

# 2017 CMP TALLADEGA 600 RIFLE & PISTOL MATCHES

5-10 DECEMBER 2017

SPONSORED BY  
THE CIVILIAN MARKSMANSHIP  
PROGRAM



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*"A Southern Classic"*

FOR MORE INFORMATION ON THE 2017 TALLADEGA 600  
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**INVITATION:** The 3<sup>rd</sup> Annual Talladega 600 will begin Tuesday, December 5, 2017, and conclude Sunday, December 10, 2017, at CMP's Talladega Marksmanship Park. The event schedule has been redesigned to appeal to rifle, pistol and shotgun enthusiasts alike in order to provide an even wider variety of marksmanship opportunities to competitors from around the country. Each firing point of the 500-acre facility is equipped with a state-of-the-art, KTS electronic target and scoring monitor. Located beside the shooter, on the firing line, each monitor allows the competitor to see their shot value in a matter of seconds.

Join us for the Talladega 600 at the country's most advanced marksmanship park!

**SPECIAL AWARDS:** Different special aggregates will be awarded; including the 3-Gun Aggregate and EIC Aggregate.

Competitors of the 5-Gun Aggregate must compete in the Garand, Springfield and Vintage Military Match to be eligible for the award. Competitors in the EIC Aggregate must compete in the EIC Rifle, .22 Rimfire EIC Pistol and EIC Pistol match to be eligible for awards.

The competitor with the highest total aggregate score for each of the different special matches will receive a special award plaque.

**RULES:** The Talladega 600 Rifle & Pistol Matches is governed by the current CMP Competition Rules. Copies of the rules may be downloaded from the Civilian Marksmanship Program website at <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

A CMP Range Safety Card is mandatory to fire on the CMP Talladega Range. Range Safety Cards are received after taking the safety class at the CMP Park Club House and expire after one year. Range safety classes and videos will be available, as needed, to competitors needing or renewing their Range Safety Cards.

# MATCH AND 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 Range Safety Class and report to the firing line when assigned to do so. (We recommend one hour prior to firing). The registration desk is located at the Club House.

**\*Tuesday December 5<sup>th</sup>, only, check in will be at 6:30AM.**

**\*Competitors may check in everyday beginning at 7:00AM.**

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

<u>DATE/TIME</u>	<u>EVENT</u>	<u>LOCATION</u>
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## TUESDAY 5 DECEMBER

8:00AM	SAFS/M16	Classroom 1 & Range 1
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*\*Certificates, Pins and Awards will be issued on the range following the match*

8:30AM	GSM Master Instructor Course	Classroom 2
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4:00PM	Park & Registration Closes	
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## WEDNESDAY 6 DECEMBER

8:45AM	Safety Briefing EIC Rifle Match	Range 1
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9:00AM	EIC Rifle Match	Range 1
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1:15PM	Safety Briefing HP Dixie Double Match	Range 1
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1:30PM	HP Dixie Double Match	Range 1
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## THURSDAY 7 DECEMBER

8:45AM	Safety Briefing 4-Man Team Match	Range 1
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9:00AM	4-Man Team Match	Range 1
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1:15PM	Safety Briefing Congressional 30 Match	Range 1
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1:30PM	Congressional 30 Match	Range 1
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<b>DATE/TIME</b>	<b>EVENT</b>	<b>LOCATION</b>
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**FRIDAY 8 DECEMBER**

8:45AM	Range Safety Briefing Carbine Match	Range 2
9:00AM	Carbine Match	Range 2
8:45AM	Range Safety Briefing M1/M14 Match	Range 1
9:00AM	M1/M14 Match	Range 1
1:15PM	Range Safety Briefing GSMM Match (1&2)	Range 1
1:30PM	GSMM Match Relay 1 & 2	Range 1

*\*Relay 1 fires Relay 2 verifies then Relay 2 fires Relay 1 verifies*

**SATURDAY 9 DECEMBER**

8:00AM	GSM* New Shooter Clinic	Function Range
8:45AM	Range Safety Briefing GSMM* (1&2)	Range 1
9:00AM	GSMM* Match Relay 1 & 2	Range 1

*\*Relay 1 fires Relay 2 verifies then Relay 2 fires Relay 1 verifies*

8:45AM	Range Safety Briefing Rimfire Sporter	Range 2
9:00AM	Rimfire Sporter Match	Range 2
8:45AM	Range Safety Briefing Pistol Matches	Range 3
9:00AM	CMP.22 Rimfire EIC Pistol & EIC Service Pistol Match	Range 3

