

2020 New England CMP HP Rifle & CMP Games

A photograph showing a line of CMP HP Rifle shooters at Camp Ethan Allen Training Site. In the foreground, a shooter wearing a green jacket and a straw hat is lying on their stomach, aiming a rifle. Behind them, other shooters are visible, some sitting in chairs and others standing. A Spanish flag is visible in the background.

**14 - 20 September
Camp Ethan Allen
Training Site**

2020 NEW ENGLAND CMP HP RIFLE & CMP GAMES MATCHES

14-20 SEPTEMBER 2020

SPONSORED BY
THE CIVILIAN MARKSMANSHIP PROGRAM



MATCH DIRECTOR – CHRISTIE SEWELL
CHIEF RANGE OFFICER – TBA



COMPETITIONS AND CLINICS HOSTED BY
VERMONT STATE RIFLE & PISTOL ASSOCIATION

FOR MORE INFORMATION ON THE 2020 CMP NEW ENGLAND GAMES
CHECK OUT WWW.THECMP.ORG

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TABLE OF CONTENTS

INFORMATION OR EVENT	PAGE
CMP CLUB PAY BACK PROGRAM	4-5
EVENTS DATES AND TIMES	6-8
AWARD SPONSORS	9
CMP EVENT INFORMATION	
CMP 80 SHOT MATCH	10
CMP 4-MAN TEAM MATCH	10
EIC RIFLE MATCH	10-11
RIFLE MARKSMANSHIP 101 & M16 MATCH	11-12
GSM NEW SHOOTER CLINIC	12
GARAND MAINTENANCE CLINIC	13
GARAND, SPRINGFIELD, VINTAGE, & MODERN MILITARY MATCHES	13-15
CARBINE MATCH	15
RIMFIRE SPORTER MATCH	15-16
PISTOL MARKSMANSHIP 101/M9	16-17
CMP AS-ISSUED 1911 PISTOL MATCH	17
MILITARY & POLICE SERVICE PISTOL MATCH	17-18
PISTOL 40 SHOT MATCH	18-19
CMP .22 RIMFIRE EIC PISTOL MATCH	19-20
PISTOL EIC MATCH	20-22
PISTOL TEAM MATCH	22
VINTAGE SNIPER MATCH	22-23
RANGE & MATCH INFORMATION	23-26
SALES INFORMATION	26
MATCH RESULTS & AWARDS	26-29
ENTRY & ADDITIONAL MATCH INFORMATION	30-33

INVITATION: The New England CMP HP Rifle & CMP Games Matches are sponsored by the Civilian Marksmanship Program and hosted by the Vermont State Rifle & Pistol Association (www.vsrpa.org). The event will be held at the Camp Ethan Allen Training Site 14-20 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. This event includes a Garand-Springfield-Vintage Military Rifle New Shooter Clinic and Rifle Marksmanship 101 for the AR15.

ELECTRONIC TARGETS: All matches fired on the Highpower Range (Range 4-1, 3-2) will be using the KTS Electronic Target System. The CMP 80 Shot Matches, the EIC Rifle Match, Garand/Springfield/Vintage/Modern Military Matches will be pre-squadded.

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

CMP CLUB PAY BACK PROGRAM: Again this year, the CMP will have its **Club Pay Back Program**, where \$5.00 per competitor will be awarded to any CMP Affiliated Club that has 5 or more of their members attending and participating in the New England CMP HP Rifle & CMP Games Matches. The club members will need to present

his or her club ID card at the event. To add pride to the matches, those attending are welcome to show off their colors by bringing club flags to fly on the range throughout the event.

