

2018 New England CMP Cup & CMP Games

18 - 24 September
Camp Ethan Allen
Training Site



2018 NEW ENGLAND CMP CUP & CMP GAMES MATCHES

18-24 SEPTEMBER 2018



SPONSORED BY
THE CIVILIAN MARKSMANSHIP PROGRAM

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COMPETITIONS AND CLINICS HOSTED BY
VERMONT STATE RIFLE & PISTOL ASSOCIATION AND THE VERMONT
NATIONAL GUARD

FOR MORE INFORMATION ON THE 2018 CMP NEW ENGLAND GAMES
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INVITATION: The New England CMP Cup & CMP Games Matches are sponsored by the Civilian Marksmanship Program and hosted by the Vermont State Rifle & Pistol Association (www.vsrpa.org) with help from the Vermont National Guard. The event will be held at the Camp Ethan Allen Training Site 18-24 September. 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. The courses of fire are challenging, but all shooters with basic gun knowledge and the ability to handle these rifles can compete in them safely. This event also includes a GSM New Shooter Clinic and Small Arms Firing School.

NEW THIS YEAR: The CMP has added two days of CMP Cup 80 Shot matches as well as a 4-Man Team Match. Competitors may fire Service Rifles or Match Rifles (per CMP Competition Rules) in these events. The CMP Cup 80 Shot matches and the CMP EIC Service Rifle Match will count towards competitor's CMP Classification (CMP HP Rule 3.11.4).

All matches fired on the Highpower Range will be using the KTS Electronic Target System. The CMP Cup 80 Shot Matches and EIC Rifle Match will be pre-squadded. Competitors will also have to select their relay day and time for the Garand/Springfield/Vintage Military and Modern Military Matches (GSMM).

*Please note – If you are sharing equipment you will need to type in the competitors name you are sharing equipment with in the special squadding requests box upon registration. You will also need to select the same relay times for the GSMM Matches. If there are any other special requests they will need to be indicated upon registration or you may email Competitions@TheCMP.org.

CMP CLUB PAY BACK PROGRAM: This year, the CMP is introducing 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 New England CMP Cup & CMP Games 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 a 5 club members/\$25 minimum award from the same club for the club.

RULES: The New England CMP Cup & CMP Games Matches are governed by the current edition of the CMP Competition Rulebooks. For CMP Games Rifle (including the GSMM Matches, Carbine Match, Rimfire Sporter Match, SAFS/M16 Match and the Vintage Sniper Team Match) and Games Pistol Matches (including the 1911 As-Issued Pistol Match and Military & Police Pistol Match) please see the current edition of the *CMP Competition Rules for CMP Games Rifle & Pistol Matches*. The CMP Cup 80 Shot, 4-Man Team Match EIC Service Rifle, EIC Service Pistol Match, .22 Rimfire Pistol EIC Match and Pistol Team Match please see the current edition of the *CMP Highpower Rifle & Service Pistol Matches*. Both rulebooks are located here: <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

MATCH & EVENT SCHEDULE:

Note: All match start times listed in this schedule are the times when firing starts. Competitors must arrive at the range in sufficient time to pick up scorecards and squadding, have rifles inspected, attend the safety briefing and report to the pits when assigned to do so. (We recommend one hour prior to firing.)

*Competitors may check in everyday beginning at 6:30AM.

*Check in will close after the days firing is complete.

*Rifle & Pistol Inspections/Trigger Weighing will be throughout the day.

*CMP Sales will be available Thursday – Sunday.

DATE/TIME EVENT LOCATION

TUESDAY 18 SEPTEMBER

7:30AM	Roll Call CMP Cup 80 Shot Match	Range 4-1
8:00AM	CMP Cup 80 Shot Match	Range 4-1

WEDNESDAY 19 SEPTEMBER

7:30AM	Roll Call CMP Cup 80 Shot Match	Range 4-1
8:00AM	CMP Cup 80 Shot Match	Range 4-1

THURSDAY 20 SEPTEMBER

7:30AM	Squadding CMP 4-Man Team Match	Range 4-1
8:00AM	CMP 4-Man Team Match	Range 4-1
12:00PM	Roll Call EIC Service Rifle Match	Range 4-1
12:30PM	CMP EIC Service Rifle Match	Range 4-1

