



# 2020 CMP TALLADEGA D-DAY MATCHES

**3-7 June 2020**



Sponsored by  
The Civilian Marksmanship Program

**Match Director – Christie Sewell**  
**Park Manager – Joey Hardy**

**2020 LOGO COMING SOON**

**Competitions Hosted at the  
CMP Talladega Marksmanship Park**

**For more information:**

**<http://thecmp.org/competitions/talladega-marksmanship-park/>**

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**INVITATION:** The Civilian Marksmanship Program would like to invite you to join us for a very special match weekend event at the CMP Talladega Marksmanship Park in Talladega County, Alabama. This year we will be commemorating the 76<sup>th</sup> anniversary of the Allied Forces' D-Day landing at Normandy Beach. The event will include Garand, Springfield and Vintage Military matches, including a three-gun aggregate. We will also conduct a Special Garand Iron Man EIC Rifle Match, Carbine Match, Roosevelt Commemorative Match, Vintage Sniper rifle team match, a 1911 As-Issued Pistol match and a Military & Police Pistol Match. There will also be ceremonies, giveaways and World War II memorabilia in remembrance of this special date in U.S history.

**CMP TALLADEGA MARKSMANSHIP PARK:** The Park was created to support the CMP's mission to promote firearm safety and marksmanship with an emphasis on youth. As a result, participants will enjoy the complete CMP experience including clinics, open public marksmanship and CMP's trademark games and match events.

The facility includes 100, 200, 300 and 600-yard rifle ranges equipped with electronically-scored targets, plus 25 and 50-yard and 50-foot pistol ranges. In addition, CMP Talladega features 15 action pistol bays, a trap field and a five-stand field. The crown jewel of the park is the 13,000 square-foot CMP Park Club House (featuring indoor and outdoor viewing areas of the main rifle range), a CMP Pro Shop, classrooms and lounge areas. There are no alcoholic beverages allowed at the CMP Talladega Marksmanship Park.

To learn more about the CMP Talladega Marksmanship Park and its many activities, please visit: <http://thecmp.org/competitions/talladega-marksmanship-park/>

# 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, have rifles inspected, and attend the safety briefing. (We recommend one hour prior to firing.) The registration will be located in the range clubhouse.*

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

**\*Roll Call/Squadding will be ½ hour prior to the match scheduled start time.**

<b>DATE/TIME</b>	<b>EVENT</b>	<b>LOCATION</b>
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## **WEDNESDAY 3 JUNE**

11AM-4:00PM	Competitor Check-In	Clubhouse
12:00PM	Benchrest Garand Match (TEST MATCH)	Range #1
2PM-4:00PM	M1 Maintenance Clinic	Clubhouse

## **THURSDAY 4 JUNE**

8AM-3:00PM	Competitor Check-In	Clubhouse
9AM-11:00AM	M1 Maintenance Clinic	Clubhouse
9AM-11:00AM	Open Practice for D-Day Competitors Only	Range #1
10:00AM- -12:30PM	GSM New Shooter Clinic w/live fire practice	Clubhouse
1:00PM	Qualification Match Garand Iron Match EIC	Range #1
4:00PM	Special D-Day Ceremony	Clubhouse

## **FRIDAY 5 JUNE**

7:30AM-2:00PM	Competitor Check-In	Clubhouse
9:00AM	Garand Iron Man EIC Match (Qualifiers Only)	Range #1
11:30AM	Roosevelt Commemorative Match	Range #1
1:30PM	GSM* Military Match Relay 1 & 2	Range #1
2:30PM	1911 As-Issued Pistol Match	Range #3
	Military & Police Pistol Match	

*1 Relay 1911 As-Issued Pistol Match followed by 1 Relay of Military & Police Pistol Match*

*\*Garand/Springfield/Vintage Military*

## SATURDAY 6 JUNE

7:30AM-2:30PM	Competitor Check-In	Clubhouse
9:00AM	GSM* Military Rifle Match Relay 1 & 2	Range #1
9:00AM	Prone GSM Match (TEST MATCH)	Range #1
11:00AM	GSM* Military Match Relay 3 & 4	Range #1
1:00PM	GSM* Military Match Relay 5 & 6	Range #1
1:00PM	1911 As-Issued Pistol Match	Range #3
	Military & Police Pistol Match	
<i>1 Relay 1911 As-Issued Pistol Match followed by 1 Relay of Military &amp; Police Pistol Match</i>		
3:00PM	Carbine Match	Range #2
5:00PM	Cookout	Clubhouse
5:30PM	Award Ceremony	Clubhouse