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

RULES: The New England CMP HP Rifle & CMP Games Matches are governed by the current editions of the CMP Competition Rulebooks. For CMP Games Rifle (including the GSMM Matches, Carbine Match, Rimfire Sporter Match, Rifle Marksmanship 101/M16 Match and the Vintage Sniper Team Match) and Games Pistol Matches (including the Pistol Marksmanship 101/M9 Match, 1911 As-Issued Pistol Match and Military & Police Pistol Match) please see the current edition of the *CMP Competition Rules for CMP Games Rifle & Pistol Matches*. The CMP Cup 80 Shot, 4-Man Team Match and EIC Service Rifle please see the current edition of the *CMP HP Rifle Competition Rules*. The EIC Service Pistol Match, .22 Rimfire Pistol EIC Match and Pistol Team Match please see the current edition of the *CMP Pistol Matches*.

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

*Due to new law competitors traveling to the New England CMP HP Rifle & CMP Games matches may not bring a 20 round magazine with them. Competitors may use 10 round magazines during the New England games to be compliant with the new laws of the state of Vermont. You may also borrow a 20 round magazine from a member of the Vermont State Rifle and Pistol Association after your arrival to Camp Ethan Allen Training Site for the New England Games. Please see a CMP Associate at check-in if you need to borrow a magazine.

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 and attend the safety briefing. (We recommend one hour prior to firing.)

- *Competitors may check in everyday beginning at 6:30AM.
- *Check in will close after the days firing is complete.
- *Rifle & Pistol Inspections/Trigger Weighing will be throughout the day.
- *CMP Sales will be available Wednesday - Saturday.

DATE/TIME	EVENT	LOCATION
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MONDAY 14 SEPTEMBER

7:30AM	Roll Call CMP 80 Shot Match	Range 4-1
8:00AM	CMP 80 Shot Match	Range 4-1
1:30PM	Roll Call GSMM* Match	Range 4-1
2:00PM	GSMM Match (2 Relays)	Range4-1

TUESDAY 15 SEPTEMBER

7:30AM	Roll Call CMP 80 Shot Match	Range 4-1
8:00AM	CMP 80 Shot Match	Range 4-1
1:30PM	Roll Call GSMM* Match	Range 4-1
2:00PM	GSMM Match (2 Relays)	Range 4-1

WEDNESDAY 16 SEPTEMBER

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

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

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

THURSDAY 17 SEPTEMBER

8AM-2PM	Rifle Marksmanship 101/M16 Match M16 Medal & Awards Presentation on the range immediately following the match	Cram Dining Range 4-1
9:00AM-3PM	Military & Police Pistol Match As-Issued 1911 Pistol Match	Range 5-1
2:00PM	M1 Maintenance Clinic	Cram Dining

FRIDAY 18 SEPTEMBER

7:00AM-12PM	Pistol Marksmanship 101/M9 Match	Range 5-1
*Roll Call for GSMM Match – ½ hour before your scheduled relay time		
8:00AM	GSMM* Match (10 Relays)	Range 4-1
7:30AM	Squadding Carbine Match	Range 3-2
8:00AM	Carbine Match	Range 3-2
9:00AM	GSM New Shooter Clinic	Cram Dining
2:30PM	Squadding 40 Shot Pistol Match	Range 5-1
3:00PM	40 Shot Pistol Match	Range 5-1

SATURDAY 19 SEPTEMBER

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

8:00AM	GSMM* Match (10 Relays)	Range 4-1
7:30PM	Squadding Rimfire Sporter Match	Range 5-2
8:00AM	Rimfire Sporter Match	Range 5-2
8:30AM	Squadding CMP .22 Rimfire Pistol EIC Match	Range 5-1
9:00AM	CMP .22 Rimfire Pistol EIC Match	Range 5-1
9:30AM	Squadding EIC Pistol Match	Range 5-1
<i>(or immediately following CMP .22 Rimfire Pistol EIC Match)</i>		
10:00AM	EIC Pistol Match	Range 5-1
10:30AM	Squadding Pistol Team Match	Range 5-1
<i>(or immediately following EIC Pistol Match)</i>		

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

SATURDAY 19 SEPTEMBER

11:00AM	Pistol Team Match (2-Man)	Range 5-1
<i>Medal Presentations – 45 mins. after the conclusion of the match</i>		
4:00PM	Medal Presentations	Cram Dining
4:30PM	CMP Cookout	Cram Dining

SUNDAY 20 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	CMP Trailer
<i>(or 30 minutes following the Vintage Sniper Match)</i>		

NEW ENGLAND EVENT SPONSORS



TALLADEGA RANGE DIAMOND SPONSORS



EVENTS & INFORMATION

CMP 80 SHOT MATCH: The CMP 80 Shot may be fired with either a service rifle or match rifle per the current CMP Highpower Rifle & Pistol Competition Rules.