Medal Presentations & Awards – 30 mins. after the conclusion of the match

FRIDAY 21 SEPTEMBER

8AM-2PM	SAFS/M16 Match	Cram Dining
	SAFS/M16 Medal & Awards Presentation on the range immediately following the match	Range 4-1
10:30AM	Squadding As-Issued 1911 Pistol Match	Range 5-1
11:00AM	CMP As-Issued 1911 Pistol Match	Range 5-1
11:00AM	M1 Maintenance Clinic	Cram Dining
12:00PM	Squadding Military & Police Pistol Match	Range 5-1
	<i>(or immediately following As-Issued 1911 Pistol Match)</i>	
12:30PM	Military & Police Service Pistol Match	Range 5-1

DATE/TIME	EVENT	LOCATION
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FRIDAY 21 SEPTEMBER

1:30PM	Squadding 40 Shot Pistol Match	Range 5-1
2:00PM	40 Shot Pistol Match	Range 5-1
	<i>(or immediately following Military & Police Pistol Match)</i>	
	Squadding for GSMM Match – ½ hour before your scheduled relay time	
2:00PM	GSMM Match* (2 Relays)	Range 4-1
	<i>Medal Presentations – 30 mins. after the conclusion of the match</i>	

SATURDAY 22 SEPTEMBER

	Squadding for GSMM Match – ½ hour before your scheduled relay time	
8:00AM	GSMM Match* (8 Relays)	Range 4-1
7:30AM	Squadding Carbine Match	Range 3-2
8:00AM	Carbine Match	Range 3-2
9:00AM	GSM New Shooter Clinic	Cram Dining
11:30AM	Squadding CMP .22 Rimfire Pistol EIC Match	Range 5-1
12:00PM	CMP .22 Rimfire Pistol EIC Match	Range 5-1
12:00PM	CMP Rifle & Ammo Sales	CMP Trailer
1:30PM	Squadding EIC Pistol Match	Range 5-1
	<i>(or immediately following CMP .22 Rimfire Pistol EIC Match)</i>	
2:00PM	EIC Pistol Match	Range 5-1
3:00PM	Squadding Pistol Team Match	Range 5-1
	<i>(or immediately following EIC Pistol Match)</i>	
3:30PM	Pistol Team Match (2-Man)	Range 5-1
	<i>Medal Presentations – 45 mins. after the conclusion of the match</i>	

SUNDAY 23 SEPTEMBER

	Squadding for GSMM Match – ½ hour before your scheduled relay time	
9:00AM	GSMM Match* (8 Relays)	Range 4-1
8:30PM	Squadding Rimfire Sporter Match	Range 5-2
9:00AM	Rimfire Sporter Match	Range 5-2
4:00PM	Medal Presentations	Cram Dining
4:30PM	CMP Cookout	Cram Dining

**Garand, Springfield, Vintage Military, Modern Military Match*

DATE/TIME EVENT LOCATION

MONDAY 24 SEPTEMBER

7:30AM	Squadding Vintage Sniper Team Match	Range 4-1
8:00AM	Vintage Sniper Team Match	Range 4-1
11:00AM	Medal & Awards Presentations <i>(or 30 minutes following the Vintage Sniper Match)</i>	CMP Trailer

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EVENTS & INFORMATION

CMP CUP 80 SHOT MATCH: The CMP Cup 80 Shot may be fired with either a service rifle or match rifle per CMP Highpower Rifle & Pistol Competition Rules: 4.1.1-4.1.5.

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. (CMP HP Rifle Rule 6.5).

This match will count towards your CMP 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 4-MAN TEAM MATCH: The CMP 4-Man Team Match may be fired with either a service rifle or match rifle. Four-person teams fire the Rifle National Match Course (CMP Highpower Rifle Rule 6.4, Table 8, page 61). Sighting shots will be allowed and pair firing will not be required (CMP HP Rifle Rule 6.7.4, Team Match Competition Conditions). 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.