*\*1 Relay CMP .22 Rimfire EIC Pistol followed by 1 Relay of EIC Service Pistol*

10:40AM	Range Safety Briefing GSMM* (3&4)	Range 1
10:45AM	Range Safety Briefing Pistol Matches	Range 3
11:00AM	GSMM* Match Relay 3 & 4	Range 1

*\*Relay 3 fires Relay 4 verifies then Relay 4 fires Relay 3 verifies*

10:30AM	Range Safety Briefing Pistol Matches	Range 3
10:45AM	CMP.22 Rimfire EIC Pistol & EIC Service Pistol Match	Range 3

*\*1 Relay CMP .22 Rimfire EIC Pistol followed by 1 Relay of EIC Service Pistol*

12:00PM	Range Safety Briefing Pistol Matches	Range 3
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*\*GSMM - Garand/Springfield/Vintage Military/Modern Military*

<b>DATE/TIME</b>	<b>EVENT</b>	<b>LOCATION</b>
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**SATURDAY 9 DECEMBER**

1:00PM	CMP.22 Rimfire EIC Pistol & EIC Service Pistol Match	Range 3
	<i>*1 Relay CMP .22 Rimfire EIC Pistol followed by 1 Relay of EIC Service Pistol</i>	
12:15PM	Range Safety Briefing GSMM* (5&6)	Range 1
12:30PM	GSMM* Match Relay 5 & 6	Range 1
	<i>*Relay 5 fires Relay 6 verifies then Relay 6 fires Relay 5 verifies</i>	
2:15PM	Range Safety Briefing GSMM* (7&8)	Range 1
2:30PM	GSMM* Match Relay 7 & 8	Range 1
	<i>*Relay 7 Shooting &amp; Relay 8 Verifying</i>	
2:15PM	Range Safety Briefing Pistol Matches	Range 3
2:30PM	Military & Police Service Pistol Match & CMP As-Issued 1911 Pistol Match	Range 3
	<i>*1 Relay Military &amp; Police followed by 1 Relay of CMP As-Issued 1911 Pistol Match</i>	
4:30PM	Awards	Club House
5:30PM	Cookout	Club House

**SUNDAY 11 DECEMBER**

8:45AM	Range Safety Briefing Vintage Sniper Match	Range 1
9:00AM	Vintage Sniper Match	Range 1

*\*GSMM - Garand/Springfield/Vintage Military/Modern Military*

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# TALLADEGA 600 MATCH

## INFORMATION

**SMALL ARMS FIRING SCHOOL & M16 MATCH:** This course is recommended for all new competitors 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 the sling and prepare for practice and match firing. Rifle SAFS students are required to use the Rock River AR15 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 recommended for firing on outdoor ranges. Keep in mind rifle firing at the CMP Talladega Marksmanship Park is under cover. Students may bring additional items of competitive shooting gear that they normally use for highpower service rifle shooting. Rifle competitors should bring shooting jackets, mat and shooting glove if they have them. Slings are provided with the issued rifles; however, students may use their own slings and single load enhancement device during the practice and match.



**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 46, CMP Games Rulebook, Rule 5.6.4). The top 10% of all SAFS students in the M16 match who have not recently earned 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.

## **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, Vintage Military Rifle, Modern 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. Gary Anderson, Gold Medal Olympian, will instruct the clinic. CMP GSM Master Instructors will assist with the clinic and provide hands-on coaching and instruction during dry firing sessions.

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

John C. Garand, Springfield, Vintage Military and Modern Military Rifle Matches will be fired on the same range on five separate occasions during the Talladega 600. Competitors can shoot in one, two or three matches only. Competitors may also choose the event in which they wish to compete in any of the two days. Competitors may shoot a Garand, a Springfield, a Vintage Military or a Modern Military Rifle.

**Ammunition will not be issued to competitors. Competitors will have the option to purchase ammunition upon arrival or bring their own safe good quality ammunition.**

The Talladega 600 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 manually operated U. S. military rifles (M1917 or Krag) that comply with CMP Games Rule 4.2.4. Springfield 1903 and 1903A3 rifles cannot be used in the Vintage Military Rifle Match.
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 four As-Issued Military Rifle Matches is the standard As-Issued Military Match 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.

**CONGRESSIONAL 30 MATCH:** The course of fire will be the President's course of fire. There will be no Final (shoot-off) Stage. Service Rifles used must comply with CMP Service Rules 6.1.

- ⊙ Stage 1; 10 shots standing slow fire, 200 yards, 10 mins.
- ⊙ Stage 2; 10 shots prone from standing rapid fire, 300 yards, 70 sec.
- ⊙ Stage 3; 10 shots prone slow fire, 600 yards, 10 mins.

