



# CMP GAMES RIFLE AND PISTOL COMPETITION RULES

**13<sup>th</sup> Edition—2026**

***These Rules Govern all CMP Games Events:***

*As-Issued Military Rifle Matches (Garand, Springfield,  
Vintage Military Rifle, Carbine, Modern Military Rifle,  
M14 Heritage and Vintage Sniper Rifle Team Matches)*

*Special M17 and M16 EIC Matches*

*As-Issued M1911 and Military & Service Pistol Matches  
Rimfire Sporter Rifle Matches*

# CMP

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Effective date: 1 January 2026

This edition replaces the 12th (2025) Edition  
of the ***CMP Games Rifle and Pistol Competition Rules*** and  
*will remain in effect through the 2026 competition year.*

## **About the CMP and CPRPFS**

*A 1996 Act of Congress established the Corporation for the Promotion of Rifle Practice and Firearms Safety, Inc. (CPRPFS) to conduct the Civilian Marksmanship Program that was formerly administered by the U. S. Army Office of the Director of Civilian Marksmanship (ODCM). The CPRPFS is a federally chartered, tax-exempt, not-for-profit 501 (c) (3) corporation that derives its mission from public law (Title 36 USC, §40701-40733).*

*The CMP promotes marksmanship through firearms training, safety, competitions, and youth programs. The CMP delivers its programs through affiliated shooting clubs and associations, through CMP-trained and certified Master Instructors and through cooperative agreements with national shooting sports and youth-serving organizations.*

*Federal legislation enacted in 1903 by the U.S. Congress and President Theodore Roosevelt created the National Board for the Promotion of Rifle Practice to foster improved marksmanship among military personnel and civilians. The original CMP purpose was to provide U. S. citizens with opportunities for rifle marksmanship practice and competition so they would be skilled marksmen if later called to serve in the Armed Services. This government supported marksmanship program came to be known as the “civilian marksmanship program.”*

*The National Matches, Bianchi Cup Championship, Excellence-In-Competition, and other competition programs have been important components of the CMP legacy since the early 1900s. The CMP promotes these competitions as vital ways to foster, test and celebrate the marksmanship skills of U. S. citizens. They also are an established means of training shooting sports leaders who can instruct youth in target shooting and promote marksmanship practice among U. S. citizens.*

# Introduction to **CMP Competition Rules**

This 2026 13<sup>th</sup> Edition of the **CMP Games Rifle and Pistol Competition Rules** governs all CMP-sanctioned matches for As-Issued Military Rifle and Pistol events, Special EIC Matches and Rimfire Sporter Rifle Matches. These Rules remain in effect from the date they are effective until they are replaced by the next edition of these Rules. If a Rules emergency should arise, the CMP Rules Committee has the authority to issue a Rules update. If a rules update is issued, the official current version of any CMP Competition Rulebook is the version that is posted on the CMP website at <https://thecmp.org/rulebooks/>.

**Authority.** The CMP governs and sanctions rifle and pistol competition events in accordance with the authority granted to it through Title 36, UCS, § 40701-40733. The authority “*to conduct competitions in the use of firearms and to award trophies, prizes, badges, and other insignia to competitors*” is a statutory “function” of the CPRPFS. Authority to conduct the National Matches is given in §40725.

**2026 Rules Changes.** *This is the 13<sup>th</sup> Edition of the **CMP Games Rifle and Pistol Competition Rules**. Substantive rule changes from the 2025 12<sup>th</sup> Edition are underlined and shown in red font.*

**CMP as National Governing Body.** The CMP is the U.S. national governing body for Service Rifle, Service Pistol, 22 Rimfire Pistol, Service Revolver, As-Issued Military Rifle (Garand, Springfield, Vintage Military Rifle, Modern Military Rifle, M1 Carbine, Vintage Sniper Rifle Team Match), As-Issued Pistol (M9, M1911, M&P Service Pistol) and Rimfire Sporter Rifle competitions. The CMP also acts as a governing authority for Match Pistol, Long Range Rifle, Smallbore Rifle, Air Rifle, Air Pistol, and Action Pistol competitions. It fulfills this responsibility by establishing rules, sanctioning competitions, and promoting participation in these disciplines.

**CMP Competition Rulebooks.** To fulfill the CMP’s responsibilities as a competition governing body, it approves and publishes the following rulebooks:

- ***CMP Highpower Rifle Competition Rules.*** Governs Service Rifle (National Trophy and CMP Cup), Long-Range and Mid-Range Matches.
- ***CMP Bullseye Pistol Competition Rules.*** Governs Service Pistol, 22 Rimfire Pistol, Service Revolver and Match Pistol Matches.
- ***CMP Games Rifle and Pistol Competition Rules.*** Governs As-Issued Military Rifle, As-Issued Pistol, and Rimfire Sporter Rifle events.
- ***CMP Smallbore Rifle Competition Rules.*** Governs CMP Smallbore Rifle Matches.
- ***CMP Air Rifle and Air Pistol Competition Rules.*** Governs CMP-sponsored or sanctioned Air Rifle and Air Pistol Matches.
- ***CMP Action Pistol Competition Rules.*** Governs CMP-sponsored or sanctioned Action Pistol Matches.
- ***National Standard Three-Position Air Rifle Rules.*** Governs Three-Position Air Rifle shooting with sporter and precision class competitions for school age juniors; these Rules are established by the National Three-Position Air Rifle Council and are published and administered by the CMP.

**The CMP Board of Directors and its Rules Sub-Committee has the sole authority to establish and amend these Rules.**

**Applicability.** *CMP Competition Rules* govern the conduct of CMP As-Issued Military Rifle and Pistol events in the National Matches, CMP Competition Games Matches and CMP-sanctioned matches. **No match program, match director or other match official may contravene these rules except as explicitly authorized by these rules.**

**Rule Interpretations.** To obtain a clarification or interpretation of any CMP Rule, contact CMP Competitions, 419-635-2141, ext. 714 or 729 or [competitions@thecmp.org](mailto:competitions@thecmp.org), to request a CMP ruling or interpretation. The CMP staff has the authority to interpret unclear rules but may not modify rules. The CPRPFS Board of Directors and its Rules Committee have the sole authority to modify **CMP Competition Rules**.

**CMP Competitions Website.** The CMP website at <https://thecmp.org/> has information pages for all CMP competition programs as well as links to current rulebooks, official programs, and program announcements for CMP

competitions. From the CMP home page, click on “Events” and then select the item(s) you want.

**CMP Competition Tracker.** The CMP has pioneered in using the Internet to administer competitions and rapidly post-match results for competitors and the public. CMP Competition Tracker is a computer-based software system first used during the 2003 National Matches. Any competitor, Match Official, or interested person can view upcoming match announcements and match results in the Competition Tracker website. On the CMP home page, click on “Competition Tracker” or visit <https://ct.thecmp.org/app/v1/index.php>. Then click on “Competitions” or “Match Results” and select the type of competition or other activity that interests you. This site also displays comprehensive lists of “Distinguished Shooters.” Competitors can also use Competition Tracker to enter CMP National Matches events on-line.

**Where to Obtain Rules.** *CMP Games Rifle and Pistol Competition Rules* are posted on the CMP web site at <https://thecmp.org/rulebooks/> and may be downloaded from there without cost. Printed copies of the rules are available from the CMP at a cost of \$9.95 each. Contact:

CMP Competitions Department  
P.O. Box 576  
Port Clinton, Ohio 43452  
Phone (419) 635-2141, ext. 605 or 615  
Fax (419) 635-2573  
Email: [competitions@thecmp.org](mailto:competitions@thecmp.org)

**NOTE:** *References to “right” or “left” in these rules are given for right-handed marksmen. Reverse “Right” and “left” for left-handed marksmen.*

***Please direct questions about CMP Games Rules or rule recommendations to the CMP Competitions Department at [competitions@thecmp.org](mailto:competitions@thecmp.org) or (419) 635-2141, ext. 729.***

***CMP MISSION:***

***Promote excellence in  
marksmanship, firearms safety,  
and youth programs made possible  
by the secure restoration and sale  
of historic American firearms."***



**CMP**

***CMP VISION:***

***To lead the nation in  
marksmanship excellence  
providing safe, high quality and  
innovative programs  
with a focus on youth.***

<b>TABLE OF CONTENTS</b>	<b>PAGE</b>
<b>Rule 1.0</b> CMP Competitions and Competition Events .....	1
<b>Rule 2.0</b> Range Safety Rules .....	11
<b>Rule 3.0</b> Competitor Eligibility and Categories .....	15
<b>Rule 4.0</b> General Competition Rules and Procedures.....	20
<b>Rule 5.0</b> As-Issued Military Rifle Match Rules.....	43
<b>Rule 6.0</b> Special Military Rifle Match Rules.....	52
<b>Rule 7.0</b> Vintage Sniper Rifle Team Match Rules .....	64
<b>Rule 8.0</b> CMP Games As-Issued Pistol Matches .....	74
<b>Rule 9.0</b> CMP Rimfire Sporter Rifle Matches .....	82
<b>Rule 10.0</b> Electronic Target Scoring Rules.....	95
<b>Rule 11.0</b> National Records.....	102
<b>Annex A</b> 2026 CMP Achievement Award Scores .....	104
<b>Index</b> .....	105

## LIST OF TABLES

<b>TABLE 1</b> CMP Games Rifle Events .....	3
<b>TABLE 2</b> CMP Games Pistol Events.....	5
<b>TABLE 3</b> As-Issued Military Rifle Course A .....	49
<b>TABLE 4</b> As-Issued Military Rifle Course B .....	50
<b>TABLE 5</b> M1 Carbine Match Course .....	61
<b>TABLE 6</b> M16 Rifle EIC Match Course .....	62
<b>TABLE 7</b> M14 Heritage Match Course .....	64
<b>TABLE 8</b> Vintage Sniper Rifles and Scopes, 1953 and Earlier .....	65
<b>TABLE 9</b> Vintage Sniper Rifles and Scopes, 1954 to 1976 .....	68
<b>TABLE 10</b> M9 Pistol EIC Match Course .....	78
<b>TABLE 11</b> CMP As-Issued Pistol Course.....	79
<b>TABLE 12</b> Glock Pistol Match Course.....	80
<b>TABLE 13</b> CMP Rimfire Sporter Standard Course.....	91
<b>TABLE 14</b> CMP Rimfire Sporter Dewar Course.....	93



Detailed procedures for Match Officials to use in conducting any of the events governed by this **CMP Rulebook** are posted on the CMP website at <https://thecmp.org/rulebooks/> or scan the QR code with your phone. It is recommended that Match Officials place a printout of these procedures and instructions in a loose-leaf notebook which they can follow when they conduct these events. The

following sets of range procedures may be downloaded from this site:

- General Firing Procedures And Definitions
- CMP Games Slow-fire and Rapid-Fire Procedures and Commands
- CMP Games Rifle Pit Procedures
- M14 Heritage Match Firing Procedures
- Vintage Sniper Rifle Firing Procedures (for pit-operated targets)
- Vintage Sniper Rifle Firing Procedures (electronic targets)
- As-Issued Pistol Firing Procedures
- Rimfire Sporter Rifle Firing Procedures
- CMP Guide to Rimfire Sporter Rifle Shooting



# 1.0 CMP Competitions and Competition Events

*Rule 1.0 defines CMP competition programs, recognized events, match sanctioning and how CMP competitions are governed and organized.*

## 1.1 CMP Competition Program

The Civilian Marksmanship Program (CMP) offers a comprehensive program of rifle and pistol competitions that are governed by **CMP Competition Rules**. CMP shooting sports disciplines are Highpower Rifle, CMP Games Rifle, CMP Pistol, CMP Smallbore Rifle, CMP Air Rifle and Air Pistol, and CMP Action Pistol. The CMP competition program offers competitions at five levels: 1) Club competitions or championships, 2) State Championships, 3) CMP Competition Games competitions, and 4) the National Matches.

## 1.2 Open Participation Without Discrimination

The CMP is a national shooting sports organization chartered by federal law (Title 36 USC, §40701-40733) and dedicated to promoting gun safety, marksmanship training and marksmanship competitions. CMP competitions are open to all competitors who comply with the requirements of federal law (see Rules 3.1, 3.2 and 3.3) regardless of their race, sex, age, sexual orientation, or disability.

## 1.3 CMP Sponsored Competitions

CMP sponsored competitions are organized and conducted by the CMP Program Staff in accordance with policies and budgets approved by the CMP Board of Directors. CMP sponsored competitions are:

### 1.3.1 The National Matches

The National Matches are conducted annually at Camp Perry, Ohio in accordance with Title 36, U. S. Code, § 40725-40727. The National Matches program offers competitions in CMP recognized events.

### 1.3.2 CMP Competition Games

CMP Competition Games are major competitions in CMP-recognized rifle and pistol events. The CMP staff organizes and conducts these competitions by developing cooperative agreements with the ranges or installations selected to host them. The selection of CMP Competition Games hosts is decided by the CMP Board of Directors after considering a potential host's location, range facilities and ability to host competitions with large numbers of competitors.

## 1.4 CMP Sanctioned Competitions

The CMP sanctions affiliated organizations to sponsor State Championship and Club rifle and pistol matches with competitions in CMP-recognized rifle and pistol events. Competitions sanctioned and supervised by the CMP are:

### 1.4.1 Excellence-In-Competition Matches

Excellence-In-Competition (EIC) Matches are rifle and pistol competitions where civilian and military competitors can earn EIC credit points that count towards the awarding of Distinguished Badges through Distinguished Badge

Programs administered by the CMP. EIC Matches include National Trophy Matches that take place during The National Matches, EIC Matches conducted or sanctioned by the CMP and EIC Matches conducted by the Armed Services.