- ⊙ 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 Highpower Rifle Rules 4.1.1-4.1.4, pages 31-36. 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 Highpower Rule 10.2.6 and equal or exceed the EIC Minimum Credit Score (MCS) in CMP Service Rule 10.2.7. 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

SMALL ARMS FIRING SCHOOL & 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 SAFS 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 open outdoor ranges. 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. Slings are provided with the issued rifles and must be used in the school events, however; 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 (Table 6 page 51-52 rule 5.6.4, CMP Games Rulebook). The top 10% of all SAFS 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 followed by one hour of coached dry fire position practice. Steve Cooper, CMP General Manager, will instruct the clinic. CMP GSM Master Instructors will assist with the clinic and provide hands-on coaching and instruction during dry firing sessions. There must be at least 10 individuals registered, for the clinic to be held.

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. There must be at least 10 individuals registered, for the clinic to be held.

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 may only fire a maximum of four times. Competitors are required to select their relay and relay time. 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.

***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 CMP Games Rule 4.2.2. 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 CMP Games Rule 4.2.3.
3. **Vintage Military Rifle Match**—for competitors who fire manually operated foreign military rifles that comply with CMP Games Rule 4.2.5 or who fire other manually operated U. S. military rifles (M1917 or Krag) that comply with CMP Games Rule 4.2.4.
4. **Modern Military Rifle Match** – for competitors who fire semi-automatic military type rifles of U.S. or foreign manufacture that comply with CMP Games rule 5.2.2, 5.2.3 and 5.2.4. **This match is intended for standard production or as-issued rifles with no special accurizing or match conditioning.**
 - Must be semi-automatic military or military-type rifles. The weight and exterior configuration of these rifles must be the same as that of the original military rifle.
 - Magazines with a capacity of more than 30 rounds may not be used. The magazine may not be used to support the rifle in a firing position by resting on the ground or arm.
 - Sights must be military-type sights. The rifle may have optical sight with a maximum power of 4.5X installed on the receiver.

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 John C. Garand Match Course A (CMP Games Rule 4.5.1, Table 3, page 41). 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.

M1 CARBINE MATCH: For competitors who fire USGI As-Issued M1 Carbines or Commercial Carbines (CMP Games Rule 5.2.1).

The course of fire for the Carbine Match is given below (CMP Games Rule 5.5.1 Table 5, page 51). All firing is at 100 yards on the SR-1 target.

- ⊙ Stage 1— 5 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).**

RIMFIRE SPORTER MATCH: Rimfire Sporter match rules can



now be found in the CMP Competition Rules for CMP Games Rifle & Pistol Matches 6th Edition 2018 section 8, starting on page 69 and Annex F starting on page 111. The Rimfire Sporter match is for competitors who fire cal

.22 long rifles that comply with the Rimfire Sporter Rules (CMP Games Rule 8.2 pages 69-71). Rimfire rifles may have a scope (T-Class) (max. 6x, variables are taped at 6X) or open sights (O-Class). Tactical 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 (CMP Games Rule 8.5.1, Table 11 page 76). All firing is at 50 and 25 yards on the CMP Rimfire Sporter Target. The Rimfire Sporter Match will be fired on the Benchrest Range.

- ⊙ 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.

CMP AS-ISSUED 1911 PISTOL MATCH: Pistols used must be a U.S. Armed Forces issue M1911 caliber .45 ACP pistol or a commercial pistol of the same type and caliber (CMP Games Rule 7.2.2). All firing in the CMP As-Issued M1911 Pistol Match will be at 25 yards on the standard 25-yard B-8 target (NRA B-8). Competitors will use both left and right handed firing position depending on the stage. The course of fire consists of four stages:

- ⊙ Five sighters plus ten shots (5+5) for record in 10 minutes. Standing, with one (left or right-handed) or with a two-handed grip.
- ⊙ Ten shots (5+5) in five minutes, Standing, with left single-handed grip.
- ⊙ Ten shots (5+5) in five minutes, Standing, with right-handed grip.
- ⊙ Ten shots (5+5) in 70 seconds, Standing, with one (left or right-handed) or with a two-handed grip.

