

2017 New England Games

20 - 24 September
Camp Ethan Allen
Training Site



2017 CMP NEW ENGLAND GAMES

20-24 SEPTEMBER 2017

SPONSORED BY
THE CIVILIAN MARKSMANSHIP PROGRAM



MATCH DIRECTOR – CHRISTIE SEWELL
CHIEF RANGE OFFICER – BRAD DONOHO



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

FOR MORE INFORMATION ON THE 2017 CMP NEW ENGLAND GAMES
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INVITATION: The CMP New England Games 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 20-24 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.

RULES: This event is governed by the current edition of **CMP Games Rifle & Pistol Competition Rules** (<http://thecmp.org/wp-content/uploads/CMPGamesRules.pdf>) and the current edition of **CMP Highpower Rifle & Pistol Competition Rules** (<http://thecmp.org/wp-content/uploads/Rulebook.pdf>).

NEW IN 2017: The CMP will be bringing electronic targets to the New England Games. Competitors firing on the High Power range will be firing 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 <http://thecmp.org/wp-content/uploads/Rulebook.pdf>.

Also new for 2017 is the Bruce D. Reid Memorial Aggregate award. This award will be given to the top competitor firing in the Carbine, Garand, Springfield and Vintage Military Rifle Matches. All Awards are being provided by the Vermont State Rifle & Pistol Association.

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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.*

<u>DATE/TIME</u>	<u>EVENT</u>	<u>LOCATION</u>
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WEDNESDAY 20 SEPTEMBER

8AM-3PM	SAFS/M16 Match	Cram Dining
	SAFS/M16 Medal & Awards Presentation on the range immediately following the match	Range 4-1
2PM-6:00PM	Competitor Only Sales Event	CMP Trailer
	*Competitors must check-in prior to attending.	
3:00PM	Squadding GSMM Match*	Range 4-1
3:30PM	GSMM Match* (2 Relays)	Range 4-1

THURSDAY 21 SEPTEMBER

7:30AM	Roll Call for EIC Rifle Match	Range 4-1
8:00AM	EIC Rifle Match	Range 4-1
9AM-12:00PM	GSM New Shooter Clinic	Cram Dining
12:00PM	CMP Rifle & Ammo Sales	CMP Trailer

FRIDAY 22 SEPTEMBER

Squadding for GSMM Match – ½ hour before your scheduled relay time

8:00AM	GSMM Match* (8 Relays)	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
12:00PM	CMP Rifle & Ammo Sales	CMP Trailer
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

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

DATE/TIME	EVENT	LOCATION
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FRIDAY 22 SEPTEMBER

12:30PM	Squadding for Carbine Match	Range 3-2
1:00PM	Carbine Match	Range 3-2
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>	
4:00PM	Medal Presentations	Cram Dining

SATURDAY 23 SEPTEMBER

Squadding for GSMM Match – ½ hour before your scheduled relay time

8:00AM	GSMM Match* (8 Relays)	Range 5-1
8:30PM	Squadding Rimfire Sporter Match	Range 5-2
9:00AM	Rimfire Sporter Match	Range 5-2
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
5:00PM	CMP Cookout	Cram Dining
5:30PM	Medal Presentations	Cram Dining

SUNDAY 24 SEPTEMBER

8:30AM	Squadding Vintage Sniper Team Match	Range 4-1
9:00AM	Vintage Sniper Team Match	Range 4-1
11:00AM	Medal & Awards Presentations	Cram Dining
	<i>(or 30 minutes following the Vintage Sniper Match)</i>	

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

NEW ENGLAND EVENT SPONSORS



TALLADEGA RANGE DIAMOND SPONSORS



EVENTS & INFORMATION

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 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 are strongly recommended to bring personal eye and hearing protection. 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 and single-load device.

M16 RIFLE MATCH: The M16 EIC Rifle Match will be fired at the end of the course instruction and practice firing. Personal rifle are not permitted. Individuals are required to use the rifles issued by the school. The M16 course of fire starts with five sighters; then 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 46-47, CMP Games Rulebook, Rule 5.6.4). 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 for the prestigious Distinguished Rifleman Badge. If you are in the military please check with your branch of service for eligibility in the M16 match.



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 Service Rules 6.1. 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 Rifle & Pistol Rule 9.2.5 and equal or exceed the EIC Minimum Credit Score (MCS) in CMP Service Rule 9.2.7. 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

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 North 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.