#### **1.4.2 Special EIC Matches**

Special EIC Matches are CMP-sponsored limited eligibility events where Non-Distinguished civilian and military competitors who have not previously earned any EIC credit points in that category (Service Rifle, Service Pistol or 22 Rimfire Pistol) are eligible to receive EIC credit points. The top 10 percent of eligible competitors in these matches receive EIC credit points in accordance with applicable rules for the awarding of Distinguished Badges. Distinguished competitors or competitors who have previously earned Service Rifle EIC credit points may also fire in these matches in the Open Individual Category (OIC, Rule 3.7.4). Special EIC Matches Governed by CMP Rules are 1) the M16 Rifle EIC Match (Rule 6.6.5) and 2) the CMP [M17](#) Pistol Special EIC Match (Rule 8.6.1).

#### **1.4.3 State Championships**

The CMP sanctions CMP-affiliated State Associations or designated clubs to organize state championships for CMP-recognized events.

- a) The CMP will sanction one State As-Issued Military Rifle Championship, one As-Issued Military Rifle Championship and one Rimfire Sporter Rifle State Championship per year in each state.
- b) State Championships must include one or more CMP-recognized events in their program.
- c) CMP-affiliated State Associations may conduct state championships, or they may designate a CMP-affiliated club to conduct the championships.
- d) State Associations or clubs designated by a State Association must submit a state championship sanctioning application not later than 1 January of the year of the championship. If a State Association does not confirm its intent to organize a state championship by applying prior to that date, the CMP will allow other CMP-affiliated clubs in the state to apply directly to the CMP to host any state championship, provided that only one state championship in each discipline may be sanctioned for that state in any one year.

#### **1.4.4 Club Matches**

CMP-affiliated clubs may conduct CMP-sanctioned matches with competitions in one or more CMP-recognized events. Any CMP-recognized event may be included on the program of a sanctioned Club Match.

#### **1.4.5 League Matches**

Leagues with two or more teams or clubs engaging in a scheduled series of competitions may be sanctioned by the CMP. League contests may be conducted as shoulder-to-shoulder or virtual competitions. Scores fired in

sanctioned Leagues may be submitted for classifications. Scores fired in Leagues may not be submitted for National Records.

### **1.5 CMP-Recognized Rifle and Pistol Events**

As a Rifle and Pistol competition sanctioning body, the CMP recognizes Rifle and Pistol events that are suitable for inclusion in CMP-Sanctioned competitions. CMP Games Rifle events that are recognized by the CMP are listed in TABLE 1. CMP Games Pistol events that are recognized by the CMP are listed in TABLE 2 below.

<b>TABLE 1 – CMP GAMES RIFLE EVENTS</b>		
<b>Event</b>	<b>Rule, Rifle Allowed</b>	<b>Course of Fire</b>
<b>As-Issued Military Rifle Match</b>	Rules 5.2.2-5.2.5, any As-Issued M1 Garand, Springfield, or Vintage Military Rifle	30 shots, TABLE 3, or 50 shots, TABLE 4 (with 80-sec. rapid-fire time)
<b>John C. Garand Match</b>	Rule 5.6.2, As-Issued M1 Garands	
<b>Springfield Rifle Match</b>	Rule 5.6.3, As-Issued M1903/M1903A3 Springfields	
<b>Vintage Military Rifle Match</b>	Rule 5.6.4, As-Issued U. S. Krag, M1917 or foreign military rifles	
<b>Roosevelt Commemorative Match</b>	Rule 5.6.5, As-Issued U. S. Krag or M1903 rifles	30 shots, TABLE 3 (with 80-sec. rapid-fire time)
<b>As-Issued Military Rifle 3-Gun Aggregate</b>	Rule 5.6.6, As-Issued M1 Garand + M1903/M1903A3 + Vintage Military Rifle	3 X 30 shots (900 aggregate)
<b>As-Issued Military Rifle 4-Gun Aggregate</b>	Rule 5.6.7, As-Issued M1 Garand + M1903/M1903A3 + Vintage Military Rifle + Modern Military Rifle	4 X 30 shots (1200 aggregate)
<b>Modern Military Rifle Match</b>	Rule 6.2.2, 6.2.3, 6.2.4, Modern Military Rifles	30 shots, TABLE 3, or 50 shots, TABLE 4 (with 80 sec. rapid-fire time)

<b>Unlimited M1 Garand Match</b>	Rule 6.2.6, Unlimited M1 Garand	30 shots, TABLE 3, or 50 shots, TABLE 4 (with 80 sec. rapid-fire time)
<b>Unlimited Modern Military Rifle Match</b>	Rule 6.2.5, Modern Military Rifles	30 shots, TABLE 3, or 50 shots, TABLE 4 (with 80 sec. rapid-fire time)
<b>M1 Carbine Match</b>	Rule 6.2.1, As-Issued M1 Carbines	40 shots, TABLE 5
<b>M14 Heritage Match</b>	Rule 6.2.8, M14 Heritage Rifles	Rule 6.6.6 and TABLE 7 (4x10 Shots)
<b>Vintage Sniper Rifle Team Match</b>	Rule 7.2, Vintage Sniper Rifles, Category A (1953 & prior) and Category B (1954 to 1976)	Two team members, 20 shots each
<b>M16 Rifle Special EIC Match</b>	Rule 6.2.7, M16 Service Rifle or a commercial equivalent rifle	40 shots, Table 6 (with 60 sec. rapid-fire time)
<b>Benchrest VMR Match</b>	Rules 5.2.2-5.2.5, any As-Issued M1 Garand, Springfield, or Vintage Military Rifle, or Rule 7.2.1 Vintage Sniper Rifles	30 shots at 300 yards, Rule 5.6.6
<b>Rimfire Sporter Standard Match</b>	Rule 9.2, .22 cal. rimfire rifles	60 shots, TABLE 13
<b>Rimfire Sporter Dewar Match</b>	Rule 9.2, .22 cal. rimfire rifles	40 shots, TABLE 14
<b>Rimfire Sporter Benchrest Match</b>	Rule 9.2, .22 cal. rimfire rifles	40 shots, Rule 9.7

## TABLE 2 – CMP GAMES PISTOL EVENTS

Event	Rules, Pistols	Course of Fire
<b>CMP Pistol Special EIC Match</b>	Rule 8.2.1, As-Issued U. S. Military M9 Service Pistol, or Rule 8.2.2, 22 Standard Rimfire Pistol	30 shots, TABLE 10 <i>M9 &amp; 22RF EIC Events are fired concurrently</i>
<b>As-Issued M1911 Pistol Match</b>	Rule 8.2.2, As-Issued M1911 cal. .45 Pistol	40 shots, TABLE 11
<b>Military &amp; Police Service Pistol Match</b>	Rule 8.2.3, Military & Police Service Pistol	40 shots, TABLE 11
<b>Glock Pistol Match</b>	Rule 8.5.3	5 x 10 shots at 5, 7, 10, 15 and 25 yards, TABLE 12

### 1.6 Procedures for CMP Match Sanctioning

All CMP competitions conducted by CMP-affiliated organizations and sanctioned by the CMP must comply with the following standards:

#### 1.6.1 CMP Sanctioned Match Authorization

CMP-affiliated state associations, clubs or organizations that want to conduct CMP-sanctioned matches in the United States must apply to the CMP for authorization. Application Forms to apply to sanction CMP EIC, State Championship and Club matches may be downloaded from the CMP Competitions webpage at <http://thecmp.org/competitions/>. The CMP must approve all CMP-sanctioned matches prior to their being conducted.

#### 1.6.2 CMP Sanctioning Fees

A sanctioning fee of \$25.00 must accompany each application to conduct a CMP sanctioned match. There are no individual or other fees for CMP sanctioned matches. There are no individual membership requirements for participating in CMP-sanctioned matches. The local sponsor may charge individual entry fees sufficient to cover expenses necessary to conduct the match.

#### 1.6.3 Sanctioned Match Requirements

All CMP-sanctioned competitions must:

- a) Use the appropriate, current edition of the **CMP Competition Rules** to govern the competition.

- b) All competitions conducted or sanctioned by the CMP must offer competition in one or more CMP recognized events (see TABLE 1 and/or TABLE 2).
- c) Ensure that all competitors and participants comply with CMP eligibility requirements (Rule 3.0).
- d) Provide sufficient qualified competition officials to ensure that the requirements of these rules are properly enforced. Failure to effectively enforce Range Safety Procedures in Rule 2.0 may be grounds for not accepting scores fired in a competition for classification purposes or the awarding of EIC credit points or other CMP awards.

*Note: Information regarding the location, dates and contact information for all CMP-sanctioned matches will be posted on the CMP web site after a competition sanctioning application is approved.*

### 1.6.5 CMP-Sanctioned Match Reporting

CMP-sanctioned match sponsors must submit a CMP Sanctioned Match Report and individual scorecards for all competitors to the CMP within ten days following the match.

## 1.7 Applicable Rules

*The following rules and official documents govern all matches conducted, sponsored, or sanctioned by the CMP.*

### 1.7.1 CMP Rules for CMP Games Rifle and Pistol Events

The current edition of this rulebook must govern all CMP sponsored or sanctioned CMP Games Rifle and Pistol Matches.

### 1.7.2 Rule Interpretations

The CMP may issue rule interpretations for rules in this rulebook that are unclear or in dispute. CMP rule interpretations may not change, set aside, or alter specific rules in the **CMP Rules**.

### 1.7.3 Match Program

All CMP-sponsored or sanctioned competitions must have a written Match Program. The Match Program provides additional information regarding the specific conditions of that competition. A Match Program may not change, set aside, or alter any rules in the CMP Competition Rules.

### 1.7.4 Range Incident Forms

All irregular shots, interruptions or other issues that arise during a competition should be documented on Range Incident Forms (RIF). A model Range Incident Form is shown in the illustration.

CMP Range Incident Form	
Date _____	Time _____
Range _____	Relay _____ Firing Pt. _____
Event _____	Stage _____
Competitor _____	CMP # _____
INCIDENT:	
Incident concerns: <input type="checkbox"/> Scoring <input type="checkbox"/> Match Operation <input type="checkbox"/> Rule Violation <input type="checkbox"/> Other _____	
RO/TO: _____	
Please give completed RIF to the ACRO or ACTO	

### **1.7.5 Match Director Bulletin**

Match Director Bulletins may be issued to provide additional information regarding competition conditions that were not known when the Match Program was published. Match Director's Bulletins may not change, set aside or alter specific rules in the **CMP Rules**.

### **1.7.6 Rules Conflicts**

In the event of a rules conflict, precedence must be given to the **CMP Rules**, then to applicable CMP rule interpretations, then to the Match Program and finally to a Match Director Bulletin, if any. Statements or conditions in a Match Program or Match Director Bulletin that are contrary to **CMP Rules** are unauthorized and cannot take precedence over **CMP Rules**.

## **1.8 Match Officials**

*Match Officials are responsible for safely conducting competitions and for ensuring that competitors have the best possible conditions for completing their events according to these rules. Match Officials who are authorized to participate in decisions to penalize or disqualify competitors according to Rule 4.9.2 are the Match Director, Range Officers, Statistical Officers, Score Challenge Officers, Technical Officers, and appointed Jury Members. Match Officials should normally not also be competitors, but if, exceptionally, Match Officials are competitors, they must also fulfill all competitor requirements listed in Rule 3.4. CMP-sanctioned competitions should have the following Match Officials:*

### **1.8.1 Match Director**

The Match Director is the chief executive officer of the competition. The Match Sponsor appoints the Match Director. The Match Director has the overall responsibility for managing and conducting the competition safely and in accordance with these Rules. The Match Director may make decisions regarding the application or interpretation of rules during the competition, however, if a written protest is submitted (Rule 4.10.2 c), they must appoint a Jury to decide the protest.

### **1.8.2 Chief Range Officer and Range Officers**

The Chief Range Officer is appointed by the Match Director and is responsible for the actual conduct of range firing during the competition in accordance with applicable rules, range safety procedures and the **Firing Procedures and Range Officer Commands** (see links at <https://www.TheCMP.org/rulebooks/>). If there are more than ten firing points on a range, the Chief Range Officer must be assisted by at least one Range Officer for every ten firing points. Range Officers may make decisions regarding the application of rules during the competition, however, if a Range Officer's ruling is doubtful or questioned, he must consult with the Chief Range Officer or Match Director before deciding. Range Officers must be familiar with these Rules and have received training regarding safe range firing procedures and their duties and functions. After

each firing event, Range Officers are responsible for collecting signed scorecards from the Scorers or Verifiers.

### **1.8.3 Chief Target Officer and Target Officers**

On ranges with pit-operated targets, the Match Director must appoint a Chief Target Officer. The Chief Target Officer is responsible for operating the target pits during the competition in accordance with applicable rules, range safety procedures and the **Highpower Rifle Pit Procedures** (see links for the **Range Officer Commands** at <https://www.TheCMP.org/rulebooks/>). When targets are scored in the pits, the Chief Target Officer is responsible for making decisions regarding the values or numbers of shots and for making final decisions on score challenges. If there are more than ten firing points on a range, the Chief Target Officer should be assisted by at least one Target Officer for every ten firing points. Target Officers must be familiar with these Rules and have received training regarding safe range firing procedures, scoring procedures and their duties and functions.

### **1.8.4 Chief Statistical Officer and Statistical Officer(s)**

The Chief Statistical Officer is appointed by the Match Director and is responsible for processing competitor entries, squadding competitors, scoring targets (if targets are not scored by competitors) and for processing scores to produce preliminary and final results lists. The Chief Statistical Officer may appoint additional Statistical Officers as required. If paper targets are scored in the statistical office, the Chief Statistical Officer must appoint and train the Scorers (Rule 1.8.8). There should, as a guideline, be sufficient Scorers to score the targets from one relay before the targets from a subsequent relay arrive in the statistical office. If the manual scoring of paper targets is used and a Score Challenge Officer(s) is not appointed, the Chief Statistical Officer shall be responsible for making final decisions on all score challenges.

### **1.8.5 Score Challenge Officer(s)**

If the manual scoring of paper targets is used, the Match Director and Chief Statistical Officer may appoint one or more Score Challenge Officers who are responsible for evaluating and making final decisions on all score challenges. If scoring is done on the range or in the target pits, by competitors, a Match Official or Target Officer(s) shall be designated as a Score Challenge Officer(s) who is responsible for making final decisions on score challenges.