## SUNDAY 7 JUNE

7:30AM-8:30AM	Competitor Check-In	Clubhouse
9:00AM	Vintage Sniper Match	Range #1
9:00AM	Rimfire Sporter Benchrest Match (TEST MATCH)	Range #2
12:00PM	Award Ceremony	Clubhouse

*(or 30 mins after the Vintage Sniper Match)*

*\*Garand/Springfield/Vintage Military*

### ***Celebrate History!***

***Throughout the event there will be active and static displays of WWII era equipment, vehicles and memorabilia reminiscent of the D-Day time period. CMP welcomes competitors to attend the matches in period uniforms and bring historic items for display. Contact us with questions or suggestions.***

# TALLADEGA D-DAY EVENT SPONSORS:

# COMING SOON

TALLADEGA RANGE DIAMOND SPONSORS



# Events & Information

**GARAND MAINTENANCE CLINIC:** CMP Armorsers 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.

**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. There will also be live-fire practice available following the clinic instruction. Steve Cooper, CMP Training, Education & Marketing Manager, will instruct the clinic.

**BENCHREST GARAND MATCH:** Competitors will fire an As-Issued M1 Garand, per the current CMP Games Competition Rulebook. All competitors will be firing off a bench with up to two sandbags. All firing will be done at 300 yards. Competitors will have 5 sighter shots and 30 shots for record in a time limit of 30 minutes.

**QUALIFICATION GARAND IRON MAN EIC RIFLE MATCH:** Qualification will take place at 300 yards. Competitors will fire 5 sighter shots than 10 shots for record in a time limit of 15 minutes in the prone position. Competitors that fire an 85 or higher will qualify for the Garand Iron Match EIC Rifle Match. Qualified competitors will then be able to fire 5 shots at 600 yards. They will also receive a stamped print out of their 300 yard targets to be turned in for squadding in the Garand Iron Man EIC Rifle Match. There will be two separate categories: Service M1 Garand or As-Issued M1 Garand. Service M1 Garand competitors must follow the current Garand Rifle

rules in the CMP HP Rifle Competition Rulebook. As-Issued M1 Garand Competitors must follow the current Garand rules in the CMP Games Competition Rulebook. Competitors may only fire in one category.

**GARAND IRON MAN EIC RIFLE MATCH:** Qualifying competitors will fire, with their qualifying rifle, over the Rifle National Match Course of Fire (see current edition of the CMP HP Rifle Competition Rulebook). Results will be separated into the two categories (Service M1 Garand and As-Issued M1 Garand). There must be at least six eligible non-distinguished competitors in the category to issue EIC Rifle Points. EIC Points towards a competitors Distinguished Rifleman badge will be issued (see current CMP HP Rifle Rulebook). There will be no minimum credit score for the Garand Iron Man EIC Match and Achievement Pins will not be awarded. Gold, Silver and Bronze place medals will be awarded to the top three competitors in each category. This match will count as one of your five allotted EIC Rifle matches per year.

**ROOSEVELT COMMEMORATIVE MATCH:** This match will follow the As-Issued Military Course of fire (30 shot). Competitors must fire either a M1903 Springfield rifle or a U. S. Krag rifles. This match is restricted to U. S. Krag and M1903 Springfield rifles; M1903 A3 rifles are not permitted. Competitors firing within the cut-scores will receive a special Roosevelt Commemorative Coin.

**D-DAY GARAND, SPRINGFIELD AND VINTAGE MILITARY ANNIVERSARY MATCH:** John C. Garand Rifle, Springfield Rifle, and Vintage Military Rifle Matches will be fired on the same range during the Talladega D-Day Match. **Competitors may only fire a maximum of three times.** Competitors are required to select their relay and relay time. If you are sharing equipment or wish to fire with someone you will need to type the competitors name in the special squadding request box upon registration. If there are any other requests, they may be emailed to [Competitions@TheCMP.org](mailto:Competitions@TheCMP.org).



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.

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 current CMP Games Rulebook. A competitor may fire a U. S. M1 Carbine in a John C. Garand Match.
2. **Springfield Match**—for competitors who fire “as-issued” Caliber .30 U. S. M1903 or M1903A3 Springfield rifles that comply with the current CMP Games Rulebook.
3. **Vintage Military Rifle Match**—for competitors who fire manually operated foreign military rifles or who fire other manually operated U. S. military rifles (M1917 or Krag) that comply with the current CMP Games Rulebook.