**RIFLE EIC 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 6.1.1, 6.1.2, 6.1.3 and 6.1.4, pages 32-36. 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 9.2.6 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

**4-MAN TEAM MATCH:** Four-person teams fire the National Match Course at 200, 300 and 600 yards. Teams may be formed the morning of the match behind center line.

- ⊙ 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

**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 to bring their own safe good quality ammunition.**

**HIGH POWER DIXIE DOUBLE:** This is a two-man team match where each competitor will fire the 30 shot rifle course of fire. Service Rifles used must comply with CMP Service Rules 6.1.

- ⊙ Stage 1; 10 shots standing slow fire, 200 yards, 10 mins.
- ⊙ Stage 2; 10 shots prone from standing rapid fire, 300 yards, 70 sec.
- ⊙ Stage 3; 10 shots prone slow fire, 600 yards, 10 mins.

**VINTAGE SNIPER TEAM 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 the **CMP Games Competition Rules** (see rule 6.2, table 7, page 50-51). 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; competitors will have 20 seconds for each shot, with a 20 second pause between shots.

### **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. Legal ammunition will be: 1) military surplus Ball or match ammunition; 2) commercial ammunition loaded with FMJ, soft point or match style projectiles; or 3) handloads using FMJ, soft point or match style projectiles. No tracer, armor piercing or incendiary type ammunition or projectiles may be used.

**RIMFIRE SPORTER MATCH:** The Rimfire Sporter match rules are in the CMP Games Rifle & Pistol Competition Rules 5<sup>th</sup> 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.



**M1/M14 MATCH:** The course of fire will be the President’s course of fire. There will be no Final (shoot-off) Stage. Service Rifles used must comply with CMP Service Rules 6.1.

- ⊙ Stage 1; 10 shots standing slow fire, 200 yards, 10 mins.
- ⊙ Stage 2; 10 shots prone from standing rapid fire, 300 yards, 70 sec.
- ⊙ Stage 3; 10 shots prone slow fire, 600 yards, 10 mins.

**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 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 59-60).

**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 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 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 6.4.2). 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 and start at a 45-degree angle (CMP Highpower Rifle & Pistol Rule 7.1.2)

- ⊙ 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 9.2.6 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 Highpower Rifle & Pistol Rule 6.4.2. 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 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 9.2.6 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 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)

# RANGE & MATCH INFORMATION



## RANGE AND TARGET OPERATION:

All firing at the 25/50 yard, 100 yard, 200/300/600 yard ranges 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. At the 200/300/600 yard range the targets down range will raise and lower for the desired distance from behind the firing line. All target operations, including final scoring, will be controlled from a range center command booth.

Rules for Electronic Target Scoring are available at the following link: <http://thecmp.org/wp-content/uploads/ESTScoringRules.pdf>.

**SQUADDING & RELAY ROTATION:** Your firing point and relay assignments will be selected randomly for all matches and will be issued at check-in. If you are sharing equipment and need to be squadded with another competitor you will need to let us know during online registration.

Relays 1 will shoot first and relay 2 will verify. Then relay 2 will fire and Relay 1 will verify.

**RIFLE INSPECTIONS:** Competitors will be required to have their rifles inspected by CMP armorers for trigger pull and safety prior to the match. Armorers will verify the firearm's safety, type and caliber, scope and scope mount, etc. Top finishers' rifles 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 or bring their own safe good quality*

**ammunition. Competitors need to bring their scorecards with them to purchase ammunition.**

**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 and 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, except in the Rimfire Sporter Match where shooting jackets or other special shooting clothing may not be worn. 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**

**CREEDMOOR PRO SHOP:** The Creedmoor Pro Shop, operated by Creedmoor Armory, is located in the CMP Park Club House, and will provide shoppers an opportunity to purchase a wide variety of park and shooting-related accessories and memorabilia. Creedmoor Armory will sell firearms, ammunition, gear and other shooting supplies.

# CMP MATCH RESULTS & AWARDS

**MATCH RESULTS:** During the CMP Talladega 600, all competitors' scores will be recorded, while firing, in the Competition Tracker System. 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 at Talladega to 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 Competitors, on Saturday December 9<sup>th</sup>, following the day's events. The Cookout will take place at 5:30PM outside the Club House. Extra Cookout tickets may be purchased at registration for \$10.00 each.

## CMP COMPETITOR RECOGNITION AND AWARDS:

© All competitors in the CMP Talladega 600 will receive a T-shirt.