### **1.8.6 Technical Officer**

When competitions are conducted on electronic targets, there must be a qualified Technical Officer on duty. Technical Officers must be trained in electronic target operations, the resolution of electronic target complaints and the operation of electronic target competition management software. During competitions, the Technical Officer is responsible for operating the electronic target control computer and targets and for working with the Range Officer(s) to resolve any electronic target complaints. The Technical Officer is



responsible for making decisions regarding the values or numbers of shots, and for making final decisions in coordination with the Statistical Officer and Range Officer regarding electronic target score protests or complaints in accordance with Rule 10.0.

### **1.8.7 Target Marker**

When Highpower Rifle competitions are conducted with paper targets on ranges with pit-operated targets, competitors on a prior or upcoming relay will be assigned to act as Target Markers in the pits for the relay of competitors that is firing. If paper targets are scored by Target Markers (competitors) in the pits, the Target Markers will be responsible for making all initial decisions regarding the number and scores of shots fired. When competitors act as Target Markers, they are acting as Match Officials who are responsible for accurately scoring and signaling the value of each shot fired on the target they are marking. Failure to fulfill these duties as assigned may result in disqualification (4.9.3 c). Competitors with approved special medical authorizations who cannot pull targets must provide substitute Target Markers (see Rule 3.6.2 c).

### **1.8.8 Scorer**

When Highpower Rifle paper targets are scored by Target Markers (competitors) in the pits, competitors on the firing line will be assigned to act as Scorers who record competitors' scores that are scored by the Target Markers. When competitors act as Scorers, they are acting as Match Officials who are responsible for accurately recording the value of each shot fired. Scorers who record scores that were not actually fired by the competitor may be falsifying scores and be subject to disqualification (4.9.2 e).

Scorers' responsibilities on ranges with pit-operated targets are to:

- a) Act as a Safety Officer on that firing point.
- b) Check the competitor's scorecard to be sure the competitor is clearly identified and that the rifle being fired is properly identified on the scorecard.
- c) Record the value of each shot fired on the competitor's scorecard.
- d) Call out the value of each slow-fire shot and rapid-fire total when they are signaled from the pits unless the competitor instructs the Scorer not to call out shot values or scores.
- e) During rapid-fire series, record whether the competitor started from standing and count the number of shots fired by the competitor. Any saved rounds must be recorded as misses (0) on the competitor's scorecard. If a competitor fires 11 or more shots, this must be reported to the Range Officer (*Scorers should not look through their spotting scopes when rapid-fire series are fired*).
- f) Immediately after each firing event, turn the competitor's signed scorecard into the Range Officer for that sector.

### **1.8.9 Verifier**

When competitions are conducted on electronic targets, competitors on a prior or upcoming relay may be assigned to act as Verifiers for the relay of competitors that is firing. Verifiers responsibilities include:

- a) Acting as a Safety Officer on that firing point;
- b) Checking the competitor's scorecard to be sure the competitor is clearly identified and that the rifle or pistol being fired is properly identified on the scorecard;
- c) Confirming that competitors fire the correct number of shots at their targets, and that their targets score those shots;
- d) Calling out the value of each slow-fire shot and rapid-fire total as they are indicated on the target monitor unless the competitor instructs the Scorer not to call out shot values or scores.
- e) Immediately notifying a Range Officer or Technical Officer regarding problems on their competitor's target; and
- f) During rapid-fire series, recording whether the competitor started from standing and counting the shots fired by that competitor. Any saved rounds (fewer than 10 shots) must be recorded as misses (0) on the competitor's scorecard. If a competitor fires 11 or more rounds, this must be reported to a Range Officer.
- g) Immediately after each firing event, turn the competitor's signed scorecard into the Range Officer for that sector.

### **1.8.10 Jury**

If a written protest is filed in accordance with Rule 4.11.2 c), the Match Director must appoint a Jury of three qualified persons to decide the protest. Jury members should be experienced competitors, coaches or team officials who do not have a direct interest in the protest to be decided. The competition shall be completed based on the Jury decision. Jury decisions, however, may be appealed to the CMP and are subject to review (Rule 4.10.4).

### **1.8.11 Match Officials' Duties**

All Match Officials are responsible for carrying out their duties as described in this Rule (Rule 1.8) to ensure that competitors have fair, enjoyable competitions conducted according to applicable rules and the highest standards of sportsmanship. All Match Officials are duty-bound to conscientiously follow these Rules while acting with complete impartiality and treating competitors with respect. Match Officials may not contravene or overlook Rules. If a situation arises that is not covered by these Rules, Match Officials must decide the situation in a way that follows the intent of the Rules and is fair to all competitors. If situations arise in a competition that are not covered by the Rules, this must be reported to CMP Competitions.

### 1.8.12 Spectators and Media

Match sponsors should encourage and assist spectators and media during competitions. Spectators must remain behind the firing points and may not communicate with competitors on the firing line. A Ready Line may be designated to restrict the forward movement of persons who are not firing or officiating. The Range Officer may give photographers special access or permission to photograph competitors from the area immediately behind the firing line. Spectators and media must be allowed to speak in normal tones. Spectators are allowed to talk during competitions but calling out specific instructions to a competitor is illegal coaching (Rule 4.4.5) and is not permitted. Calling out a competitor's name to harass or distract them is not permitted (Rule 4.10.1 f). Spectators or photographers may not use flash photography during competitions. Cell phones and other communication devices must be turned off or placed in silent mode while competitions take place.

## 1.9 Match Entries

### 1.9.1 Advance Notice

Advance notice for all upcoming CMP-sanctioned competitions must be provided to eligible and interested competitors. Such notice can be given with a sanctioned match posting on the CMP web site or by the distribution of the match program by mail or email.

### 1.9.2 Match Entries

Individual entries should be made in advance as prescribed in the match program. Late entries may be accepted if range space is available.

## 2.0 RANGE SAFETY RULES

*Safety is the foremost priority in all shooting sports activities. The safety of competitors, Match Officials and spectators requires constant, disciplined attention to safe gun handling. Competitors and Match Officials are responsible for following established safety rules and safe rifle handling rules. This section describes safety rules that are applicable for CMP sponsored and sanctioned Vintage Military Rifle, As-Issued Pistol and Rimfire Sporter competitions.*

### 2.1 Safe Gun Handling Rules

The safe conduct of all shooting sports activities requires all participants to know and conscientiously follow fundamental **Safe Gun Handling Rules** for carrying and handling guns used in these events. The objective of Safe Gun Handling Rules is to prevent any unintentional firing or personal injuries that might result. These rules are:

- **Muzzle.** Always keep gun muzzles pointed in safe directions (usually up, down or downrange). When handling guns, do not allow a gun muzzle to point towards another person.

- **Action.** When handling guns, keep their actions open and unloaded. Confirm that guns are unloaded by inserting safety flags. Safety flags may only be removed, gun actions closed, or guns loaded on active firing points where a Preparation period or live firing is properly authorized.
- **Trigger.** When handling guns, keep fingers off the trigger until beginning to aim at a target you intend to shoot.

## **2.2 Safety Flags**

Safety Flags (formerly called Empty Chamber Indicators or ECIs) must be placed in all rifles and pistols when they are on a Shooting range. Safety flags may only be removed during authorized Preparation and Firing times. A rifle being carried on a range must have a safety flag inserted whether it is carried uncased or in a gun case. Pistols carried in closed pistol boxes do not require safety flags. Safety flags must be fluorescent orange, yellow or a similar bright color and must have a probe that inserts into the gun chamber and a visible flag that projects out from the open gun action.

## **2.3 Cleared Rifles and Pistol**

A CLEARED rifle or pistol has its action open, chamber empty, magazine (if any) removed, a safety flag inserted in its chamber and has been checked by a Range Officer. All rifles and pistols must be CLEARED and grounded or benched (Rule 2.4) before anyone may go downrange to hang, score or retrieve targets.

## **2.4 Grounded or Benched Rifles and Pistols**

A grounded or benched rifle or pistol has its action open, chamber empty, magazine (if any) removed, a safety flag inserted in its chamber that has been checked by a Range Officer and placed on the ground or on a shooting stool or bench. No one may handle a grounded or benched rifle or pistol without Range Officer authorization.

## **2.5 Carrying Rifles or Pistols**

The carrying of rifles or pistols is defined as physically moving or transporting firearms to and from a range assembly area or firing line. Rifles may be carried in closed gun cases or in an uncased condition, but a safety flag must always remain inserted while the rifle is on the range. Pistols may be carried in closed pistol boxes; pistols carried uncased must have a safety flag inserted.

## **2.6 Handling Rifles or Pistols**

The handling of rifles or pistols is defined as anything a competitor does to operate the mechanism, shoulder, or aim the firearm, put a sling on, load, practice loading, insert a clip or magazine or otherwise perform any action that would prepare the competitor to fire the rifle or pistol. Opening a closed pistol box is considered handling. Handling rifles or pistols behind the firing line is not permitted. Adjusting or blackening sights, adjusting slings without placing them on the arm or making minor adjustments to the firearm in the ready area or behind the firing line is not

regarded as handling and is permitted as long as a safety flag remains inserted. Competitors may load removable clips or magazines in the ready area.

## ***2.7 Carrying Rifles or Pistols to the Firing Line***

After competitors are instructed to move their rifles and equipment to the firing line, they are permitted to handle their rifles on the firing line as long as their muzzles remain pointed up or downrange and safety flags remain inserted. After arrival at the firing line and prior to the start of the Preparation period, rifle competitors may put slings on and get into a firing position with their rifles, but they may not remove safety flags, close actions, or dry fire until the Range Officer announces the start of the Preparation period. Pistols should be kept in closed pistol boxes or cases. Pistol boxes or cases must always remain closed, until the Range Officer authorizes competitors to unbox or uncase pistols during Preparation or firing periods.

## ***2.8 Safety During Loading***

Loading is defined as bringing a cartridge or magazine containing cartridges into contact with a rifle or pistol. Firearms may be loaded only when a competitor is on a firing point and only after the Range Officer gives the command **LOAD** or **LOAD AND STANDBY**. Charging magazines in advance is permitted, but no magazine may be inserted in a rifle or pistol until the command **LOAD** is given. Any competitor who loads and fires a shot before the **LOAD** command shall be disqualified and may not continue firing in that event.

## ***2.9 Safety During Firing***

During Preparation and firing times and until firearms are cleared and grounded or benched, competitors must:

- a) Keep pistols at the raised or ready position or hold them on the bench with the pistol muzzle pointed downrange in the direction of the target.
- b) Keep rifle muzzles pointed up, downrange or down; they may not be pointed to the side or rear.
- c) Rifle muzzles or butt-stocks may be rested on a shooting stool between shots if the magazine and chamber are empty. Rifles may not be loaded when the muzzle or butt is resting on a shooting stool. Rifles may not be rested on a shooting stool after they are loaded.
- d) On ranges where elevating rifle or pistol muzzles above the targets or impact berm behind the targets is not permitted, all rifle and pistol muzzles must be pointed downrange or down and muzzles may not point above the targets or impact berm.

## ***2.10 Safety After Firing***

As soon as a pistol firing series ends, competitors must open pistol actions or cylinders, remove magazines, insert safety flags, and bench their pistols. As soon as a rifle firing series ends, competitors must open rifle actions, clear, or remove magazines (if removable), insert safety flags and ground their rifles. When a

second or subsequent firing stage follows a completed stage, rifle competitors may remain in position with slings on until the preparation period for the next stage begins if rifle actions are open and safety flags are inserted. A Range Officer must inspect benched pistols or grounded rifles to confirm that actions are open, with chambers empty, magazines cleared or removed, and safety flags inserted. Competitors may move from their positions and remove their firearms and equipment from the firing line in accordance with Range Officer instructions.

### ***2.11 Going Downrange***

When anyone goes downrange for any purpose, this must be authorized by the Chief Range Officer after all rifles or pistol on the firing line are **CLEARED** and grounded. No one may touch or handle rifles while anyone is downrange.

### ***2.12 Removing Rifles or Pistols From Firing Line***

Rifles may be removed from the firing line only after they are unloaded, with actions open, safety flags inserted and have been checked by a Range Officer (**CLEARED**). No rifle may be removed from the firing line during a competition until it is checked by a Range Officer. Pistol boxes must be closed before they are removed from the firing line.

### ***2.13 Range Safety Emergency***

The command for an emergency cease fire is **CEASE FIRE-CEASE FIRE-CEASE FIRE**. Any person who observes an unsafe situation anywhere on the range must notify a Range Officer immediately. If a Range Officer is not immediately available, any person may command **CEASE FIRE-CEASE FIRE-CEASE FIRE** in a safety emergency.

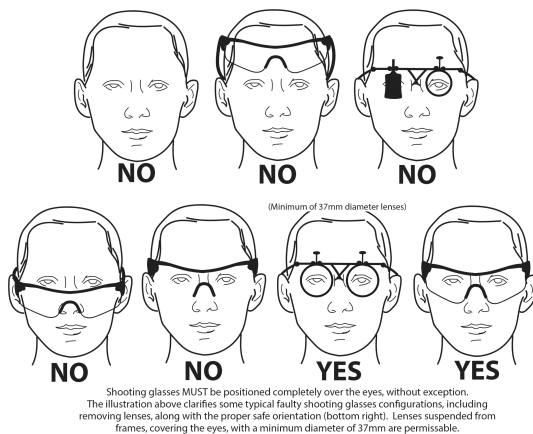
### ***2.14 Safety Enforcement***

Any competitor who handles a rifle or pistol in an unsafe manner or who violates safety rules may be given a warning or deduction of points in accordance with Rule 4.9.3 a). Any competitor who handles a rifle or pistol in an unsafe manner that endangers the safety of another person may be disqualified in accordance with 4.9.2 b).