**PRONE GARAND, SPRINGFIELD AND VINTAGE MILITARY MATCH:** This match will be fired in conjunction with the Garand, Springfield and Vintage Military Match on Saturday 6 June, at 9AM ONLY, and is for competitors that are 70 years or older. The As-Issued Rifle Course of fire will be used except competitors will remain in the prone position for the last stage of firing. Competitors may either fire in the Prone GSM Match or the regular GSM Match. Competitors wishing to be part of the Three Gun Aggregate must fire in the regular GSM Match as the Prone GSM Match will not be counted towards the three gun aggregate. \*Competitors that are unable to fire all stages in the prone position may fire in the sitting position. Achievement medals will be issued for this match.

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

The course of fire for the Carbine Match is given below. 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 4—10 shots standing slow fire in 10 minutes.

**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 (see current CMP Games Rulebook). All firing in the CMP As-Issued M1911 Pistol Match will be at 25 yards on electronically-scored targets, equivalent to the standard 25-yard NRA B-8 target. 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.

**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. (see current CMP Games rulebook)

All firing in the Military & Police Service Pistol Match will be at 25 yards on electronically-scored targets, equivalent to the standard 25-yard NRA B-8 target. 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.

**RIMFIRE BENCHREST MATCH:** All shots will be fired at 100 yards. Competitors will fire off a bench with at up to two sandbags. Competitors will receive a 5 minute sighter period followed by 30 minutes to fire 40 shots. Rifles will have to comply with the current CMP Rimfire Sporter Rifle Rules (see current CMP Games Rulebook). Competitors may either fire O-Class, T-Class or TU Class.

**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 Rulebook. 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. Participants fire on electronically-scored targets in a fixed position, simulating an exposure of 20 seconds and withdrawn for 20 seconds via commands from center line.

### **Course of Fire**

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

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

No ammunition will be provided 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.



*U.S. GI's approach the coast of Normandy in a landing craft, 6 June, 1944.*

*General Dwight Eisenhower provides words of encouragement to members of the 101<sup>st</sup> Airborne Division prior to the D-Day landing.*



# Range & Match Information

**RULES:** This competition is governed by the 2019 7<sup>th</sup> Edition of the CMP Competition Rules for CMP Games.

Copies of the rules may be downloaded from the CMP 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. Classes will be held every hour or as needed Wednesday 3 June through Sunday 7 June, from 7:30AM until close of business each day.

**SQUADDING:** Entries for the D-Day Anniversary Garand, Springfield, Vintage Military Matches are limited to a total of 300 competitors. During online registration competitors will be required to choose their relay preference. Squadding for the Vintage Sniper match will be decided the day of the event. Relay assignments for the Garand Match, Springfield Match, Vintage Military Match, Carbine Match, 1911 As-Issued Pistol Match and Military & Police Pistol Match will be pre-assigned and printed on the competitor's label.

Each relay will serve as assistant range safety officers for the relay they are partnered with. For example, relay 2 will be range officers for relay 1 and vice versa. Please note this may be the relay before, requiring you to arrive at the range an hour earlier than your relay's firing time.

# CMP Match Results & Awards

**MATCH RESULTS:** Scores will be displayed live in the CMP Competition Tracker results system at [www.TheCMP.org](http://www.TheCMP.org). Scores and competitor rankings may also be displayed electronically on the range and in the CMP Park Club House throughout the competition. Preliminary and final printed results bulletins will be posted in the CMP Park Club House.

**CMP COOKOUT:** Each competitor will also receive a Cookout ticket. Extra Cookout tickets may be purchased for \$10. Payment may be made online with your registration, or taken at the CMP Park Club House upon check in.

**AWARDS:** An awards ceremony will be conducted at the CMP Park Club House 6 June at 5:30PM and 7 June at 12:00PM (or 30 minutes after the conclusion of the Vintage Sniper Match).

© All competitors in the match will receive a commemorative D-Day Anniversary Match T-Shirt.