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 Kongsberg Electronic Targets (KTS) on the highpower range. Competitors may select their relay day and relay time. There will be two relays on Wednesday, eight relays on Friday and eight relays on Saturday. Competitors may fire in a maximum of four relays. Shooters may choose the rifle they wish to fire in each of their selected relays. Competitors may shoot a Garand in one; a Springfield in another, a Vintage Military Rifle in a third, or a Modern Military in a fourth, or a competitor may fire the same rifle in all four relays (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 matches 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 As-Issued Military Rifle Course A (CMP Games Rule 4.5.1, Table 3, page 36). 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 46). All firing is at 100 yards on the SR-1 target.

- ⊙ Sighting – competitors may fire a maximum of 10 sighting shots in 10 minutes. With pit operated targets, the first stage will be five sighters and ten shots for record, prone position, with a time limit of 15 minutes.
- ⊙ Stage 1—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 4—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: The Rimfire Sporter match rules are in the CMP Games Rifle & Pistol Competition Rules 5th Edition 2017 section 8, starting on page 62 and Annex F. 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 62-64). 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 10 page 69). All firing is at 50 and 25 yards on the CMP Rimfire Sporter Target. The Rimfire Sporter Match will be fired on Range 7.

- ⊙ Sighting—Unlimited sighters in any position in 5 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 59-60).

MILITARY & POLICE SERVICE PISTOL MATCH: Pistols must be semi-auto pistols that are practical or suitable for issue as a Military or Police Service Pistol. 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 59-60).

40 SHOT PISTOL 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 Rule 7.2.1 Table 4, page 48). Standard pistol targets will be used for each stage. Service Pistols used must comply with CMP Highpower Rifle & Pistol Rule 6.2. Ammunition is furnished by the competitor and must meet CMP Rule 6.4.2(a) 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 Highpower Rifle & Pistol Rule 7.1.2, page 47)

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 Highpower Rifle & Pistol Rule 6.2.6 page 42, 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 asymmetrical, orthopedic or specially shaped grips
- ⊙ The pistol may have 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 6.4.2(b)). The course of fire is the Pistol National Match Course (CMP Service Rule 7.3.1, Table 5 page 49). 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 earn 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 9.2.5 and equal or exceed the EIC Minimum Credit Score (MCS) in CMP Rule 9.2.7. 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 6.2. Ammunition is furnished by the competitor and must meet CMP Rule 6.4.2(a) for Service Pistol



Competitions. Competitors may download the current edition of Civilian Marksmanship Program's Competition Rules for Highpower Rifle & Pistol at: <http://thecmp.org/wp-content/uploads/Rulebook.pdf>. The course of fire is the Pistol National Match Course (CMP Highpower Rifle & Pistol Rule 7.3.1, Table 5 page 49). 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 earn 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 9.2.5 and equal or exceed the EIC Minimum Credit Score (MCS) in CMP Rule 9.2.7. 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 EIC 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 7.1.2, page 47)

PISTOL 2-MAN TEAM MATCH: This match will use the National Match course of fire according to the rules prescribed in the current edition of the CMP Competition Rules for Service Rifle & Service Pistol. 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 6.2 and table 7 pages 49-52). 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. Handloads are permitted. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used. (CMP Games Rule 6.3.4, page 52).

RANGE & MATCH INFORMATION

RANGE AND TARGET OPERATION: Competitors firing on the High Power range will be firing 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 <http://thecmp.org/wp-content/uploads/Rulebook.pdf>.

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: Competitors firing in the EIC Rifle Match will be pre-squadded. Your relay and firing point will be printed on your competitor label. All EIC Rifle competitors will be required to report for roll call at 7:30AM Thursday, September 21. Squadding for the Garand, Springfield, Vintage and Modern Military

Matches will begin ½ hour prior to your scheduled relay start time. Competitors firing in the Garand/Springfield/Vintage/Modern Military Matches, EIC Rifle Match and Vintage Sniper Match will be firing on electronic targets. There is no pit duty with electronic targets but competitors will be required to verify during their relay time.

Squadding for all other matches will be ½ hour prior to match start time. 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 10 relays squadded for the GSMM match on Friday and Saturday only. There

will be 2 relays squadded for the Wednesday GSMM Match. There will be a maximum of 4 relays squadded for the EIC Rifle Match and Carbine Match. Three relays will be scheduled for the Rimfire Sporter Match and Vintage Sniper Team Match. Two relays will be scheduled for the CMP As-Issued 1911 Pistol Match, 40 Shot Pistol Match, Military & Police Service Pistol Match, EIC Pistol Match, CMP .22 Rimfire Pistol EIC Match and 2-Man Team Pistol Match.