### ***2.15 Eye and Hearing Protection***

All competitors and competition officials, including Scorers or Verifiers, are required to wear eye and hearing protection when on shooting range firing lines and in Highpower Rifle target pits during Highpower Rifle firing. Eye protection must have two complete lenses with minimum dimensions in depth and width for each lens of 1.30 in. It is strongly recommended that eyewear worn on firing lines meet or exceed the ANSI Z87.1 safety standard impact protection. Competitors' eyewear must be worn so that the two lenses remain in front of the eyes during firing (see diagram). No one will be allowed to participate in a CMP-sanctioned competition unless they are wearing eyewear and hearing protection that complies

with this rule. Using electronic hearing protection to listen to music or communications while on the firing line is not permitted. Any competitor or match official who is not in compliance with this rule will be warned in accordance with Rule 4.13.2 a). Refusal to comply with a warning is grounds for disqualification.



## 2.16 Personnel Authorized to Be On Firing Lines

During firing times on active ranges, personnel authorized to be on a firing line are competitors whose relay is assigned to be there, assigned Scorers or Verifiers and Match Officials on duty. The Match Director or a designated Press Chief may authorize media representatives to work on the firing line. A Range Officer may authorize individual observers to approach the firing line to observe or photograph a competitor provided they do not contact a competitor.

## 3.0 Competitor Eligibility and Categories

*Rule 3.0 defines eligibility to participate in CMP competition programs and the categories in which competitors may compete.*

### 3.1 General Eligibility

All CMP-sponsored or CMP-sanctioned matches are open to any individual who complies with these eligibility requirements. U. S. citizenship is not required to participate. Individual membership in the CMP or a sponsoring organization is not required to participate. No person who has been convicted of a Federal or State felony or any violation of Section 922 of Title 18, U. S. Code, is eligible to participate in any activity sponsored or sanctioned by the CMP.

### 3.2 Eligibility Affidavit Required

Before an individual is permitted to participate in any CMP-sponsored or CMP-sanctioned competition, the sponsoring club or the CMP Competitions Department shall have on file a notarized affidavit from that individual certifying that they:

- Has not been convicted of any Federal or State felony or violation of Section 922 of Title 18, United States Code; and
- Is not a member of any organization that advocates the violent overthrow of the United States Government.

### **3.3 Waiver and Liability Agreement Required**

Before an individual is permitted to participate as a competitor, coach, team official or competition official in any CMP sanctioned competition (the participant), the sponsoring club or the CMP Competitions Department shall have on file a signed waiver and liability agreement stating that the participant:

- a) Is bound by the appropriate, current edition of the **CMP Rules**;
- b) Shall waive any claim against the CPRPFS, Inc. and any other organization sponsoring or supporting the match for any personal injury, loss or damage suffered in connection with the sanctioned competition;
- c) Shall indemnify and hold harmless the CMP and any organization sponsoring or supporting the sanctioned competition from any claim of a third party arising from any negligent or wrongful conduct; and
- d) Agrees that photographs of the participant taken during the event and the participant's name, hometown, team or club and competition results may be published or reproduced by the CMP in any of its printed or electronic communications.

### **3.4 Competitor Responsibilities**

Every competitor who participates in a CMP competition must fulfill the following responsibilities. Failure to fulfill any of these responsibilities may result in disqualification in accordance with Rule 4.9.2 c).

#### **3.4.1 Safety**

Every competitor must be capable of safely completing the course of fire for that match and of following all safety rules. If, in the opinion of the range officers and match director, a participant is not able to handle the rifle or pistol safely, that person may be removed from the firing activity. Any decision to remove a competitor must be made by at least two officials such as a Range Officer and Chief Range Officer or Range Officer and Match Director.

#### **3.4.2 Knowledge of the Rules**

Competitors are responsible for knowing and complying with **CMP Rules**, the Match Program and any Match Director Bulletins issued for the match.

#### **3.4.3 Scorer, Verifier or Target Marker Responsibilities**

Competitors are responsible for fulfilling Scorer (Rule 1.8.6), Verifier (Rule 1.8.7) or Target Marker (Rule 1.8.8) duties as assigned.

#### **3.4.4 Duty to Obey Match Officials**

Competitors are responsible for following the instructions and range commands given by Match Officials who are acting in the proper conduct of their duties. Failure or refusal to obey the instructions of a Match Official may result in disciplinary action or disqualification (Rule 4.9.2 c).

#### **3.4.5 Firing Line Behavior**

Competitors may converse with Match Officials, and Scorers or Verifiers while they are firing. Conversations with other competitors should normally take



place off the firing line. Competitors may not use loud or abusive language that disturbs other competitors. Verbal or physical abuse of a Match Official(s) or another competitor(s) by a competitor is prohibited and may result in disciplinary action or disqualification (Rule 4.9.1).

### **3.4.6 Smoking and Vaping Prohibition**

Smoking or vaping is not permitted on the firing line during any CMP-sanctioned competition.

## **3.5 Age Limits**

Anyone who participates in a CMP-sponsored or sanctioned event must be capable of safely handling a rifle or pistol that is legal for the event and of safely completing the event's course of fire. The following age limits are established to ensure that participants in CMP-sponsored or sanctioned competitions can fulfill that responsibility.

### **3.5.1 Age Limit for CMP Games Rifle and Pistol Matches**

CMP As-Issued Military Rifle Matches are open to competitors 12 years of age or older. CMP As-Issued Military Pistol Matches are open to competitors 14 years of age or older.

### **3.5.2 Age Limit for CMP Rimfire Sporter Rifle Matches**

CMP Rimfire Sporter Rifle Matches are open to all competitors 10 years of age or older.

### **3.5.3 Age Restriction Waivers**

The CMP or sanctioned match sponsors may waive the age requirement upon the presentation of evidence that the applicant has demonstrated the ability to safely complete the course of fire for the event by completing an appropriate training course with actual range firing or by having successfully competed in other similar shooting competitions.

## **3.6 Competitors with Medical Conditions or Impairments**

Competitors with medical or physical impairments, whether temporary or permanent, who can safely complete CMP-recognized courses of fire, are eligible to compete in CMP sponsored or sanctioned competitions in accordance with this Rule (3.5) if they have a written Special Authorization issued by the CMP Competitions Department. If a competitor has a physical impairment, whether temporary or permanent, that prevents shooting in a position defined by the shooting position rules (Rules 6.1.1, 6.1.2, 6.1.3), they may substitute a more difficult position. Sitting or kneeling may be substituted for prone or standing may be substituted for sitting or kneeling or prone. Any substitute position must conform to the rules for that position. When a substitute position is used, the time limit for the current stage of fire applies, not the time limit for the substitute position. The Match Director must approve the substitute position.

### **3.6.1 Applications for Special Authorizations**

Competitors with medical or physical conditions or impairments that require adaptive positions or devices for them to participate in CMP competitions must

apply to the CMP for a Special Authorization. Competitors with Special Authorizations are permitted to use necessary aids such as wheelchairs, tables or support stands while firing in adaptive firing positions and specific deviations from the requirements of these Rules. The regulations of World Shooting Para Sport (WSPS) (<https://www.paralympic.org/shooting/rules>) should be used as guidelines for selecting adaptive positions and devices that allow the competitor to complete a CMP course of fire. To obtain a special authorization, the competitor must apply to CMP Competitions ([acantu@thecmp.org](mailto:acantu@thecmp.org), 419-635-2141, ext. 602) identifying the competition events, adaptive positions or devices that will be used and whether any deviations from other provisions of these Rules are required.

### **3.6.2 CMP Special Authorizations**

The CMP issues two types of Special Authorizations that permit competitors with medical or physical impairments to compete in CMP sponsored or sanctioned competitions while using adaptive positions and devices.

- a) **General Authorization.** Any competitor with a medical or physical impairment may be authorized to complete a CMP-recognized event course of fire while using WSPS SH1 or SH2 or similar adaptive positions and devices. Competitors with General Authorizations may compete for CMP Achievement Awards (Rule 4.8). Match sponsors may permit competitors with General Authorizations to compete for awards or provide special awards for competitors who use modified positions or adaptive devices.
- b) **Distinguished Marksman Authorization.** A Competitor with a permanent disability or limitation who can complete an EIC Rifle or Pistol course of fire while using a WSPS SH1 or similar adaptive positions may be authorized to compete to earn EIC credit points that count towards the awarding of the Distinguished Marksman Badge (See Rules 10.1 and 10.4 in the ***CMP Highpower Rifle or Bullseye Pistol Competition Rules***).
- c) **Competitor Responsibilities.** Competitors with Special Authorizations are expected to fulfill all competitor responsibilities including, when required, scoring, and pulling targets. Competitors with special authorizations must provide substitute Target Markers for Highpower Rifle events if they are unable to pull targets.

## **3.7 Competitor Categories**

*Competitors may register and participate in one or more of the following categories in accordance with these rules when competitor rankings and awards in these categories are provided for in the match program.*

### **3.7.1 Women**

If a Women's category is included in the match program, any female competitor may compete in the women's category regardless of age or other category or

sub-category status, except that Junior Women must also comply with Rule 3.7.3.

### 3.7.2 Civilian or Service

If Civilian or Service categories are included in the match program, competitors may register and participate in only one of the following categories:

- **Civilian.** This category consists of all competitors who are not in the Active Service, Reserve or National Guard categories. Retired Service (Active, Reserve or National Guard), Fleet Marine Corps Reserve and Police personnel are civilians; or
- **Service.** This category consists of all service personnel, Active Duty, National Guard or Reserve.

### 3.7.3 Age Group Categories

If Age Group categories are included in the match program, competitors may register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- **Junior.** Juniors (U21) are Civilians who are under the age of 21 on the first day of a competition. Individuals who compete in the Service category may not compete as Juniors. *Note: If a competitor's birthday is on the first day of a competition, they will be a junior for the entire competition.*
- **Intermediate Junior.** Intermediate Juniors (U18) are competitors who are under the age of 18 on the first day of a competition.
- **Sub-Junior.** Sub-Juniors (U15) are competitors who are under the age of 15 on the first day of a competition.
- **Senior.** Seniors (O60) are competitors whose 60<sup>th</sup> birthday occurred before the first day of a competition. Individuals who compete in the Service category may not compete as Seniors.
- **Grand Senior.** Grand Seniors are competitors whose 70<sup>th</sup> birthday occurred before the first day of the competition.

### 3.7.4 Open Individual Category (OIC)

Individual competitors who do not comply with eligibility, equipment or firing position rules may compete in the Open Individual Category (OIC) if the Match Director approves. Competitors in this category shall be listed in the results lists under a separate Open Individual Category heading. Unless the Match Program provides for a special Open Individual Category, they are not eligible to win awards or to earn Special EIC credit points. When scores are reported to the CMP, all competitors who fire in this category must be clearly identified.

## 4.0 General Competition Rules and Procedures

*Rule 4.0 defines general competition rules and procedures that apply uniformly to all CMP As-Issued Military Rifle and Pistol events and to CMP Rimfire Sporter events.*

### 4.1 Range Design and Operation

Specific areas of each rifle or pistol range are designated to fulfill particular functions that ensure safety and effective range operation.

#### 4.1.1 Ready Line

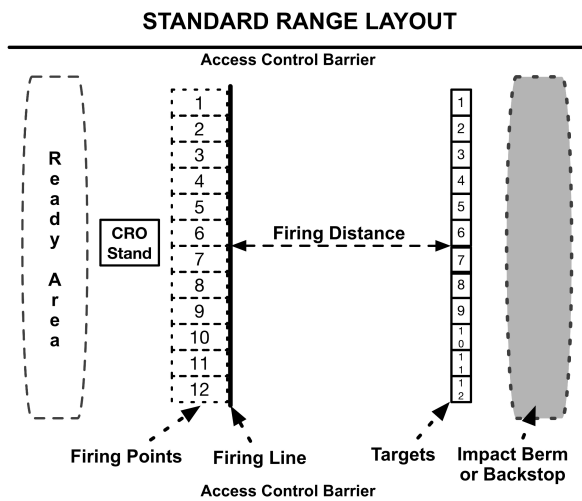
The ready area is the area immediately behind the firing line. The forward edge of the ready area may be designated with a ready line. Only competitors on a relay that has been called to the firing line, competition officials and team officials (during team events only) are allowed forward of the ready line, except by permission of a Range Officer. Rifles and pistols may be carried (Rule 2.5) but may not be handled (Rule 2.6) behind the ready line.

#### 4.1.2 Firing Line and Firing Points

The firing line is the location where firing takes place. Firing points are specific numbered spaces on the firing line that correspond with numbered targets that are assigned to specific competitors or teams during a match. Rifle competitors must take their positions to the right of where their firing point number is located on the firing line.

#### 4.1.3 Target Line

Targets are located along a line parallel to the firing line. Each target must have a firing point number that is placed either directly above or below the target. Target numbers must be clearly visible to competitors with normal vision at the longest firing distance used on that range. Firing point numbers should begin with number 1 for the first target on the left. All other targets on the range should be consecutively numbered from left to right. Numbers should be alternately black on white



and white on black.

#### **4.1.4 Firing Distances**

CMP sanctioned Highpower Rifle competitions may be conducted on ranges where distances from the firing line to the target line are measured in either yards or meters. The firing distance for each stage of an event is specified in the event course of fire. Where a firing distance in yards is specified, that stage of fire may be fired at that distance as measured in either yards or meters (i.e., a 200-yard stage may have a firing distance of 200 yards or 200 meters, a 300-yard stage may have a firing distance of 300 yards or 300 meters, etc.).

#### **4.1.5 Impact Area**

A berm or controlled area behind the target line serves as the impact area. The impact area should be capable of capturing all shots fired on the range.

#### **4.1.6 Range Safety and Wind Flags**

A Range Safety Flag that is generally visible in the range area must be displayed on the range while firing is in progress. The Range Safety Flag should be 18 feet in length and 5 feet wide tapering to 3 feet in width. Wind flags that are 12 feet in length and four feet wide tapering to 18" should be displayed on both sides of the range at 100 yards for 200-yard events and also at 400 or 500 yards during Vintage Sniper Rifle Team events.

#### **4.1.7 Firing Time, Rifle, Pit-Operated Targets**

On Highpower Rifle ranges with pit-operated targets, firing times begin when the targets are fully raised and end when targets start to go down.