After each stage, targets will be scored and new targets posted. (CMP Games Rule 7.5.2 Table 9, page 65-66).

MILITARY & POLICE SERVICE PISTOL MATCH: 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: Pistol calibers cannot be smaller than 9mm or larger than .45 cal. Barrels may not be more than five (5) inches in length. Pistols must have a single or striker action trigger pull of not less than 4.0 pounds (Glock and Springfield Armory XD pistols with barrels no longer than five (5) inches are permitted). Pistols may not be match conditioned. Pistols must be equipped with standard issue non-adjustable sights. Ammunition used with Military & Police Service Pistols must be loaded with full metal-jacketed round nose bullets. (CMP Games rule 7.2.3)

All firing in the Military & Police Service Pistol Match will be at 25 yards on the standard 25-yard B-8 target (NRA B-8). Competitors will use both left and right handed firing position depending on the stage. The course of fire consists of four stages:



- ⦿ Five sighters plus ten shots (5+5) for record in 10 minutes. Standing, with one (left or right-handed) or with a two-handed grip.
- ⦿ Ten shots (5+5) in five minutes, Standing, with left single-handed grip.
- ⦿ Ten shots (5+5) in five minutes, Standing, with right-handed grip.
- ⦿ Ten shots (5+5) in 70 seconds, Standing, with one (left or right-handed) or with a two-handed grip.

After each stage, targets will be scored and new targets posted. (CMP Games Rule 7.5.2 Table 9, page 65-66).

PISTOL 40 SHOT MATCH: This match, using Service Pistols, involves two ten shot strings at 50 yards, followed by one string of timed fire and one string of rapid fire at 25 yards. (CMP Highpower Rifle & Pistol Rules 5.2 Table 5, page 51). Standard pistol targets will be used for each stage. Service Pistols used must comply with CMP Highpower Rifle & Pistol Rule 4.2 pages 37-42. Ammunition is furnished by the competitor and must meet CMP Rule 4.2.2 for Service Pistol.

Note: Junior pistol shooters ONLY may fire .22 Pistols in the 40 Shot Pistol Match. Junior competitors firing .22 Pistols only, the ready position for timed and rapid-fire 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). (CMP Service Rule 5.1.1, page 48-49)

CMP .22 RIMFIRE EIC PISTOL MATCH: All competitors (adults & juniors) are eligible to compete in the .22 Rimfire Pistol EIC match regardless of their Service Pistol Distinguished status. Competitors must fire a .22 Cal. Rimfire Pistol per CMP Service Rule 4.2.6 page 42-43, Pistol requirements include:

- ⦿ The pistol may be either semi-automatic or a revolver
- ⦿ The pistol must be chambered for the .22 cal. Rimfire long rifle cartridge
- ⦿ The pistol may have symmetrical, orthopedic or specially shaped grips
- ⦿ The pistol may have only open sights. Optical sights are not permitted. The rear sight may be adjustable, but must have an open “U” or rectangular notch. Extended or adjustable front sights are not permitted. The total sight radius may not be more than 10.0 inches as measured from the rear surface to the highest point of the front sight.
- ⦿ The pistol must have a trigger pull or at least 2.0 pounds

- ⦿ Any system of recoil control based on a compensator, barrel venting, barrel porting or other recoil reduction system operating in a similar manner is prohibited.

Rimfire EIC Pistol competitors may use only .22 cal. Rimfire long rifle ammunition with bullets weighing not more than 40 grains (CMP Highpower Rifle & Pistol Rule 4.2.2(b)). The course of fire is the Pistol National Match Course (CMP Highpower Rifle & Pistol Rule 5.3, Table 6 page 52). All competitors must fire using the standard one-hand hold and start at a 45-degree angle (CMP Highpower Rifle & Pistol Rule 5.1.1)

- ⦿ No sighters, 10 shots slow-fire at 50 yards (10 minutes for 10 shots)
- ⦿ 10 shots timed-fire, 25-yards (two strings 5 rounds per string fired in a time limit of 20 seconds per string)
- ⦿ 10 shots rapid-fire, 25 yards (two strings 5 rounds per string fired in a time limit of 10 seconds per string).

