. Individuals interested in purchasing rifles who are not firing in the match are welcome to come to Ben Avery Shooting Facility during the daily rifle sales.

## CMP MATCH RESULTS & AWARDS

**MATCH RESULTS:** During the Western CMP HP Rifle & CMP Games Matches all competitors' scores will be recorded in the CMP Competition Tracker system as soon as they are received at the registration trailer. Competition Tracker is an Internet-based competition management system that displays continually updated official results for competitors and team officials. It also allows individuals interested in the matches, who are not able to attend, too stay informed on match results. Anyone who wants to know results for any current competition conducted by the CMP can find them through the CMP web site at [www.TheCMP.org](http://www.TheCMP.org).

**CMP COOKOUT:** The CMP will provide a Cookout for all CMP Games Competitors on Sunday 15 March and for all CMP HP Rifle Competitors on Saturday 21 March. The Cookout will take place at 5:30PM. Extra Cookout tickets may be purchased at the registration trailer for \$10.00 each.

## **CMP COMPETITOR RECOGNITION AND AWARDS:**

© All competitors in the Western CMP Games & CMP HP Rifle events will receive an Eastern CMP Games & CMP HP Rifle T-shirt.

© Competitors who fire established cut scores will receive Western CMP Games Gold, Silver or Bronze Achievement Medals with neck ribbons. Competitors who fire established cut scores in the EIC matches will receive Achievement Pins. Cut scores are established so that approximately 40% of the match competitors can expect to earn these coveted medals/pins. The top one-sixth of this group receives gold, the next two-sixths silver and the next three-sixths bronze medals. Scores in the chart are the 2020 CMP Achievement Award Cut Scores.

<b>2020 Match Cut Scores</b>			
<b>Event</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
John C. Garand Match, 30 shots	279+	273-278	261-272
Springfield Rifle Match, 30 shots	281+	273-280	264-272
Vintage Military Rifle Match, 30 shots	280+	271-279	260-270
Modern Military Rifle Match, 30 Shots	286+	279-285	270-278
Unlimited Garand Rifle Match, 30 Shots	290+	283-289	273-282
Unlimited Modern Military Match, 30 Shots	293+	288-292	275-287
M1 Carbine Match, 40 shots	353+	338-352	324-337
Manual Vintage Sniper Team Match (2-person team)	386+	379-385	365-378
Semi-Auto Vintage Sniper Team Match (2-person team)	378+	368-377	350-367
Rimfire Sporter T-Class	583+	573-582	559-572
Rimfire Sporter O-Class	570+	558-569	544-557
Rimfire Sporter TU Class	585+	572-584	559-571

- ◎ The CMP will award plaques recognizing the High Competitor, High Senior, High Grand Senior, High Women and High Junior in the Garand, Springfield and Vintage & Modern Military Rifle. If a competitor fires the same rifle a second, third or fourth time (re-entry), only the first score will count for these awards, but all scores are eligible to win Achievement Medals.
- ◎ There will be special Three-Gun Aggregate Awards for the shooters who fire scores in the Garand, Springfield and Vintage Military Rifle.
- ◎ There will be special Four-Gun Aggregate Awards for the shooters who fire scores in the Garand, Springfield, Vintage Military & Modern Military Rifle Match.
- ◎ Plaques will be awarded to the Overall Match Winner, High Competitor with No EIC Points, High Women and High Junior of the M16 EIC Match.
- ◎ High Overall, High Senior, High Grand Senior, High Women and High Junior award plaques will be presented for the Carbine Match.
- ◎ High Overall competitors in the Unlimited Modern Military & Unlimited Garand Match will receive a plaque.
- ◎ High Overall, High Senior, High Woman and High Junior award plaques will be presented for the Rimfire Sporter Match.
- ◎ The top three teams in the Vintage Sniper Team Match (Manual and Semi-Automatic) will receive plaques.
- ◎ Service Rifle EIC Match Winner will receive a plaque. Place Medals an achievement pins will also be awarded.
- ◎ Overall winning Service Rifle & Match Rifle Teams will receive plaques.
- ◎ Overall aggregate winners in the CMP HP Rifle Overall Aggregate Service Rifle & Match Rifle categories will receive CMP HP Rifles.
- ◎ Awards will be given to the overall aggregate in the CMP HP Rifle 80 Matches for High Junior, High Senior, High Women and High Grand Senior.

- © Classification awards, aggregate stage awards and other special awards will also be awarded for the CMP HP Rifle 80 Shot Matches.

*\*Plaques will be awarded in individual categories with at least five (5) eligible competitors. Team plaques must have at least three (3) teams for award plaques to be presented*

## HOW TO ENTER THE MATCHES

**ELIGIBILITY:** Any individual who complies with CMP eligibility rules (see current CMP HP Rifle Rulebook or current CMP Games Rulebook) is eligible to enter the CMP Games events. Membership in the CMP is not required to compete. All competitors must sign or have signed a notarized ***CMP Eligibility Affidavit and Liability Waiver***. The required forms and a notary will be available during competitor check-in periods.