#### **4.1.8 Firing Time, Rifle, Fixed Targets or Electronic Targets**

On Highpower Rifle ranges with fixed targets or electronic targets, time allowances for rapid-fire stages shall be increased by three (3) seconds to compensate for the time pit-operated targets take to rise from the pits to their fully raised position. Slow-fire firing times begin when the Range Officer commands **THE LINE IS READY... START** (time starts with **START**). Rapid-fire firing times begin when the Range Officer commands **THE LINE IS READY...READY ON THE RIGHT...READY ON THE LEFT...READY ON THE FIRING LINE...START** (time starts with **START**). Time ends when the Range Officer commands **CEASE FIRE**, or on ranges with electronic targets that have firing time clocks (timers), a **CEASE FIRE** command will be given, but rapid-fire firing times end when the electronic timer indicates the firing time has expired (firing time reaches zero).

#### **4.1.9 Firing Time, Pistol**

When turning targets are used, firing times are determined according to the time when targets are fully exposed. The authorization to fire is given when the targets start to turn or with an oral or other audible signal. Shots fired while targets are turning shall be scored according to Rule 4.7.6 b). When electronic scoring targets are used, apply Rule 4.1.8.

## **4.2 Firing Positions**

Firing positions used by competitors in CMP Games events must comply with this rule. The use of any form of artificial support that is not specifically described in these rules is prohibited.

### **4.2.1 Standing Position (Rifle)**

The competitor must stand on both feet while supporting the rifle with both hands, the shoulder or upper arm and the cheek. The arm that supports the rifle may rest on the hip or side of the body. The other arm must grasp the rifle at the pistol grip. A sling may remain attached to the rifle, but it may not be used to support or stabilize the rifle. Some part of the rear surface of the butt-plate (toe of the butt-plate) must contact the shoulder (shoulder pad on the jacket); the butt-stock may not rest on top of the shoulder. If the sling remains attached in As-Issued Military Rifle Matches, the sling may be within the grasp of the left hand (right-handed competitor) or it may pass over the outside of the hand. The Carbine sling may not be used to support the rifle in standing.

### **4.2.2 Sitting or Kneeling Position (Rifle)**

The competitor may elect to shoot in either the sitting or kneeling position. In the sitting position, the competitor sits on the buttocks while supporting the rifle with both hands, the shoulder and cheek. A sling may be used in either the sitting or kneeling position. The legs may be crossed, extended or open. Both elbows may rest on the legs that are extended or crossed in front of the competitor at any point above the ankles. The elbows may not rest on the ground. In the kneeling position, the competitor sits on one foot, which may be supported by a kneeling roll, while supporting the rifle with both hands, the shoulder and cheek. If a kneeling roll is used, the foot may not be turned at an angle of more than 45 degrees. One elbow may rest on the knee opposite the leg/foot on which the competitor is sitting. No other part of the body or rifle may rest on any object or support.

### **4.2.3 Prone Position (Rifle)**

The competitor lies on the ground, with the head towards the target, with the rifle supported by both hands, the shoulder and cheek. A sling may be used in the prone position. The rifle may not touch the ground or rest on any object or support. No part of the arm ahead of the elbow may touch the ground or any artificial support. A magazine may touch the shooting jacket sleeve, but it may not rest on the jacket sleeve, jacket elbow pad, arm, or ground. A support for the rifle may be used only in the Vintage Sniper Rifle Team Match (Rule 7.4.2) or in the Sighter stages of other CMP Games rifle events.

### **4.2.4 Pistol Firing Positions**

In the firing positions used in pistol events, the competitor must stand erect on both feet and hold the pistol with one or both hands in accordance with the event course of fire. No form of artificial support may be used to support the body or the arm or arms that are used to support the pistol. The ready position

for all 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). The pistol may be raised to point at the target only after the **START** command is given or the targets turn. Violation of the 45-degree ready position rule is subject to a 5-point deduction from the score of the series fired when the violation occurred. A warning may be given in doubtful cases.

#### **4.2.5 Supported Prone (Rifle)**

For the Vintage Sniper Rifle Match or during the firing of Sighting shots only in other CMP Games rifle events, a competitor is permitted to place a sandbag rest (Vintage Sniper Rifle Team Match, Rule 7.4.2) or kneeling roll or other type of support under the rifle, fore-end or arm that supports the rifle. The butt-stock may not rest on the ground and may not be supported by a sandbag rest. Competitors may not use both a sling and a sandbag rest for support.

#### **4.2.6 Benchrest Supported Position (Rifle)**

For the Benchrest VMR or Rimfire Benchrest Matches, competitors must fire from benchrests, or tables provided by the range. The rifle may be supported with one or two sandbag rests or kneeling rolls or other similar supports that may be placed under the rifle fore-end. A rear rest may not be used. The competitor's elbows may rest on the bench; both hands may contact the rifle; the left hand may grasp the butt-stock provided the hand does not rest on the bench. The butt-plate is supported by the shoulder. The butt-stock may not rest on the bench or be supported by anything that rests on the bench. If the match sponsor provides sandbag rests for all firing points, those rests must be used by all competitors.

### **4.3 General Regulations for Rifle and Pistol Events**

Competition operations and range firing procedures in all CMP Games Matches must comply with the following general rules. Range firing procedures in CMP-sanctioned matches must be conducted according to **CMP Firing Procedures and Range Commands** that are posted on the **CMP Competition Rulebook** website at <https://www.TheCMP.org/rulebooks/>.

#### **4.3.1 Firearm Inspections**

Competitors are responsible for ensuring that their firearms are safe and comply with all applicable rules for the event being fired. The Match Director and Match Officials are authorized to check firearms and equipment for compliance with **CMP Rules** before, during or after competitions. Post-competition firearm inspections where firearms are disassembled and checked to ensure compliance with these rules may be conducted. Such inspections, however, may only be made after the competitor has completed firing all stages of an event. If a competitor's firearm fails an inspection during or immediately after a competition event, the competitor's score for that event may be counted

in an Unlimited Category or Open Individual Category, as appropriate, or the competitor may be disqualified if an unfair advantage was or could have been gained.

#### **4.3.2 Trigger Weighing Procedure**

As-Issued Military Rifles and Pistols and Rimfire Sporter Rifles must comply with minimum trigger pull weights that are specified in the rules for those events. Pistols and rifles shall be held with the barrel perpendicular to the horizontal surface on which the test weight rests. The hook of the test weight shall rest on the lowest point of the arc in a curved trigger or at the midpoint of the trigger when weighing a straight trigger. When trigger pulls are checked, the trigger weight must be lifted so that it hangs freely from the cocked trigger. After the trigger weight is lifted, the trigger must be released to confirm that it was properly cocked. A maximum of three attempts may be made to lift the trigger weight.

#### **4.3.3 Sharing Firearms**

Two or more competitors may use the same firearm in a match if their squadding permits.

#### **4.3.4 Disabled Firearms, Changing Firearms**

A disabled rifle or pistol is one that cannot be fired or fired safely. A rifle or pistol may not be changed during the firing of any event, except when the rifle or pistol is declared disabled by the Chief Range Officer. Disabled firearms may be replaced if the replacement can be made without delaying that stage of the event and if the replacement rifle or pistol is legal for the event being fired. No additional time and no refires are allowed for firearm replacements.

#### **4.3.5 Individual Coaching**

Coaching by Scorers or other competitors to assist new and inexperienced competitors is permitted. Such coaching should be limited to controlling safety and assisting a competitor to get into position, adjust a sling, load or unload and make sight adjustments. Coaching experienced or advanced competitors by calling wind or rapid-fire shot locations etc. is contrary to the spirit of these rules and is not permitted.

#### **4.3.6 Authority to Bar Unsafe Firearms or Ammunition**

Each competitor is responsible for the safe condition and use of their firearm and ammunition. In CMP-sponsored or sanctioned competitions, the CMP Programs Chief, Match Director, or their designees are authorized to bar from use any firearm or ammunition that they, in their sole discretion, determine to be in an unsafe condition or to pose an unreasonable risk of personal injury or property damage.



## 4.4 Shooting Equipment and Clothing

Targets, shooting equipment and clothing described in this rule shall be used in all CMP Games Rifle and Pistol events in accordance with this rule. Equipment rules designate whether the rule applies to rifle or pistol or both.

### 4.4.1 Targets (Rifle and Pistol)

Targets complying with the following specifications must be used for the conduct of CMP Games competition events:

- a) **200-Yard SR Target.** Standard U.S. Army short-range (SR) rifle targets, with the following scoring ring dimensions, are used to fire the 200-yard stages of all As-Issued Military Rifle Courses of Fire.

X ring	3.00 in.	8 ring	19.00 in.
10 ring	7.00 in.	7 ring	25.00 in.
9 ring	13.00 in.	6 ring	31.00 in.
Aiming black	13.00 in.	5 ring	37.00 in.

- b) **100-Yard Reduced 200-Yard SR Target.** 200-yard SR targets reduced for firing at 100 yards, or the NRA SR-1 target, with the following scoring ring dimensions, are used for the M1 Carbine Match and may be used for Special Military Rifle Courses of Fire at 100 yards.

X ring	1.35 in.	8 ring	9.35 in.
10 ring	3.35 in.	7 ring	12.35 in.
9 ring	6.350 in.	6 ring	15.35 in.
Aiming black	6.350 in.	5 ring	18.35 in.

- c) **300-Yard SR-3 Target. Standard U.S. Army Short-Range (SR) rifle** targets, with the following scoring ring dimensions and the X, 10, 9 and 8 rings black, are used to fire the 300-yard stage of the Vintage Sniper Rifle Team Match, the Springfield M1-A Match, and the Benchrest VMR Match.

X ring	3.00 in.	Aiming black	19.00 in.
10 ring	7.00 in.	7 ring	25.00 in.
9 ring	13.00 in.	6 ring	31.00 in.
8 ring	19.00 in.	5 ring	37.00 in.

- d) **600-Yard MR Target.** Standard U.S. Army mid-range (MR) rifle targets, with the following scoring ring dimensions, are used to fire the 600-yard stage of the Vintage Sniper Rifle Team Match.

X ring	6.00 in.	7 ring	36.00 in.
10 ring	12.00 in.	Aiming black	36.00 in.
9 ring	18.00 in.	6 ring	48.00 in.
8 ring	24.00 in.	5 ring	60.00 in.

- e) **25-Yard Pistol Target (CMP BEFF w/BERC or NRA B-8).** Pistol targets with the following scoring ring dimensions are used to fire all stages of CMP As-Issued Pistol Matches.

X-ring	1.695 in.	8 ring	8.00 in.
10 ring	3.36 in.	7 ring	11.00 in.
9 ring	5.54 in.	6 ring	14.80 in.
<b>Aiming Black</b>	<b>5.54 in.</b>	5 ring	19.68 in.

#### 4.4.2 Shooting Jackets (Rifle)

Special shooting jackets may be worn in all CMP Games Highpower Rifle events. Special shooting trousers may not be worn in any CMP Games events. Shooting jackets and shooting gloves may not be used in Rimfire Sporter Rifle events (Rule 9.3.).

- a) **Allowable Materials.** Shooting jackets worn in CMP rifle events may only be made of pliable (soft, flexible, easily bent) fabric or leather, except for buckles, straps, zippers, or other adjustment or fastening devices and rubber or similar material on gripping surfaces. The internal or external use of any other material, device or substance that serves to stiffen, rigidify, or immobilize any part of the competitor's upper body, back, arm or arms is prohibited. Prohibited materials include, but are not limited to, plastic, wood or metal inserts or devices, fiber board, fiberglass, fiberglass resin, carbon fiber or laminated materials. The alteration or repair of shooting jackets is permitted provided the jacket continues to comply with this rule. Special shooting jackets are not permitted in Rimfire Sporter events (Rule 9.3.1).
- b) **Inspection Procedures.** Match Officials may establish inspection procedures to determine if shooting jackets comply with this rule. Scores fired with shooting jackets that are ruled to be illegal must be nullified. Manufacturers or shooting equipment suppliers with questions regarding the legality of a shooting jacket should submit a sample to the CMP for evaluation.

#### 4.4.3 Other Clothing (Rifle)

Except for the shooting jacket, only normal outdoor or sports clothing may be worn. Wearing one or more sweatshirts (maximum two in Rimfire Sporter, Rule 9.3.1) made of soft, pliable, flexible material under the shooting jacket is permitted. Special shooting trousers or special shooting shoes or boots may not be worn.

#### 4.4.4 Shooting Gloves (Rifle)

Special shooting gloves may be worn on the left hand (right-handed competitor) in all CMP Games Rifle events, except that in Rimfire Sporter events only an ordinary work glove may be worn (Rule 9.3.4).

#### 4.4.5 Shooting Mats (Rifle)

Ground cloths or shooting mats may be used in CMP Highpower Rifle events, while firing in the prone, sitting, or kneeling positions. Shooting mats may not

be used in the standing position. Mats may only be folded once (maximum double layer).

#### **4.4.6 Kneeling Rolls (Rifle)**

A kneeling roll not exceeding seven (7) inches in diameter may be used under the right ankle or instep if firing is done in the kneeling position.

#### **4.4.7 Spotting Scopes (Rifle or Pistol)**

Competitors may use spotting scopes for shooting or scoring. The spotting scope stand may not be positioned forward of the firing line. When rifle Scorers use spotting scopes, scopes should be turned away from the target during rapid-fire stages when Scorers must observe their firers and count shots fired. The use of spotting scope cameras that transmit spotting scope images to another electronic device is not permitted.

#### **4.4.8 Shooting Kits or Stools (Rifle or Pistol)**

A shooting kit, stool, cart, or pistol box may be used to carry equipment. The kit, box or stool may be placed on the firing point or bench but may not be located forward of the firing line. The kit, box or stool may not be of such a size or construction as to constitute a windbreak.