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

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

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

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

- ⦿ 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 current CMP HP Rifle Rules. 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 the current CMP HP Rifle Rule and equal or exceed the EIC Minimum Credit Score (MCS). Eligible non-distinguished competitors must fire a score of 455 to be eligible for EIC Credit Points.

Distinguished and Non-Distinguished EIC Rifle competitors are also eligible for EIC Gold, Silver and Bronze Achievement Pins. Achievement pins will be awarded to competitors who equal or exceed the following cut scores for EIC Rifle:

Gold: 476+

Silver: 465-475

Bronze: 454-464

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

RIFLE MARKSMANSHIP 101 & M16 MATCH (formally SAFS): 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 Marksmanship 101 students are required to use the Rock River AR-15 commercial rifles issued by the school. Personal rifles are not permitted. Ammunition will be issued for use during practice fire and the M16 EIC Match.

Coaches will be available to assist students during practice and the M16 match. Junior competitors must be at least 12 years old.

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

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

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

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

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

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

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

The CMP Games As-Issued Military Rifle events are:

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

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

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

- © Stage 1—5 sighting shots in any position and 10 shots for record in the prone position, 15 minutes.

- ⊙ Stage 2—10 shots prone from standing rapid-fire in 80 seconds.
- ⊙ Stage 3—10 shots standing slow fire in 10 minutes.

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

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

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

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

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

- ◎ Sighting—Unlimited sighters in any position in 10 minutes.
- ◎ Stage 1—10 shots prone slow fire, 10 minutes.
- ◎ Stage 2—Two five-shot prone rapid-fire series (from standing), each in 25 (semi-auto rifles) or 30 (manually operated rifles) seconds
- ◎ Stage 3—10 shots sitting or kneeling slow fire, 10 minutes.
- ◎ Stage 4— Two five-shot sitting or kneeling rapid-fire series (from standing), each in 25 (semi-auto) or 30 (manually operated) seconds.
- ◎ Stage 5—10 shots standing slow fire in 10 minutes.

Stage 6 — Two five-shot standing rapid-fire series, each in 25 (semi-auto) or 30 (manually operated) seconds.

PISTOL MARKSMANSHIP 101 & M9 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 pistol and prepare for practice firing. Pistol students are required to use the M9 Pistols issued by the school. Personal pistols are not permitted. Ammunition will be issued for use during practice fire and the M9 EIC Match. Coaches will be available to assist students during practice and the M9 match. Junior competitors must be at least 14 years old.

Equipment: All students must bring personal eye and hearing protection and wear them while on the range. Students should bring clothing suitable to wear on an outdoor firing range. Headgear, rain gear, sun screen and insect repellent are highly recommended as all firing is done on an open outdoor range. Students may bring additional items of competitive shooting gear that they normally use for service pistol shooting.

M9 Pistol Match: The M9 EIC Pistol Match will be fired at the end of the course instruction and practice firing. The M9 EIC Match will be fired with the pistols issued from the school. The M9 course of fire starts with five sighters. The record course continues with 10 shots for record in slow-fire, 10 shots timed fire and 10 shots rapid fire, all at 25 yards on the B-8 target (CMP Games Rulebook). The top 10% of all eligible students, in the M9 match, who have not earned any EIC points, are awarded introductory 4-point legs to start them on their quest toward the prestigious Distinguished Pistol Shot Badge. If you are in the military please check with your branch of service for eligibility in the M9 match.