The top 10% of eligible non-distinguished competitors will be eligible to EIC credit points towards their Distinguished CMP .22 Rimfire Pistol Shot badge. To receive EIC credit points, the scores fired by the competitor must fulfill the requirements of CMP Rule 10.2.6 and equal or exceed the EIC Minimum Credit Score (MCS) in CMP Rule 10.2.7. Eligible non-distinguished competitors must fire a score of 260 to be eligible for EIC Credit Points.

Achievement pins will be awarded to competitors who equal or exceed the following cut scores for CMP .22 Rimfire EIC Pistol:

Gold: 271+

Silver: 256-270

Bronze: 241-255

CMP EIC SERVICE PISTOL MATCH: This will be a regular Service Pistol EIC leg match where competitors must fire service pistols that comply with CMP Highpower Rifle & Pistol Rules 4.2

pages 37-42. Ammunition is furnished by the competitor and must meet CMP Highpower Rifle & Pistol Rule 4.4.2(a). The course of fire is the Pistol National Match Course (CMP Highpower Rifle & Pistol Rule 5.3, Table 6 page 52). All competitors must fire using the standard one-hand hold.

- ⊙ No sighters, 10 shots slow-fire at 50 yards (10 minutes for 10 shots)
- ⊙ 10 shots timed-fire, 25-yards (two strings 5 rounds per string fired in a time limit of 20 seconds per string)
- ⊙ 10 shots rapid-fire, 25 yards (two strings 5 rounds per string fired in a time limit of 10 seconds per string).

The top 10% of eligible non-distinguished competitors will be eligible



to EIC credit points towards their Distinguished Pistol Shot badge. To receive EIC credit points, the scores fired by the competitor must fulfill the requirements of CMP Rule 10.2.6 and equal or exceed the EIC Minimum Credit Score (MCS) in CMP

Rule 10.2.7. Eligible non-distinguished competitors must fire a score of 250 to be eligible for EIC Credit Points.

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

Gold: 270+

Silver: 255-269

Bronze: 240-254

Note: Junior pistol shooters ONLY may fire .22 Pistols in the EIC Service Pistol Match. If a Junior shooter does fire a .22 pistol in the regular Service Pistol EIC Match they will not be eligible for points. Junior competitors firing .22 Pistols only, the ready position for timed and rapid-fire 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). (CMP Highpower Rifle & Pistol Rule 5.1.1, page 48-49)

PISTOL 2-MAN TEAM MATCH: This match will use the Pistol National Match course of fire (CMP Highpower Rifle & Pistol Rule 5.3 Table 6). Make up teams are permitted and team members need not be from the same club, association, or from the same state. Team scores will be comprised of an aggregate of individual team member scores.

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 (see rule 6.0 and Table 7, pages 53-57). 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 (CMP Games Rule 6.3.4).

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, Rule 9.0 pages 79-85 or the current CMP Highpower Rifle & Pistol Rulebook, Rule 7.0, pages 69-75. 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 Cup 80 Shot and EIC Rifle Match 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.

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 Friday, 8 relays (with a maximum of 10 relays) on Saturday and Sunday. The CMP Cup 80 Shot Matches and EIC Rifle match will have a maximum of 6 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 3 relays for the Rimfire Sporter Match and 4 relays for the Carbine Match and Pistol Matches. At least three relays will be scheduled for the Vintage Sniper match.

RIFLE/PISTOL INSPECTIONS: Competitors will be required to have their rifles/pistols inspected by CMP armorers for trigger pull and safety prior to the match. Competitors are required to bring all rifles/pistols, at the same time, for all their registered matches, to be inspected. Armorers will verify the firearm's safety, type and caliber, scope and scope mount, etc. Top finishers' rifles/pistols are subject to inspection after the completion of the 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 the ammunition. NO Ammunition for the Modern Military Rifle Match will be available for sale (.223 or 5.56).

ALIBIS--CMP GAMES: No alibis or re-fires because of rifle or ammunition malfunctions are allowed during any stage of these matches, unless granted by the Chief Range Officer for special circumstances. 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 in the afternoons from Thursday 20 September – Sunday 23 September. 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 Camp Ethan Allen during the daily rifle sales.