#### **4.4.9 Electronic Communication Devices (Rifle or Pistol)**

Competitors on the firing line may use electronic devices such as cell phones, tablets, or other hand-held communication devices only to keep time, record shots or compute sight adjustments. All such devices must be in silent mode and must be incapable of communicating with other electronic devices or systems (must be switched to airplane mode). Match Officials or Scorers may use such devices on the firing line for communication purposes when performing official duties. Competitors who use such devices on the firing line for communication purposes are subject to a warning and possible disqualification. Timers may be used if any sound producing capability is silenced.

#### **4.4.10 Deflecting Screens (Pistol)**

Pistol competitors may use a screen or net fastened to their shooting kit, or placed on a separate stand, to deflect or catch empty cases, provided the screen construction allows wind to pass through it. The competitor's pistol, hand or arm may not contact the screen or net.

#### **4.4.11 Other Accessories**

- a. Any accessory that is not authorized by these Rules and that may give competitors a competitive advantage must be submitted to CMP Competitions to determine its compliance with these Rules.
- b. Umbrellas shaded chairs and similar large shade covers are permitted on the ready line, but not on the firing line. The brim of hats worn on the firing line may not extend beyond the competitor's shoulders.

- c. Magnifying aids that attach to telescopes to aid in reading adjustments are permitted.
- d. Other accessories including the use of 3D printing to produce special accessories must comply with current CMP Games Rules.

## **4.5 Rifle Slings**

Slings that comply with this rule may be used to provide support in the prone, sitting or kneeling firing positions in accordance with these regulations (See Rule 9.3.2 for Rimfire Sporter sling regulations):

### **4.5.1 Standard U. S. Military Slings**

Slings used on all as-issued military rifles, except M1 Carbines or as-issued foreign military rifles, must be standard U. S. military issue M1907 leather, M1923 leather or M1 web slings or identical slings of commercial manufacture made of leather, web, or synthetic material. M1907 or M1 slings may be configured with arm loops and used for support in the prone and sitting or kneeling positions. In the standing position, the sling may not be used to support the position. In standing, slings may be removed or they may remain attached to the rifle in the parade configuration or be attached at both the buttstock and handguard/fore-end of the rifle. If the sling is attached in the standing position, it may not be drawn so tight as to support the back of the hand or wrist. The sling may be included within the grip

### **4.5.2 Sling Configuration**

Military issue or commercial M1907, M1923 and M1 slings must conform to the original pattern with no modifications or additional hooks, claws, clips, or clamps. Leather or web slings may be no wider than 1 3/8" and no thicker than 3/16". Leather slings may have no more than two keepers no wider than 7/8" each.

### **4.5.3 Sling Attachment**

Slings must be attached directly to the front sling swivel; a sling hook may not be used to attach a M1907 pattern, M1923 or M1 sling to the front sling swivel.

### **4.5.4 Prohibited Sling Features**

Sling cuffs and padded or lined slings may not be used. The use of hooks, buttons, straps, or similar devices fastened to the shooting coat to hold the sling in place is not permitted.

### **4.5.5 M1 Carbine Slings**

M1 Carbines used in M1 Carbine events may only be equipped with issue Carbine-type web or leather slings (single strap, no arm loop) that are fixed at both attachment points. Issue Carbine-type slings are single straps that are 1.0 inch wide and no longer than 48 inches from the Lift-the-Dot closure to the sling tip that is attached to the buttstock and oiler. Carbines fired in M1 Garand Matches may be used with standard M1 web slings.

#### 4.5.6 As-Issued Foreign Military Rifle Slings

As-issued foreign military rifles (Rule 5.2.5) may be equipped with a sling that was originally used with this type of rifle or, alternatively, a leather or web sling that complies with this rule (Rule 4.5.1) may be attached and used with as-issued foreign military rifles. Foreign military rifle front sling swivels may be modified to hold the sling at the 6 o'clock position, but the longitudinal location of the sling swivel on the fore-end may not be changed.

### 4.6 Competition Regulations and Firing Procedures

The following competition regulations and firing procedures apply to the conduct of all CMP Games Rifle and Pistol Matches unless exceptions are described in the rules for specific CMP Games rifle or pistol events (Rules 5.0-9.0).

#### 4.6.1 Target Assignments (Squadding)

Relay and firing point squadding assignments are normally issued at the time of check-in at the range or in the Ready Area approximately 30 minutes before the first relay is scheduled to start. Match sponsors may use random squadding or arrange competitor squadding so that experienced competitors and new competitors are squadded together on the same firing point. Experienced competitors may coach and assist new competitors and help to ensure safety. Match sponsors may accept special requests for family or club members or friends to be squadded together.

#### 4.6.2 Call to the Line and Preparation Period

After each relay of competitors is called to the firing line and before each firing stage where a firing position change occurs, there must be a pre-preparation period (see chart below). Each firing stage must be preceded by a Preparation Period (see chart below) when competitors can prepare for firing. After competitors are called to the line, and after pistol competitors are instructed to open their gun boxes, they may handle their guns and begin preparations for firing, but they may not remove safety flags or close actions. After the Preparation Period starts, competitors may continue to prepare their positions, remove safety flags, close actions, and dry fire. The times permitted after the call to the line and for the Preparation Period for each CMP Games event is specified in the chart:

Event	Pre-Prep	Preparation Time
As-Issued Military Rifle and Unlimited M1 Garand Matches	2 minutes*	3 minutes
Modern Military Rifle and M16 EIC Matches	2 minutes*	3 minutes
Springfield M1A Match	2 minutes	3 minutes
M1 Carbine Matches	1 minute*	3 minutes before Sighting Stage

		1 minute before Record Fire stages
Vintage Sniper Rifle Team Matches	2 minutes	3 minutes
As-Issued M1911 and Military & Police Matches	1 minute	2 minutes
Rimfire Sporter Rifle	1 minute	3 minutes before Sighting Stage 1 minute before Record Fire stages
*There is no pre-preparation period if the next firing stage is in the same position as the previous stage.		

#### 4.6.3 Loading and Reloading (Rifle)

- a) **Slow-Fire Loading.** In all slow-fire stages, the rifle must be loaded with only one cartridge, except that M1 Carbines and Rimfire Sporter Rifles must be loaded from clips initially charged with five (5) rounds. The rifle must remain pointed downrange while loading. A rifle may not be loaded while the rifle butt rests on a shooting stool (Rule 2.9 c).
- b) **Rapid-Fire Loading.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors with As-Issued Military Rifles, Modern Military Rifles or Special As-Issued Military Rifles must stand with actions closed on empty chambers or must close their rifle actions on empty chambers and insert/load a magazine with two (2) or five (5) rounds. Competitors with manually operated rifles must leave bolts open until they are down in position. Competitors with M1 Garands must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the magazine. When the targets rise or the command **START** is given, competitors must go down into position and then cycle or close their bolts to chamber the first round. No round may be chambered until the competitor is down in position. A competitor is considered down in position when the buttocks are on the ground in sitting or one elbow is on the ground in prone. After firing two (2) or five (5) rounds, the competitor must reload eight (8) or five (5) rounds and continue firing. Except in the case of an equipment malfunction (Rule 4.6.9), reloading before firing the 2nd or 5th round ('hot reload') is not permitted and any competitor who does this will receive a score of zero (0) for that 10-shot series.

#### 4.6.4 Standing Prior to Rapid Fire Stages (Rifle)

After the Preparation Period prior to a rifle rapid-fire stage ends, competitors are commanded to stand. All competitors are required to stand and begin each rapid-fire stage from the standing position if they are able to stand. Competitors who are 70 years of age or older or competitors who have a physical or medical condition or impairment that prevents them from standing or changing from

standing to the firing position may request permission from the Range Officer to begin rapid-fire stages in the firing position. These competitors are eligible to win awards in CMP Games Matches, except that to win overall match winner awards or to be eligible to earn EIC credit points in Special EIC Matches, competitors must start rapid-fire stages from standing. *Note: This rule does not apply to competitors in the Springfield M1-A Match where competitors load for rapid-fire series in position after firing is authorized (see Rule 6.4.4 i) above).*

#### **4.6.5 Loading Procedures for Competitors Who Start in Position (Rifle)**

Competitors who do not stand for the start of a rapid-fire stage must follow these loading procedures:

- a) Load on command while keeping the rifle down out of the shoulder.
- b) May not shoulder the rifle until after the targets rise or the **START** command is given.
- c) May not cycle the bolt to chamber the first round or shoulder the rifle until the firing time begins (when targets rise or the **START** command is given).
- d) May not fire a shot until after a competitor who was standing fires the first shot.

#### **4.6.6 Loading Procedures (Pistol)**

Pistols are fired by loading from a magazine that is charged with five rounds (or with five rounds loaded in a revolver cylinder). After competitors are authorized to handle their pistols, they may charge pistol magazines with five rounds in advance of the command **LOAD**, but they may not insert magazines until the command **LOAD** is given. When the CRO commands **ON THE FIRING LINE...WITH FIVE ROUNDS...LOAD**, competitors must insert a magazine (or place five cartridges in a cylinder) and close the slide/cylinder to chamber the first round. The command sequence continues with **IS THE LINE READY?...THE LINE IS READY?...READY ON THE RIGHT...READY ON THE LEFT...READY ON THE FIRING LINE...(targets will turn to face competitors within 3 seconds to authorize firing).**

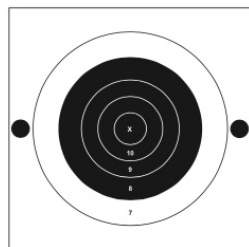
#### **4.6.7 Sighting Shots (Rifle and Pistol)**

Sighting shots, as specified in the event course of fire, may be fired at the beginning of each event. As-issued military rifle and pistol events begin with five Sighting shots. Rifle Sighting shots may be fired in any position, with or without a support. Pistol Sighting shots must be fired in a regular pistol firing position (Rule 4.2.4).

#### **4.6.8 Irregular Shots or Series (Rifle)**

An irregular shot or series in a rifle event is one that is not fired according to these rules. The following rules apply to scoring irregular shots or series:

- a) **Early Shot Before *LOAD*.** If a competitor loads and fires a shot before the command **LOAD**, they must be disqualified for that match (Rule 2.8).
- b) **Early Shot After *LOAD*.** If a competitor loads and fires a shot after the command **LOAD**, but before the **START** command or before pit-operated targets come up, the early shot in a slow or rapid-fire series must be scored as a zero (0). If fixed targets are used, the highest value shot in the series must be nullified and scored as a zero (0).
- c) **Late Shot.** If a competitor fires a shot after the **CEASE FIRE** or **STOP** command, and pit-operated targets are used and the late shot hits the target, it must be scored according to where it hit the target. If the late shot does not hit the target, that shot must be scored as a zero (0) or, if fixed targets are used, the highest value shot on that stage must be nullified and scored as a zero (0).
- d) **Crossfire Shot.** A crossfire is a shot fired on another competitor's target. A crossfire may appear as a missing shot for a competitor who fired on another target or as an unclaimed shot that was crossfired by another competitor. All crossfire shots must be scored as misses (0) for the competitor who fired the crossfire shot. If a competitor receives a crossfire shot in a slow-fire stage that cannot be distinguished from a shot the competitor fired, the competitor who received the crossfire will receive the score of the highest value shot *Note: A crossfired Sighting shot must be scored as a miss and recorded as a Sighting shot that does not count in the competitor's score.*
- e) **Unfired Shot.** Competitors who do not fire all shots in a stage or series must report the total number of saved or unfired rounds to the Range Officer. Shots not fired in any stage or series must be scored as misses (0).
- f) **Excessive Hits.** Rifle competitors with excessive hits on their targets during slow-fire or rapid-fire stages will receive the scores of the highest-value shots on their targets equal to the number of shots they fired.
- f) **Too Many Shots.** If a competitor fires more than ten (10) shots in a slow-fire series, the extra shot(s) must be nullified, and a two (2) point penalty must be deducted from the tenth shot for each extra shot. If a competitor loads and fires more than ten (10) shots in a rapid-fire series, as confirmed by the Range Officer and Scorer, the competitor's score for that series must be recorded as zero (0).
- g) **Insufficient Hits.** Competitors with insufficient hits on their targets during rapid-fire stages, or during slow-fire stages when multiple shots are fired on one target, due



**Inadvertent Pull**



to not firing all ten rounds or cross firing on another target will receive the scores of the highest-value hits on their targets equal to the number of shots they fired on their target. If a competitor fired all 10 shots and there is no evidence of a cross-fire or off-target miss, a tenth missing shot will be scored according to the value of the lowest scoring shot.

- h) **Inadvertent Target Pull.** If a Target Marker mistakenly pulls a target down before or when a shot is fired at that target, they must notify the Target Officer who shall confirm the inadvertent pull and prepare a Range Incident Report. The Target Marker must paste the shot hole if it hit the target, place score value discs in both the 9 and 3 o'clock positions on the target and run it up. This signal authorizes the competitor to refire that shot. The Target Officer must notify the Range Officer.
- i) **Unrecorded Shot.** If a Scorer inadvertently fails to record a shot, the Range Officer and Target Officer must attempt to determine the value of the shot that was not recorded. If that is not possible, the Range Officer may authorize the competitor to fire a replacement shot and award extra time if necessary.

#### 4.6.9 Irregular Shots or Series (Pistol)

- a) An irregular shot or series in a pistol event is one that is not fired according to these rules. The following rules apply to scoring irregular shots or series:
- b) **Early Shot before *LOAD* Command.** A shot(s) fired before the **LOAD** command shall be penalized in accordance with Rule 2.9.
- c) **Early shot after the *LOAD* Command.** A shot(s) fired after the **LOAD** command and before the targets turn or the **START** command/signal is given shall be scored as a miss (0). If the shot is visible on the target, the highest value shot shall be nullified.
- d) **Late shot.** A shot fired on turning targets after the targets turn shall be scored according to where it hit the target, or as a miss (0), if it did not hit the target. A shot fired on fixed targets after the **CEASE FIRE** signal shall be scored as a miss (0) and the highest value shot shall be nullified.
- e) **Shots Not Fired.** If a competitor fired fewer than 10 shots, any shot(s) not fired within the time limit must be scored as a miss (0).
- f) **Missing shot (Crossfire or off-target miss).** If a competitor fired a shot and a corresponding shot hole cannot be found on their target, any missing shot must be scored as a miss (0).
- g) **Excessive Hits.** If there are 11 or more hits on a target or if the competitor fired fewer than 10 shots and there are more hits than the number of shots fired by the competitor:
  - The scorer must determine if one or more shots came from a different caliber pistol (a shot hole was from a different caliber bullet or has a

different appearance). If yes, those extra shot(s) must be nullified and the remaining shots on the target scored.