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 Competition Rules). 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. (see current CMP Games Competition Rules).

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 Competition Rules)

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. (see current CMP Games Competition Rules).

PISTOL 40 SHOT MATCH: This match, using Service Pistols, involves two ten shot strings at 50 yards, followed by one string of timed fire and one string of rapid fire at 25 yards (see current CMP Pistol Rulebook). Standard pistol targets will be used for each stage. Service Pistols used must comply with current CMP Service Pistol Rules. Ammunition is furnished by the competitor and must meet current CMP Pistol Rules.

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) (see current CMP Pistol Rulebook)

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

CMP .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 current CMP Pistol Rules, 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, and 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 (see current CMP Pistol Rules). The course of fire is the Pistol National Match Course (CMP Pistol Rule 5.3, Table 5 page 40). All

competitors must fire using the standard one-hand hold and start at a 45-degree angle (see current CMP Pistol Rules).

- ⦿ 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 for 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 current CMP Pistol Rulebook and equal or exceed the EIC Minimum Credit Score (MCS) listed in the CMP Pistol Rulebook. 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

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

CMP EIC SERVICE PISTOL MATCH: This will be a regular Service Pistol EIC leg match where competitors must fire service pistols that comply with current CMP Service Pistol Rules. Ammunition is furnished by the competitor and must meet current CMP Pistol Rules. The course of fire is the Pistol National Match

Course (see current CMP Pistol Rulebook). 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 for 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 current CMP Pistol Rulebook and equal or exceed the EIC Minimum Credit Score (MCS) listed in the CMP Pistol Rulebook. 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) (see current CMP Pistol Rulebook).

This match will count towards your CMP Pistol Classification. Competitor classifications are based on a competitor's average scores fired in their most recent competitions. The CMP maintains a national database of competitors and scores that are used to establish competitor classifications. Competitors can view their CMP

Classification by logging into their CMP Competition Tracker File and clicking in Competitions and EIC Results.

PISTOL 2-MAN TEAM MATCH: This match will use the Pistol National Match course of fire (see current CMP Pistol Rulebook). 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. The course of fire for this match is designed to reproduce the conditions under which skilled long-range military riflemen operated. Two riflemen work together as a team. During the match, each team member functions alternately as a shooter or a spotter. After one team member finishes firing, they switch roles and the other team member fires. Firing is done at distances of 300 and 600 yards from the prone position. Shooters may use either a sling or sand bag support, but not both. Wind doping is critical and firing must be done quickly; targets are exposed for each shot for only 20 seconds and then withdrawn for 20 seconds.

Course of Fire

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

- ⊙ Stage 3—600 yards. The first team member fires 10 shots prone during 20 second target exposures. The shooter and spotter then change roles.
- ⊙ Stage 4-- 600 yards. The second team member fires 10 shots prone during 20-second target exposures.

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

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

RANGE & MATCH INFORMATION

RANGE AND TARGET OPERATION: All firing on the High Power range (Range 4-1) will be completed on Kongsberg Electronic Targets (KTS). The KTS system registers each shot and relays the location and score value to a monitor beside each shooter on the firing line. Electronic Target Scoring Rules are available in the current CMP Games Rulebook or the current CMP HP Rifle. It is also every competitor's responsibility to score when their relays are assigned to score. During the matches, competitors who are scoring will also act as assistant range safety officers who are responsible for signaling when competitor's rifles are clear/safe or when competitors are ready for a stage of firing to begin.

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

Competitors on the Highpower Range, using the electronic targets, will be required to verify either the relay before or the relay after their scheduled relay. There will be 10 relays squadded for the Garand/Springfield/Vintage Military & Modern Military Matches on Friday & Saturday. Two Relays each on Monday & Tuesday. The CMP 80 Shot Matches will have a maximum of 6 relays and EIC Rifle match will have a maximum of 4 relays.

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

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

There will be a maximum of 4 relays for the Rimfire Sporter Match and 4 relays for the Carbine Match. A minimum of 2 relays will be scheduled for all Pistol Matches. At least three relays will be scheduled for the Vintage Sniper match.