ELECTRONIC RANGE PROVISIONALS: Competitors firing on the electronic targets may be given an opportunity to fire a provisional shot (for an unexplained miss), when authorized by range officers. If you take a provisional shot you must report to the stats trailer, within a ½ hour after the match, to receive your official results.

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. 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 CMP Games all competitors' scores will be recorded in the CMP Competition Tracker system as soon as they are received at the registration trailer. The CMP 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 Saturday 23 September. The cookout will take place at 5:00PM. Extra 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 EIC Achievement Pins. Scores in the chart are the 2017 CMP Achievement Award Cut Scores.

2017 Match Cut Scores			
Event	Gold	Silver	Bronze
John C. Garand Match, 30 shots	280+	273-279	262-272
Springfield Rifle Match, 30 shots	280+	274-279	264-273
Vintage Military Rifle Match, 30 shots	278+	270-277	260-269
Modern Military Rifle Match, 30 shots	285+	277-284	270-276
Unlimited Garand Match, 30 shots	288+	279-287	271-278
M1 Carbine Match, 40 shots	356+	342-355	328-341
Rimfire Sporter O-Class	575+	564-574	543-563
Rimfire Sporter T-Class	586+	576-585	562-575
Rimfire Sporter Tactical Class	587+	578-586	562-577
Vintage Sniper Team Match, 2x20 shots	385+	376-384	365-375
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 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 and High Competitor (No EIC Points) will be awarded plaques 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, Match Winner of the Military & Police Service Pistol Match and Match Winner of the 40 Shot 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 will receive a Plaque (if there are enough competitors).
- ⊙ Plaques will be issued to the winners of the Pistol Team match (if there are enough competitors).

- ⊙ Service Rifle EIC Match Winner will receive a plaque. Achievement pins will also be awarded.
- ⊙ The top three teams for the Vintage Sniper match will receive plaques.
- ⊙ The Bruce D. Reid Memorial Aggregate Award. This award will be given to the top competitor firing in the Carbine, Garand, Springfield and Vintage Military Rifle Matches. All Awards are being provided by the Vermont State Rifle & Pistol Association.



**Awards will be presented for individual categories with at least five entries. Team awards must have at least 3 teams for awards to be presented.*

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

HOW TO ENTER THE MATCHES

ELIGIBILITY: Any individual who complies with CMP eligibility rules (see CMP Highpower Rifle & Pistol Rule 4.0 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
SAFS & M16 Match	\$50.00	\$40.00
EIC Rifle Match	\$20.00	\$10.00
GSM New Shooter Clinic	\$10.00	\$10.00
One GSMM* Rifle Match	\$50.00	\$25.00
Two GSMM* Rifle Matches	\$90.00	\$45.00
Three GSMM* Rifle Matches	\$125.00	\$60.00
Four GSMM* Rifle Matches	\$150.00	\$75.00
Carbine Match	\$45.00	\$25.00
CMP Rimfire Sporter Match	\$25.00	\$15.00
Vintage Sniper Team Match	\$25.00 per person	\$25.00 per person
CMP As-Issued 1911 Pistol Match	\$20.00	\$10.00
Military & Police Service Pistol Match	\$20.00	\$10.00
40 Shot Pistol Match	\$20.00	\$10.00
CMP .22 Rimfire EIC Pistol Match	\$20.00	\$10.00
EIC Pistol Match	\$20.00	\$10.00
Pistol 2-Man Team Match**	\$10.00 per	\$10.00 per

	individual	individual
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*Garand/Springfield/Vintage/Modern Military

**Entry for the Pistol Team Match may also be made at that range.

ENTRIES CLOSE/CANCELLATIONS: The entry deadline is 19 September 2017. Cancellations received by 18 August 2017 will be given a 100% refund. Cancellations received between 19 August – 19 September 2017 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: http://www.vsrpa.org/html/lodging_meals_for_cmp_ne_ga.html.

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 **CMP Games** contact the CMP at croguski@thecmp.org or call (888) 267-0796, extension 714.

NOTES: _____



CMP NEW ENGLAND GAMES

Jericho, Vermont
20-24 September 2017



Enter on-line at www.TheCMP.org