- If all hits are equal value, the required number of hits must be scored.
  - If the competitor fired more than 10 shots, the 10 lowest value hits must be scored.
  - If 11 or more hits remain to be scored, the competitor has the option of accepting the score of the lowest scoring shots equal to the number of shots the competitor fired, or they may refire the entire 10-shot series, if they notify the Range Officer before the next stage of fire. If the competitor elects to refire, they shall receive the score fired in the refire series, except that they may not receive a score that is higher than the required number of shots of highest value on the original target. If this occurs, the 10 highest value hits on the original target must be scored and credited to the competitor.
- h) **Crossfire.** A crossfire is a shot fired on a target other than that competitor's target. A crossfired Record shot must be scored as a miss (0). A crossfired shot will usually appear as an extra shot on an adjacent competitor's target and must be scored according to 4.6.8 f).
- i) **Scoring Shots on Fixed (Non-Turning) Paper Targets (Pistol).** If fixed (non-turning) targets are used, the Range Officer(s) shall decide if a shot was fired before the **START** signal (Early Shot, Rule 4.10.10 b) or after a **CEASE FIRE** signal (Late Shot, Rule 4.10.10 c). A shot fired on fixed targets before the **START** signal or after the **CEASE FIRE** signal shall be scored as a miss (0) and the highest value shot shall be nullified. If fixed targets are used and early shots in Timed and Rapid-Fire series are a problem, the Match Program may require that competitors must assume a low ready arm position to start all Timed and Rapid-Fire series.

#### **4.6.10 Malfunctions (Rifle or Pistol)**

- a) A malfunction is the failure of the rifle, pistol, or ammunition to function properly. A competitor may attempt to clear the malfunction and continue firing if this can be done safely. If a malfunction cannot be cleared, the competitor must remain in position, keep the muzzle pointed downrange and ask a Range Officer for assistance.
- b) No extra time or refires for rifle, pistol, equipment, or ammunition malfunctions are permitted in CMP Games and Special EIC Matches. The only exception to this rule is that if there is a range alibi affecting multiple targets, a refire should be allowed. Match officials may, at their discretion, refire individual range alibis providing this does not require the scheduling of an additional relay.

#### 4.6.11 Interruptions in Fire (Rifle or Pistol)

If a **CEASE FIRE/STOP** command must be given during a firing series, the Range Officer must resume firing as soon as possible. When firing resumes for a slow-fire series, competitors are entitled to the amount of time that was remaining when the **CEASE FIRE/STOP** command was given. If firing is interrupted during a rapid-fire series, shots fired during that series will not be scored, new targets will be provided, and the entire series will be refired. No additional sighting shots will be allowed when resuming fire after an interruption.

#### 4.6.12 Slow or Disabled Target (Rifle)

When a single target is disabled or providing slow target service, the competitor or Scorer must notify a Range Officer who must attempt to correct the problem. The Range Officer may authorize additional time to compensate for the slow service or in the case of a disabled target that cannot be quickly repaired, move the competitor to another target (*hospital target*) and give additional time to finish firing if this does not unduly delay the completion of the match.

### 4.7 Scoring and Results

#### 4.7.1 Scoring Methods and Standards

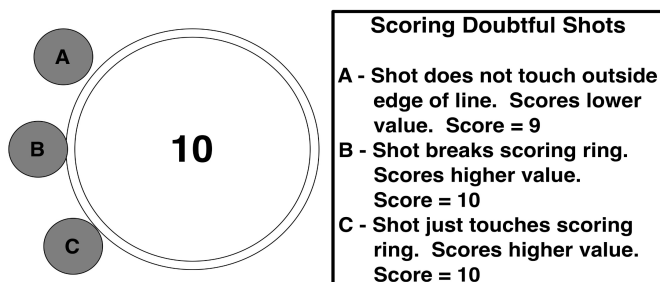
One of three methods of scoring may be used: a) the manual scoring of paper targets, b) the use of CMP-approved electronic targets (EST) or c) the use of a CMP-approved visual image electronic scoring system (VIS). The Match Program shall designate whether targets will be scored by Scorers in the statistical office or by competitors on the range or in the target pits. All shots fired in one competition must be scored with only one method of scoring. All shots fired in CMP Highpower and Vintage Military Rifle events shall be scored using a standard bullet diameter of .308 in. Shots fired in CMP Pistol events shall be scored according to the diameter of the bullet being fired. Scoring templates, scoring gauges and electronic or VIS targets for Highpower Rifle and Vintage Military Rifle events shall use a standard shot hole diameter of .308 In. to make scoring decisions. Scoring templates, scoring gauges, electronic targets and VIS systems used for Pistol events scoring shall use the following bullet diameter dimensions:

Cartridge Caliber	Bullet Diameter (in.)
9mm & .38 Special	.357 +/- .002
.45 cal.	.452 +/- .002

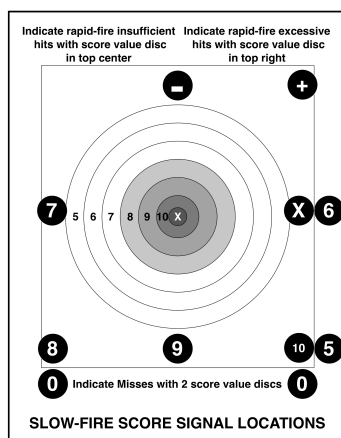
#### 4.7.2 Scoring Shots on Paper Targets

All shots on paper targets must be scored according to the highest-value scoring ring that is hit or touched by that shot. A shot hole where the outside edge of the shot hole touches or is tangent to the outside edge of the scoring ring must be scored the higher value. Target Markers, Target Officers or

Statistical Officers must use appropriate scoring gauges or templates to decide doubtful shots. Target Markers, Target Officers or Statistical Officers should use scoring templates to determine whether two or more shots passed through a single shot hole (double). The diagram illustrates how to score doubtful shots.



**4.7.3 Signaling Shot Values on Pit Operated Targets** When pit operated targets are used, score value discs must be placed in the locations shown on the chart (*on next page*) that correspond to the scored values of slow-fire shots. Rapid-fire scores are normally displayed on chalkboards displaying the number of shots scored corresponding to the shot values (X, 10, 9, etc.). During rapid-fire stages, score value discs must be placed in the top center to indicate insufficient hits and in the top right to indicate excessive hits.



#### 4.7.4 Scoring Shots on Electronic Targets

Electronic targets determine the x/y coordinates of the center of each shot and the radial distance from the shot center to the center of the target. The target calculates the score of the shot by comparing that radial distance with the appropriate scoring ring radius plus one-half of a shothole diameter of .308 in. (Highpower or VMR Rifle). This data is displayed on the competitor's monitor and recorded in the main computer. Scores indicated by competitors' electronic target monitors are final unless successfully protested in accordance with these rules.

#### 4.7.5 Scoring Shots with VIS Scoring Systems

Visual Imaging Scoring (VIS) systems use computer vision techniques (i. e. scanning, digitizing, photography, etc.) to capture shot hole and target images that are scored with complex computer algorithms. Like electronic scoring

targets, a VIS system calculates distances from the center of the target to the center of the shot hole. When using VIS, match officials must follow the scoring procedures described in the system user manual.

#### **4.7.6 Special Scoring Rules for Pistol**

When scoring pistol targets, the following additional rules shall apply:

- a) **Keyhole or Tipped Shots.** Keyhole or tipped shots will be scored according to the highest value scoring ring hit or touched by the elongated shot hole.
- b) **Skid Shots.** Skid shots are scored according to the highest value scoring ring hit or touched by the elongated shot hole, except that the score may not be more than one ring higher than the original point of entry. A shot that enters the target on the back or rear of the target must be scored as a miss (0).
- c) **Non-Visible Hits in Close Groups.** If a grouping of 3 or more shots is so close that a shot or shots could have passed through the enlarged hole and there is no evidence that the shot(s) went elsewhere (crossfire or off-target miss) the competitor will be given the benefit of doubt and scored hits for the non-visible shots.
- d) **Excessive Hits.** If there are 11 or more hits on a target or if the competitor fired fewer than 10 shots and there are more hits than the number of shots fired by the competitor:
  - The scorer must determine if one or more shots came from a different caliber pistol (a shot hole was from a different caliber bullet or has a different appearance). If yes, those extra shot(s) must be nullified and the remaining shots on the target scored.
  - If all hits are equal value, the required number of hits must be scored.
  - If the competitor fired more than 10 shots, the 10 lowest value hits must be scored.
  - If 11 or more hits remain to be scored, the competitor has the option of accepting the score of the lowest scoring shots equal to the number of shots the competitor fired, or they may refire the entire 10-shot series, if they notify the Range Officer before the next stage of fire. If the competitor elects to refire, they shall receive the score fired in the refire series, except that they may not receive a score that is higher than the required number of shots of highest value on the original target. If this occurs, the 10 highest value hits on the original target must be scored and credited to the competitor.

#### **4.7.7 Score Challenges, Paper Targets**

If a competitor feels that a shot fired by them was improperly scored, the competitor must notify a Range Officer or Statistical Officer that they wish to challenge that scoring decision. Match sponsors may charge a challenge fee

of no more than \$3.00 for each score challenge. If targets are scored in the pits, the Target Officer or Score Challenge Officer must decide the challenge. If targets are scored on frames, the Statistical Officer must decide the challenge. If targets are scored in the Statistical Office, the Statistical Officer must decide the challenge. Any score challenge decision by one of these officers is final and not subject to further protest or appeal. If a challenge is upheld the challenge fee must be returned.

#### **4.7.8 Score Complaints and Protests, Electronic Targets**

If a competitor feels that a shot or series of shots (rapid-fire only) was improperly scored, the competitor must notify a Range Officer immediately after the shot or series in question. The Range Officer shall take appropriate immediate action and refer the complaint to a Technical Officer. Detailed procedures for adjudicating electronic target complaints are found in Rule 10.0. The Range Officer and Technical Officer will use the applicable provisions of this rule to resolve the complaint. A score complaint decision by these officers is final and not subject to further protest or appeal.

#### **4.7.9 Score Reevaluation, VIS Scoring**

If a competitor feels that a shot or series of shots (rapid-fire or multi-shot bulls) was improperly scored, the competitor must notify the Statistical Officer. The Statistical Officer must evaluate the protested shot by examining the original scan to determine if the shot hole was correctly identified or if there is an obvious error where the scoring system did not make a reasonable interpretation of actual shot hole location. An obvious error is one where the actual shot hole does not reasonably correspond with the scored shot as displayed by the VIS system. If the Statistical Officer concludes that there is an obvious error, they may make a manual correction of the score for that shot without requiring the competitor to protest that shot.

#### **4.7.10 Tie-Breaking**

- a) Ties in individual events shall be broken by the highest number of Xs, then the highest numerical score at the longest range or last stage, then the highest number of Xs at the longest range or last stage, then the highest numerical score at the next longest range or last stage, etc.
- b) Ties in team events shall be broken by applying the individual tie-breaking procedure (Rule 3.8.10 a) to the totals of the scores of all team members.
- c) Ties in aggregate events shall be broken by applying Rule 3.8.10 a) to the aggregate score and then to the last match fired, etc.

#### **4.7.11 Scorecards**

The CMP provides official scorecards that may be used to record the scores of all shots fired during CMP sponsored or sanctioned matches that use manual or electronic target scoring. Scorecards are not used with VIS scoring. For manual scoring or scoring on pit-operated targets, a Scorer is responsible for correctly recording scores. If a score is recorded in error, the Scorer or Verifier

may change the score by lining out the incorrect score (*do not erase*), writing the correct score above it and placing their initial by the correction. A score correction may only be made before the next shot is fired (slow fire) or before the scoring time ends (rapid-fire). For electronic targets, a Verifier is responsible for correctly recording scores. Scorecards must identify the competitor and their CMP number. When signed by the competitor and Scorer or Verifier, the scorecard becomes a record of the competitor's score in that event. Scorers or Verifiers, not the competitor, must turn signed scorecards in to the Range Officer.

#### **4.7.12 Preliminary Results List**

During each competition event, scores must be entered into a ranked results list. As soon as all scores for an event are entered, a Preliminary Results List must be printed and posted on the range so that competitors can check their scores. A protest time of a minimum of 30 minutes must be allowed for competitors to contact the Statistical Office about possible errors or, if scoring is done by the Statistical Office, to challenge the number or scores of shots. The end of the protest time must be posted on the Preliminary Results List.

#### **4.7.13 Results List Corrections**

At any time prior to the closing of the posted challenge period, competitors may request that an error in score posting or calculating scores be corrected. No fee shall be charged for requesting such corrections. The Statistical Officer must decide if an error was made.

#### **4.7.14 Final Results List**

Final Results Lists must show the scores of all individual competitors or Vintage Sniper Rifle Teams in rank order according to their scores, with tie-breaking rules applied (Rule 4.7.10). A match sponsor may use an electronic results bulletin as the official Final Results List if the electronic results list is open to public access.

### **4.8 Achievement Awards**

To give competitors incentives to participate and improve, the CMP provides Achievement Medals or Achievement Pins to be presented to competitors in CMP Games events who equal or exceed established Achievement Award scores.

#### **4.8.1 Achievement Award Calculations**

Achievement Award cut-scores are determined based on previous National CMP Games Matches scores. Gold, silver, and bronze Achievement Awards are presented to approximately the top 40 percent of all competitors. Achievement Award scores are calculated so that approximately the top one-sixth of the top 40 percent of all competitors receive gold awards, the next two-sixths receive silver awards, and the remaining three-sixths receive bronze awards.