RIFLE/PISTOL INSPECTIONS: All firearms, to be used in any CMP Games or CMP Service Rifle event, are **required** to be inspected by a CMP sanctioned armorer prior to any live fire at every event. Competitors will be required to present all applicable scorecards to the CMP Armorer in order to complete the inspection process. To expedite the inspection process, competitors are requested to apply their competitor label to each score card. Please include the last **four** digits of the serial number for the firearm to be used in the bottom right hand corner of the scorecard. Upon completion of the firearm inspection process, each scorecard will

receive a stamp of approval from the CMP Armorer, indicating that no safety violations or rules compliance issues were **observed** at the time of inspection. Each rifle will also receive an inspection tag, verifying participation in the inspection process. Any inspection tags from prior events are to be removed at the time of inspection.

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

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

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

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

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

SALES INFORMATION

CMP RIFLE SALES: The CMP South staff from Anniston, Alabama will be at the match with a limited supply of government surplus M1 Garand rifles. These rifles will be on display from Wednesday 16 September – Saturday 19 September. Anyone may inspect these rifles and select one or more to purchase from the CMP regardless of whether they are entered in the competition. Individuals interested in purchasing rifles who are not firing in the match are welcome to come to Camp Ethan Allen during the daily rifle sales.

MATCH RESULTS & AWARDS

MATCH RESULTS: During the New England CMP HP Rifle & CMP Games Matches, all competitors' scores will be recorded in the CMP Competition Tracker system as soon as they are received at the registration trailer. Competition Tracker is an Internet-based

competition management system that displays continually updated official results for competitors and team officials. It also allows individuals interested in the matches who are not at Camp Ethan Allen 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.

CMP COOKOUT: The CMP will provide a Cookout for all CMP Competitors on Saturday 19 September. The Cookout will take place at 4:30pm. Extra Cookout tickets may be purchased at the registration trailer for \$10.00 each.

CMP COMPETITOR RECOGNITION AND AWARDS:

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

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

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
Modern Military Rifle Match, 30 Shots	286+	279-285	270-278
Unlimited Garand Rifle Match, 30 Shots	290+	283-289	273-282

Unlimited Modern Military Match, 30 Shots	293+	288-292	275-287
M1 Carbine Match, 40 shots	353+	338-352	324-337
Manual Vintage Sniper Team Match (2-person team)	386+	379-385	365-378
Semi-Auto Vintage Sniper Team Match (2-person team)	378+	368-377	350-367
As-Issued M1911 Pistol Match	375+	348-374	325-347
Military & Police Service Pistol Match	370+	349-369	325-348
Rimfire Sporter T-Class	583+	573-582	559-572
Rimfire Sporter O-Class	570+	558-569	544-557
Rimfire Sporter TU Class	585+	572-584	559-571

- ◎ The CMP will award plaques recognizing the High Competitor, High Senior, High Grand Senior, High Women and High Junior in the Garand, Springfield and Vintage & Modern Military Rifle. If a competitor fires the same rifle a second, third or fourth time (re-entry), only the first score will count for these awards, but all scores are eligible to win Achievement Medals.
- ◎ There will be special Three-Gun Aggregate Awards for the shooters who fire scores in the Garand, Springfield and Vintage Military Rifle.
- ◎ There will be special Four-Gun Aggregate Awards for the shooters who fire scores in the Garand, Springfield, Vintage Military & Modern Military Rifle Match.
- ◎ Plaques will be awarded to the Overall Match Winner, High Competitor with No EIC Points, High Women and High Junior of the M16 EIC Match.
- ◎ Plaques will be awarded to the Overall Match Winner and High Competitor with No EIC Points of the M9 EIC Match.
- ◎ High Overall, High Senior, High Grand Senior, High Women and High Junior award plaques will be presented for the Carbine Match.