**HOW TO ENTER:** All competitors are urged to pre-register, however, walk-on entries will be accepted to the capacity of the range. To submit your entry for the CMP HP Rifle & CMP Games Matches use the CMP on-line entry system. You may access the on-line entry system through the CMP web site home page at [www.TheCMP.org](http://www.TheCMP.org).

**ENTRY FEES:** Entry fees are payable at the time of registration. Fees can be paid with credit cards during on-line registration. Checks may be sent to CMP. Competitors who do not wish to send credit card information may call 419-635-2141 ext. 714.

Entry fees are:

<b>CMP EVENTS</b>	<b>ADULT</b>	<b>JUNIOR</b>
Rifle Marksmanship 101 & M16 Match	\$50.00	\$40.00
GSM New Shooter Clinic	\$10.00	\$10.00
M1 Maintenance Clinic	\$20.00	\$20.00
One Garand-Springfield-Vintage & Modern Military Rifle Match	\$50.00	\$25.00
Two Garand-Springfield-Vintage & Modern Military Rifle Matches	\$90.00	\$45.00
Three Garand-Springfield-Vintage & Modern Military Rifle Matches	\$125.00	\$60.00
Four Garand-Springfield-Vintage & Modern Military Rifle Matches	\$150.00	\$75.00
CMP Rimfire Sporter Match	\$25.00	\$15.00
CMP Carbine Match	\$50.00	\$25.00
Vintage Sniper Match	\$25.00 per individual	\$25.00 per individual
CMP Advanced HP Clinic w/Live Fire	\$20.00	\$20.00
3-Day CMP HP Rifle Matches (firing all three days)	\$125.00	\$80.00
CMP HP Rifle 80 Shot Individual Days	\$45.00	\$30.00
CMP EIC Service Rifle Match	\$35.00	\$25.00
CMP 4-Man Team (entry at range)	\$40.00 per team	\$40.00 per team

\* Entry for the CMP 4-Man Team Match may be made at that range.

**ENTRIES CLOSE/CANCELLATIONS:** The entry deadline is 13 March 2020. Cancellations received by 13 February 2020 will be given a 100% refund. Cancellations received between 14 February and 12 March 2020 will receive a 50% refund. Cancellation notices



must be submitted to CMP via email to [croguski@thecmp.org](mailto:croguski@thecmp.org) or via fax to 419-635-2802 attention C. Roguski.

**CHECK-IN:** Competitors must check in at the Ben Avery Activity Center beginning Friday 13 starting at 8AM or the morning of there first scheduled event, starting at 6:30AM. Competitor packets with scorecards and labels will be issued at the time of check-in.

**DIRECTIONS TO THE BEN AVERY SHOOTING FACILITY:** The Ben Avery (Black Canyon) Shooting Facility is located 25 miles north of Phoenix, AZ. It is ½ mile west of I-17 on the Carefree Highway (Exit 223). Upon entering the Ben Avery Shooting Facility off Carefree Highway, you will follow the entrance road north. As this entrance road turns to the west, you will notice the first range entrance as being the smallbore range. **The next parking lot entrance will be the Activity Center.** This entrance will be on your right. A map to the Ben Avery Shooting facility is located at <https://www.azgfd.com/shooting/basf/map/>.

**ACCOMMODATIONS:** Competitors who plan to stay overnight near the Ben Avery Shooting Facility should stay north of the Phoenix area. There are numerous hotels in this area.

**Discounted Hotel Rate:**

Drury Inn & Suites Phoenix Happy Valley, 2335 W Pinnacle Peak Rd, Phoenix, AZ 85027

Reservations can be made through your designated travel agency, by calling our reservation team at 800-378-7946 or online at [www.druryhotels.com](http://www.druryhotels.com). Rate will be \$140.00 and code is "CMP"

**There are RV sites and camp sites at the Ben Avery Shooting Facility.** The camping area has electricity, water and toilet facilities available during the matches for competitors only. The following is for Ben Avery Shooting Facility:  
<https://www.azgfd.com/shooting/basf/camping/>.

**FOR MORE INFORMATION:** For answers to questions about the Western CMP Games & CMP HP Rifle Matches, contact the Christina Roguski at [croguski@thecmp.org](mailto:croguski@thecmp.org) or call (888) 267-0796, extension 714.



# WESTERN CMP GAMES & CMP HP RIFLE MATCHES



**Ben Avery Shooting Facility, Phoenix, AZ  
13-22 March 2020**

Enter on-line at [www.TheCMP.org](http://www.TheCMP.org).