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

2020 Match Cut Scores			
Event	Gold	Silver	Bronze
John C. Garand Match, 30 shots	279+	273-278	261-272
Springfield Rifle Match, 30 shots	281+	273-280	264-272
Vintage Military Rifle Match, 30 shots	280+	271-279	260-270

M1 Carbine Match, 40 shots	353+	338-352	324-337
Manual Vintage Sniper Team Match (2-person team)	386+	379-385	365-378
Semi-Auto Vintage Sniper Team Match (2-person team)	378+	368-377	350-367
As-Issued M1911 Pistol Match	375+	348-374	325-347
Military & Police Service Pistol Match	370+	349-369	325-348
Prone GSM Match	285+	278-284	268-277
Roosevelt Commemorative Match	275+	265-274	255-264

- ◎ The CMP will award plaques recognizing the High Competitor, High Senior, High Grand Senior, High Women and High Junior in the Garand, Springfield and Vintage Military Rifle matches.
- ◎ There will be special **Three-Gun Aggregate** Awards for the shooters who fire high scores in the Garand, Springfield and Vintage Military Rifle matches.
- ◎ Overall Winner in the Roosevelt Commemorative match will receive an award.
- ◎ There will be special **Four-Gun Aggregate** Awards for the shooter who fires the high scores in the Roosevelt Commemorative, Garand, Springfield and Vintage Military Rifle matches.
- ◎ High Overall, High Senior, High Grand Senior, High Women and High Junior award plaques will be presented for the Carbine Match.
- ◎ Award Plaques will be presented to the Match Winner, High Senior, High Grand Senior, High Women and High Junior of the CMP As-Issued 1911 Pistol Match and Match Winner of the Military & Police Service Pistol Match
- ◎ The top three teams in the Vintage Sniper Team Match (Manual and Semi-Automatic) will receive plaques.
- ◎ Overall Winner in the Benchrest Garand match will receive an award.



- ⦿ Gold, Silver and Bronze Place Medals will be awarded for the Garand Iron Match EIC Match. Non-Distinguished Competitors finishing in the top 10% will receive EIC Rifle points towards their Distinguished Rifleman Badge.
- ⦿ Overall Winner in the Prone GSM match will receive an award. Achievement Medals will also be awarded.
- ⦿ Awards will be issued for the overall winner in O-Class, T-Class and TU Class for the Benchrest Rimfire Sporter Match.

*\*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*

# Registration Information

**HOW TO REGISTER:** Online registrations will be accepted until the match capacity is reached, after that your registration will be put on a waitlist. To register go to the Talladega D-Day Match homepage: <http://thecmp.org/competitions/matches/talladega-d-day-match/>.

Entry fees are:

MATCH	ADULT FEE	JR FEE
M1 Maintenance Clinic	\$20.00	\$10.00
GSM New Shooter Clinic w/Live Fire	\$20.00	\$10.00
One Garand/Springfield/Vintage Military Matches	\$50.00	\$25.00
Two Garand/Springfield/Vintage Military Matches	\$90.00	\$45.00
Three Garand/Springfield/Vintage Military Matches	\$125.00	\$60.00

Roosevelt Commemorative Match	\$45.00	\$25.00
Qualification & Garand Iron Man EIC Match (\$5.00 Non-Refundable qualification fee)	\$35.00	\$25.00
Benchrest Garand Match	\$45.00	\$25.00
Prone GSM Match	\$45.00	N/A
Benchrest Rimfire Sporter Match	\$25.00	\$15.00
1911 As-Issued Pistol Match	\$20.00	\$10.00
Military & Police Pistol Match	\$20.00	\$10.00
Carbine Match	\$50.00	\$25.00
Vintage Sniper Match	\$25.00	\$25.00

Competitors who are age 18 or older must complete and sign a notarized CMP Eligibility Affidavit and Liability Agreement. This can be completed prior to arrival or it may be signed at the marksmanship park. Entrants may download and print a copy of the adult liability release form by clicking the following link:

<http://thecmp.org/wp-content/uploads/Affidavit.pdf>.

Competitors under the age of 18 must provide a Parent Consent Form completed upon arrival. You can download and print a copy of the Jr. Liability Release by clicking here: [http://thecmp.org/wp-content/uploads/Jr\\_Release.pdf](http://thecmp.org/wp-content/uploads/Jr_Release.pdf).

**CMP SPORTS PRO SHOP:** The CMP Sports Pro Shop 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. CMP will sell firearms, ammunition, gear and other shooting supplies.

**HOUSING:** 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 click here: <http://thecmp.org/competitions/cmp-national-matches/area-lodging-links/area-lodging-links-al/>.

**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.

*Soldiers and civilians rejoice when the war in Europe ended in 1945*





# CMP Talladega D-Day Matches

3-7 June 2020



**2020 LOGO COMING SOON**

To register for the 2020 Talladega D-Day Match and for more information on the CMP Talladega Marksmanship Park visit our website at: <http://thecmp.org/competitions/matches/talladega-d-day-match/>.