- ⊙ High Overall competitors in the Unlimited Modern Military & Unlimited Garand Match will receive a plaque.
- ⊙ High Overall, High Senior, High Woman and High Junior award plaques will be presented for the Rimfire Sporter Match.
- ⊙ 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
- ⊙ Service Pistol EIC Match Winner will receive a plaque. Place Medals and Achievement pins will also be awarded.
- ⊙ CMP .22 Rimfire EIC Match Winner will receive a plaque. Place Medals and Achievement pins will also be awarded.
- ⊙ High Junior shooter firing a .22 Pistol in the EIC Pistol Match, .22 Rimfire Pistol EIC Match and the 40 Shot Pistol Match will receive a Plaque.
- ⊙ Plaques will be issued to the winners of the Pistol 40 shot match and the Top Team in the Pistol Team match (if there are enough competitors).
- ⊙ A Plaque will be awarded to the Overall Service Pistol Aggregate Winner (competitor must fire in the EIC Service Pistol Match, .22 Rimfire Pistol Match and Pistol Team Match).
- ⊙ A Plaque will be awarded for the Overall Individual Pistol Aggregate (competitors must fire in all five individual pistol matches).
- ⊙ The top three teams in the Vintage Sniper Team Match (Manual and Semi-Automatic) will receive plaques.
- ⊙ Service Rifle EIC Match Winner will receive a plaque. Place Medals and achievement pins will also be awarded.
- ⊙ Overall winning Service Rifle & Match Rifle Teams will receive plaques.
- ⊙ Overall aggregate winners in the CMP Cup Overall Aggregate Service Rifle & Match Rifle categories will receive CMP Cups.
- ⊙ Awards will be given to the overall aggregate in the CMP Cup 80 Matches for High Junior, High Senior, High Women and High Grand Senior.

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

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

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

HOW TO ENTER THE MATCHES

ELIGIBILITY: Any individual who complies with CMP eligibility rules (see current CMP HP Rifle Rule, CMP Games Rule and CMP Pistol Rule) is eligible to enter the CMP 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 New England CMP Cup & 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. 782.

Entry fees are:

MATCH	Adult	Junior
CMP 80 Shot Match	\$45.00	\$30.00
CMP 4-Team Match	\$40.00 per team	\$40.00 per team
Rifle Marksmanship 101 & M16 Match	\$50.00	\$40.00
EIC Rifle Match	\$35.00	\$25.00
GSM New Shooter Clinic	\$10.00	\$10.00
Garand Maintenance Clinic	\$20.00	\$20.00
One Garand-Springfield-Vintage & Modern Military Rifle Match	\$50.00	\$25.00
Two Garand-Springfield-Vintage & Modern Military Rifle Matches	\$90.00	\$45.00
Three Garand-Springfield-Vintage & Modern Military Rifle Matches	\$125.00	\$60.00
Four Garand-Springfield-Vintage & Modern Military Rifle Matches	\$150.00	\$75.00
Carbine Match	\$50.00	\$25.00
Rimfire Sporter Match	\$25.00	\$15.00
Vintage Sniper Team Match	\$25.00 per person	\$25.00 per person
Pistol Marksmanship 101 & M9 Match	\$50.00	\$40.00

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

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

ENTRIES CLOSE/CANCELLATIONS: The entry deadline is 14 September 2020. Cancellations received by 15 August 2020 will be given a 100% refund. Cancellations received between 16 August – 13 September 2020 will receive a 50% refund. Cancellation notices must be submitted to CMP via email to vsnyder@thecmp.org or via fax to 419-635-2802 Attention: V. Snyder.

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 are 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/>. 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 form located on their website: <http://www.vsrpa.org/>. There will be a nominal fee for the meals.

FOR MORE INFORMATION: For answers to questions about the **New England CMP HP Rifle & CMP Games Matches** contact the CMP at vsnyder@thecmp.org or call (888) 267-0796, extension 782.



CMP NEW ENGLAND GAMES

**Jericho, Vermont
14-20 September 2020**



Enter on-line at www.TheCMP.org