MATCH RESULTS & AWARDS

MATCH RESULTS: During the New England CMP Cup & 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.

CMP COOKOUT: The CMP will provide a Cookout for all CMP Competitors on Sunday 23 September. The Cookout will take place at 4:30pm. Extra Cookout tickets may be purchased at the registration trailer for \$10.00 each.

CMP COMPETITOR RECOGNITION AND AWARDS:

- © All competitors in the CMP Games events will receive CMP Games T-shirts.
- © Competitors who fire established cut scores, in the CMP Games Events, will receive CMP 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 2018 CMP Achievement Award Cut Scores.

2018 Match Cut Scores			
Event	Gold	Silver	Bronze
John C. Garand Match, 30 shots	280+	273-279	262-272
Springfield Rifle Match, 30 shots	280+	273-279	264-272
Vintage Military Rifle Match, 30 shots	279+	270-278	261-269
Modern Military Rifle Match, 30 shots	285+	278-284	270-277
Unlimited Garand Match, 30 shots	288+	279-287	271-278
M1 Carbine Match, 40 shots	355+	340-354	325-339
Rimfire Sporter O-Class	570+	560-569	540-559
Rimfire Sporter T-Class	584+	572-583	557-571
Rimfire Sporter Tactical Class	584+	572-583	555-571
Manual Vintage Sniper Team Match (2 person team)	386+	376-385	366-375
Semi-Auto Vintage Sniper Team Match (2 person team)	370+	357-369	348-356
As-Issued M1911 Pistol Match	375+	348-374	325-347
Military & Police Service Pistol Match	370+	349-369	325-348
EIC Service Rifle NMC	476+	465-475	454-464
EIC Service Pistol NMC	270+	255-269	240-254
.22 Rimfire Pistol EIC NMC	271+	256-270	241-255

© The CMP will award plaques recognizing the Match Winner, High Senior, High Grand Senior and High Junior in the Garand, Springfield, Vintage Military and Modern Military Rifle. If a competitor fires the same rifle a second or 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 Match.
- ⊙ There will be special Four-Gun Aggregate Awards for the shooters who fire scores in the Garand, Springfield, Vintage Military & Modern Military Rifle Match.
- ⊙ Match Winner, High Senior and High Junior award plaques will be presented for the Carbine Match.
- ⊙ High Overall, High Senior, High Woman and High Junior award plaques will be presented for the Rimfire Sporter Match.
- ⊙ Match Winner, High Competitor (No EIC Points) and High Junior award plaques will be presented in the M16 Match.
- ⊙ Competitors in the M16 EIC Match who earn EIC or leg points will receive CMP EIC medals.
- ⊙ Award Plaques will be presented to the Match Winner of the CMP As-Issued 1911 Pistol Match and Match Winner of the Military & Police Service Pistol Match
- ⊙ Service Pistol EIC Match Winner will receive a plaque. Achievement pins will also be awarded.
- ⊙ CMP .22 Rimfire EIC Match Winner will receive a plaque. Achievement pins will also be awarded.
- ⊙ High Junior shooter firing a .22 Pistol in the EIC Pistol Match and 40 Shot Pistol Match will receive a Plaque.
- ⊙ Plaques will be issued to the winners of the Pistol 40 shot match and the Pistol Team match.
- ⊙ A Plaque will be awarded to the Overall Service Pistol Aggregate Winner (competitor must fire in the EIC Service Pistol Match, .22 Rimfire Pistol Match and Pistol Team Match).
- ⊙ A Plaque will be awarded for the Overall Individual Pistol Aggregate (competitors must fire in all five individual pistol matches).
- ⊙ Service Rifle EIC Match Winner will receive a plaque. Achievement pins will also be awarded.
- ⊙ Overall winning Service Rifle & Match Rifle Teams will receive plaques.