© Competitors who fire established cut scores will receive 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 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 High Competitor, High Senior and High Junior in the Garand, Springfield Vintage Military and Modern Military. If a competitor fires the same rifle a second or third time, only the first score will count for these awards, but all scores are eligible to win Achievement Medals.
- ⊙ Plaques will be awarded to the Overall Match Winner and the High Competitor of the M16 EIC Match.
- ⊙ High Overall, 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.

- ⊙ 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 Rifle EIC Match Winner will receive a plaque. Achievement pins will be awarded.
  - ⊙ 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).
  - ⊙ The top three teams in the Vintage Sniper Team Match will receive plaques.
  - ⊙ Match Winner, High Senior, High Junior and High Women will be awarded for the Congressional 30. Also the top 30 Competitors will receive a signed Certificate.
  - ⊙ Match Winner Plaque will be awarded for the M14/M1A Match.
  - ⊙ The first place team in the HP Dixie Double will receive plaques.
  - ⊙ The first place 4-Man Team will receive plaques.
  - ⊙ High Overall Competitor in the 3-Gun Aggregate (Garand, Springfield & Vintage Military Match) will receive a special plaque
  - ⊙ High Overall Competitor in the EIC Aggregate will receive a special plaque

*\*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 14 years of age or older who complies with CMP eligibility rules (see CMP Service Rule 4.0 and CMP Games Rule 2.0) is eligible to enter the CMP Talladega 600 Rifle & Pistol Matches. Membership in the CMP or NRA 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 Talladega 600 Rifle & Pistol Matches click on the following link: [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 at both the CMP website and the Creedmoor website. Competitors who do not wish to send credit card information may call 256-474-4408 ext. 414.

Entry fees are:

EVENTS	ADULT	JUNIOR
Small Arms Firing School/M16	\$50.00	\$40.00
Garand/Springfield/Military Rifle Clinic	\$10.00	\$10.00
John C. Garand Match	\$50.00	\$25.00
Springfield Match	\$50.00	\$25.00
Vintage Military Match	\$50.00	\$25.00
Modern Military Match	\$50.00	\$25.00
Congressional 30 Match	\$35.00	\$20.00
EIC Rifle Match	\$20.0	\$10.00
Carbine Match	\$45.00	\$25.00
Dixie Double High Power Match	\$25.00 per	\$25.00 per

	individual	individual
Vintage Sniper Team Match	\$25.00 per individual	\$25.00 per individual
Rimfire Sporter Match	\$25.00	\$15.00
M1/M14 Match	\$35.00	\$20.00
4-Man Team Match	\$10.00 per individual	\$10.00 per individual
CMP As-Issued 1911 Pistol Match	\$15.00	\$5.00
Military & Police Service Pistol Match	\$15.00	\$5.00
CMP .22 Rimfire Pistol EIC Match	\$20.00	\$10.00
EIC Pistol Match	\$20.00	\$10.00

**ENTRIES CLOSE/CANCELLATIONS:** The entry deadline is 4 December 2017. Cancellations received by 5 November 2017 will be given a 100% refund. Cancellations received between 6 November – 5 December 2017 will receive a 50% refund. Cancellation notices must be submitted via email to [dbeam@thecmp.org](mailto:dbeam@thecmp.org) or via phone at 256-474-4408 ext. 414.

**CHECK-IN:** All competitors are required to check in with the competition staff at the CMP Talladega Club House prior to firing. Competitors may check in prior to their first match or on the morning of the match starting at 6:30 AM. Competitor packets with scorecards and labels will be issued at the time of check-in.

**DIRECTIONS:** The CMP Talladega Marksmanship Park is located south of the Talladega Superspeedway. The address is 4387 Turner Mill Road, Talladega AL 35160.

From Interstate 20, take Exit 173 and travel west on Speedway Blvd. past the Talladega Superspeedway and turn left on Allen Road. Merge to the right onto Jackson Trace Road, turn left at Turner Mill Road and the CMP Talladega Marksmanship Park will be located on the right. Directional signs will be posted from Speedway Blvd. to the park entrance.



**ACCOMMODATIONS:** Lodging is available at a reduced rate in the Anniston/Oxford, AL area, east of the park about 20 minutes away. CMP Corporate Rate reservations must be made by direct call--ask for the "Civilian Marksmanship Program" or "CMP" Rate. For a list of lodging available near the range click here: <http://thecmp.org/competitions/cmp-national-matches/area-lodging-links/area-lodging-links-al/>.

**FOR MORE INFORMATION:** For answers to questions please contact Deven Beam at 256-474-4408 ext. 414 or email [dbeam@thecmp.org](mailto:dbeam@thecmp.org).







# Talladega 600



*"A Southern Classic"*

## **CMP TALLADEGA 600 RIFLE & PISTOL MATCHES 5-10 DECEMBER 2017**



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