- ⊙ Overall aggregate winner in the CMP Cup 80 Matches Service Rifle & Match Rifle categories will receive CMP Cups.
- ⊙ Awards will be given to the overall aggregate in the CMP Cup 80 Matches for High Junior, High Senior, High Women and High Grand Senior.
- ⊙ Classification awards, daily stage awards and aggregate stage awards will also be awarded for the CMP Cup 80 Shot Matches.
- ⊙ The top three teams for the Vintage Sniper match will receive plaques.

**Any Firearm presentations will be made as scheduled at the awards ceremony; taking actual possession requires the completion of FFL documents.*

**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 CMP Highpower Rifle & Pistol Rule 2.0 and CMP Games Rule 2.0) 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 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.

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:

MATCH	Adult	Junior
CMP Cup 80 Shot Match	\$45.00	\$30.00
CMP 4-Team Match	\$40.00 per team	\$40.00 per team
SAFS & M16 Match	\$50.00	\$40.00
EIC Rifle Match	\$35.00	\$25.00
GSM New Shooter Clinic	\$10.00	\$10.00
Garand 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
Carbine Match	\$50.00	\$25.00
Rimfire Sporter Match	\$25.00	\$15.00
Vintage Sniper Team Match	\$25.00 per	\$25.00 per

	person	person
Pistol Match Bundle – Shoot all five Pistol Matches	\$100.00	\$60.00
Pistol 40 Shot Match	\$25.00	\$15.00
CMP As-Issued 1911 Pistol Match	\$25.00	\$15.00
Military & Police Service Pistol Match	\$25.00	\$15.00
CMP .22 Rimfire EIC Pistol Match	\$25.00	\$15.00
EIC Pistol Match	\$25.00	\$15.00
Pistol 2-Man Team Match	\$20.00 per team	\$20.00 per team

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

ENTRIES CLOSE/CANCELLATIONS: The entry deadline is 18 September 2018. Cancellations received by 19 August 2018 will be given a 100% refund. Cancellations received between 20 August – 17 September 2018 will receive a 50% refund. Cancellation notices must be submitted to CMP via email to croguski@thecmp.org or via fax to 419-635-2802 Attention: C. Roguski.

CHECK-IN: All competitors, for the CMP Games, are required to check in with the competition staff at the registration trailer prior to firing. Competitor packets with scorecards and labels will be issued at the time of check-in.

DIRECTIONS TO RANGE: The address for Camp Ethan Allen is 113 Ethan Allen Rd, Jericho, VT 05465. Directions to Camp Ethan Allen and the range are listed below.

Entry to CEATS (formally Ethan Allen Firing Range), proceed to Ethan Allen Rd, then proceed .7 miles on Ethan Allen Rd to reach CEATS Main Gate. This gate may or may not have a guard present. If there is no guard proceed to the range. If there is a guard stop, identify yourself, state your purpose and show a valid driver's license to gain entry.

More information and a map of Camp Ethan Allen is located here: http://www.vsrpa.org/Map_To_CEATS_EAFR.pdf.

ACCOMMODATIONS: Competitors may stay at Camp Ethan Allen in the Barracks for \$20.00 per night. Competitors who would like to stay in the Barracks must complete the following form located on the Vermont State Rifle and Pistol Association's webpage: [LINK COMING SOON](#). There will also be Camp Transient Quarters available to former and current military personal. Competitors interested in Transient Quarters will contact the Billeting Office at 802-899-7028.

Competitors can also find more housing information here: <http://www.vermont.org/places-to-stay>.

MEALS ON POST: The Vermont State Rifle & Pistol Association has secured a local caterer to have breakfast, bagged lunch and dinner for competitors firing in the matches as well as staying on post. The Vermont State Rifle & Pistol Association has asked competitors who would like to eat on post to submit the following form:

http://www.vsrpa.org/CMP_NE_Travel_Games_VSRPA_Rooms_Meals_Registration_Fillable.pdf. There will be a nominal fee for the meals.

FOR MORE INFORMATION: For answers to questions about the **New England CMP Cup & CMP Games Matches** contact the CMP at croquski@thecmp.org or call (888) 267-0796, extension 714.



CMP NEW ENGLAND GAMES

Jericho, Vermont
18-24 September 2018



Enter on-line at www.TheCMP.org