#### **4.8.2 Achievement Award Scores**

Achievement Award scores for all CMP Games events are found in **Annex A** to these rules (see page 105).

#### **4.8.3 Achievement Award Presentations**

- a) **National Matches.** The CMP provides gold, silver, and bronze achievement medals with neck ribbons for presentation to National Matches competitors who equal or exceed Achievement Award Scores.
- b) **CMP Competition Games.** The CMP provides gold, silver, and bronze achievement medals with neck ribbons for presentation to CMP Competition Games competitors who equal or exceed Achievement Award Scores.
- c) **CMP Sanctioned Matches.** CMP affiliated clubs that sponsor CMP sanctioned Matches may order gold, silver, and bronze achievement pins for presentation to competitors who equal or exceed Achievement Award Scores.

#### **4.8.4 Authority to Adjust Bronze Award Scores**

If extreme weather conditions cause all scores in a match to be lower than normal or if the match has a high proportion of new competitors, the Match Director may adjust bronze award scores downward, but bronze award scores may not be adjusted lower than the 40<sup>th</sup> percentile competitor.

### **4.9 Rule Violations and Disciplinary Actions**

#### **4.9.1 Abuse of a Competitor or Match Official**

A competitor or Match Official who physically, verbally or emotionally abuses or injures another competitor or Match Official may be excluded from further participation in a competition. Such acts shall include acts of sexual abuse or harassment. Any alleged act of abuse must be reported to the CRO or Match Director. Reports must identify potential witnesses or physical evidence. Any competitor or Match Official who is accused of such abuse must be given an opportunity to offer an explanation or defense. The Match Director, plus one additional Match Official, must then decide whether the athlete or team official should be excluded from that competition. Any decision to exclude a competitor or Match Official must be reported to the CMP Programs Chief, who may refer the matter to the CMP Rules Sub-Committee, which may take further action in accordance with Rule 4.11.

#### **4.9.2 Rule Violations**

Competitors or team officials may be disciplined or disqualified from a match for any of the following acts of misconduct:

- a) Violating CMP range safety rules (Rule 2.0);
- b) Failure to comply with **CMP Competition Rules**;



- c) Refusing to obey the instructions of a Match Official or failure to make a correction after a warning is given (Rule 4.9.3 a);
- d) Failure to perform assigned duties as a Scorer, Verifier or Target Marker (Rule 1.8);
- e) Falsifying or being an accessory to falsifying scores;
- f) Disorderly or unsportsmanlike conduct; or
- g) Interfering with or disrupting a competitor on the firing line.

### **4.9.3 Enforcement**

In the event of rule violations, Match Officials shall take the following corrective or disciplinary actions.

- a) **Warning.** Whenever possible, a warning and opportunity to correct a rule violation must be given before imposing any further penalties;
- b) **Penalty.** A penalty of two (2) or five (5) points may be deducted from the competitor's score in the event or stage where the violation took place. Any decision to penalize a competitor must be made by at least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director); unless the applicable rule specifies a five (5) point deduction, initial deductions should be for two (2) points; or
- c) **Disqualification.** A competitor may be disqualified without further warning in case of a refusal to respond to a warning. A competitor may be disqualified without warning in case of a serious violation. Any decision to disqualify a competitor must be made by at least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director). If a team member is disqualified, the team may be disqualified and the scores of other team members may be disqualified from consideration for other awards, depending upon the circumstances of the disqualification. Any competitor or team that is disqualified must be notified of that decision and be given an opportunity to protest the decision to disqualify them.

## **4.10 Protests and Protest Resolution**

### **4.10.1 Right to Protest**

Any competitor or team that is penalized or disqualified or that believes the conditions of a competition are not in accordance with applicable CMP Rules may protest the competition conditions or decision in question. However, decisions by an authorized Target Officer, Statistical Officer or Technical Officer made in accordance with applicable scoring rules (Rule 4.7) regarding the number and scores of shots are final and may not be protested.

#### **4.10.2 Protest Procedures**

- a) **Complaint.** A competitor may complain about competition conditions or a competition official's decision to any Competition Official who may answer the complaint or involve another Competition Official in responding to the complaint.
- b) **Verbal Protests.** If this informal procedure does not resolve the complaint, a competitor, team coach or team captain may state their intent to "protest" to any Competition Official within 30 minutes of the condition or decision being protested. At least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director) must hear and decide the protest.
- c) **Written Protest and Request for Jury Decision.** If the competitor or team coach or captain is not satisfied with the Competition Officials' decision, the competitor or team coach or captain may request a Jury decision. Any appeal to a Jury must be in writing, be submitted within 30 minutes after the original protest decision and be accompanied by a protest fee of \$20.00. The protest fee must be returned if the Jury reverses the competition officials' protest decision. The Competition Director must appoint a Jury in accordance with Rule 1.8.9 to decide the protest, except that at the National Matches a National Matches Protest Jury (see 4.10.5) shall decide protests. A competition official who was involved in the original competition officials' decision may not serve on the Jury.

#### **4.10.3 Protest Decisions**

A majority of the Jury must decide the protest. The Jury decision must be based on these Competition Rules as they are written. In cases where the Jury must make a rule interpretation, the intent and spirit of the applicable rule(s) must be respected. The Jury decision must be in writing. The Jury decision is final, unless the person filing the protest, the Jury or the Competition Director requests a final ruling from a CMP Protest Committee.

#### **4.10.4 Appeal of Protest Decision**

Any party involved in a protest decided by a Jury may appeal that decision to the CMP for review by a CMP Protest Committee. An appeal of any Jury decision must be submitted to the CMP within 72 hours and will be decided by a CMP Protest Committee appointed by the CMP Programs Chief. Decisions by a CMP Protest Committee are final. There is no further right of appeal.

#### **4.10.5 Protests at National Matches**

A CMP National Matches Protest Committee, consisting of three persons, including one senior CMP staff member, appointed by the CMP Programs Chief, will decide protests submitted during CMP National Matches events. Decisions by the CMP National Matches Protest Committee are final. There is no further right of appeal.

#### **4.11 Additional CMP Disciplinary Action**

In the event of a serious violation, additional disciplinary action may be taken by the CMP Rules Sub-Committee to disqualify or suspend a competitor from the National Matches, EIC matches or other CMP-sanctioned matches for such time as it determines, and to deny any current award already won. When a competitor is charged with a serious violation, the CMP Programs Chief shall investigate the charges and all available evidence and shall present a report on this investigation, together with recommendations, to the CMP Programs Committee. Any person who may be suspended must be notified as soon as possible that suspension is being considered. After the submission of the CMP Programs Chief's report, the Rules Sub-Committee shall offer the competitor an opportunity for a hearing on the charges and evidence provided by the CMP Programs Chief's investigation. The accused competitor must be given an opportunity to present evidence or contravening arguments before a final decision is made. After a hearing on these charges, the Rules Sub-Committee shall make a final decision regarding the charges and the suspension or other disciplinary action for the competitor if they are determined to be guilty of the charges against them. The decision of the Rules Committee regarding suspension or other disciplinary action shall be final.

## **5.0 As-Issued Military Rifle Match Rules**

*Rule 5.0 defines specific rules and procedures that apply to all CMP As-Issued Military Rifle and Pistol events.*

### **5.1 As-Issued Military Rifle Matches**

#### **5.1.1 Intent and Spirit**

As-Issued military rifles are rifles that were or could have been carried by military personnel in combat operations. These matches honor "**those who served**" and carried these rifles while on military duty. These matches also strive to preserve the traditions of military marksmanship. The intent and spirit of CMP As-Issued Military Rifle Match rules is to provide modern target rifle competitions for competitors who use affordable, readily available, as-issued military rifles of U. S. or foreign manufacture. The CMP recognizes that later commercial and foreign nation's endeavors to duplicate the M1 Garand or M1 Carbine help to perpetuate this legacy and agrees that these rifles may also be accepted as legal for use in as-issued military rifle events. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

#### **5.1.2 As-Issued Military Rifle Events**

These Rules define specific conditions and requirements that govern As-Issued Military Rifle Matches for the following events:

- a) **As-Issued Military Rifle Match** for As-Issued M1 Garands (Rule 5.2.2), As-Issued M1903/M1903A3 Springfield Rifles (Rule 5.2.3), As-Issued Vintage Military Rifles (5.2.4 and 5.2.5) and As-Issued M1 Carbines (Rule 5.2.1).
- b) **M1 Garand Match** for As-Issued M1 Garands (Rule 5.2.2) and As-Issued M1 Carbines (Rule 6.2.1).
- c) **Springfield Rifle Match** for As-Issued M1903/M1903A3 Springfield Rifles (Rule 5.2.3).
- d) **Vintage Military Rifle Match** for As-Issued Vintage Military Rifles (5.2.4 and 5.2.5).
- e) **Benchrest Vintage Military Rifle Match** for As-Issued Vintage Military Rifles (Rules 5.2.2, 5.2.3, 5.2.4 and 5.2.5) or Vintage Sniper Rifles (Rule 6.2.1).

## **5.2 As-Issued Military Rifles**

### **5.2.1 General As-Issued Military Rifle Requirements**

The following rules apply to all as-issued U. S. and foreign military rifles unless specific exceptions are noted in these rules:

- a) All as-issued military rifles must be rifles of the type that were commonly issued to U. S. Armed Forces or to foreign military personnel;
- b) The rifle must be in as-issued condition, with a standard stock and sights;
- c) The rifle must conform to the weight and dimensional specifications of standard-issue service rifles. Weights or bayonets may not be attached or added to the rifle, but issue oilers or cleaning kits may be placed in the stock;
- d) Commercial or replica versions of as-issued military rifles are permitted;
- e) Rebarreling with a barrel of as-issued dimensions is permitted. A replacement barrel must have the same exact contours and cuts as the original as-issued barrel;
- f) Only government-issue parts or government or commercial parts of the exact same weight and dimensions may be used;
- g) Sights must be of the same types that were on rifles issued to regular military personnel, except that the internal diameter of rear apertures may be modified. Adjustable apertures, interchangeable inserts and lens inserts of any type are prohibited. Special purpose sights designed for sniping or competition are not permitted;
- h) Rifles may be accurized only by the careful assembly of standard parts;
- i) Flash suppressors, cheek pads, recoil pads, or stock extensions are prohibited.
- j) Bayonets may not be attached to As-Issued Military Rifles during competitions; and

- k) Stocks must be as-issued stocks or replacement stocks with the same dimensions. Laminated stocks and stocks made of synthetic materials are prohibited. Broken or cracked as-issued stocks may be repaired with the use of epoxies or other chemical adhesives, provided the original as-issued stock dimensions are not changed and no epoxy, adhesive or reinforcing material is used in or on any of the bedding surfaces for the rifle action or barrel.

### **5.2.2 As-Issued M1 Garand**

The rifle must be a Caliber .30 U. S. M1 Garand rifle that was issued by the U.S. Armed Forces and be in as-issued condition. A Caliber .30 M1941 Johnson rifle or a U.S. Carbine Caliber .30 M1 may be fired in matches designated as M1 Garand matches.

- a) Rifles must be of a type that was issued to the U.S. Armed Forces, with standard stock and sights;
- b) Trigger pulls may not be less than 4.5 lbs., except that the M1941 Johnson may have a trigger pull of not less than 3.5 lbs.;
- c) National Match (NM) Garands with synthetic bedding or NM sights may not be used. NM rifles with no synthetic bedding or no NM sights or other rifles with NM operating rods or NM gas cylinders may be used;
- d) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited;
- e) As-issued M1 Garands must be chambered for the .30-06 or the 7.62mm NATO (.308) cartridge.
- f) Commercial M1 Garands and M1 Garands produced by foreign manufacturers are permitted, provided those rifles conform to the detailed design and operational features of M1 Garands issued by the U. S. Armed Forces, and comply with the requirements of these rules.
- g) M1C and M1D Garands, with telescopes detached, are considered as-issued M1 Garands, provided that they comply with other requirements for As-Issued M1 Garands. Cheek pads may not be used on these or other M1 Garands; and
- h) M1 Garand or M1941 Johnson rifles may not weigh more than 9.75 lbs. M1 Carbines may not weigh more than 6.1 lbs.

### **5.2.3 As-Issued M1903 Springfield**

The rifle must be a standard issue service rifle that was issued by the U.S. Armed Forces and be in as-issued condition. Permitted rifles are the Caliber .30 U. S. Model 1903 and Model 1903 A3 Springfield rifles, except that Caliber .30 U. S. Model 1903 Springfield rifles manufactured by Springfield Armory with serial numbers of 810,000 or lower or by Rock Island Arsenal with serial numbers of 285,506 or lower may not be used in any CMP-sanctioned competition.

- a) Rifles must be as issued by the U.S. Armed Forces, with standard stock and sights;
- b) Trigger pulls on the M1903 Springfield may not be less than 3.5 lbs.;
- c) Sights must be of the same types that were on rifles issued to regular military personnel. Special purpose sights designed for sniping, target practice or competition are not permitted;
- d) Front sight blades with USMC dimensions for blade thickness are permitted on both M1903 and M1903A3 rifles. The top of the front sight blade must not be wider than 0.100";
- e) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited;
- f) Only U.S. Government Issue parts or non-U. S. Government or commercial parts of the exact same weight and dimensions may be used;
- g) Springfield rifles may be fired with as-issued front sight covers in place on the rifle. Legal sight covers include the common front sight covers made by Springfield Arsenal, Rock Island Arsenal, and Remington, and the higher Marine Corps front sight cover made for the Marine Corps front sight. Commercial equivalents of those covers may be used. No sight cover may be higher than 1.9" when measured from the bottom of the barrel;
- h) National Match M1903 or M1903A3 rifles with star-gauged barrels are legal for use in as-issued rifle matches, providing that the sights are as-issued sights, and the rifle has standard bedding in wood (no inserts or synthetic bedding); and
- i) M1903 or M1903A3 rifles may not weigh more than 9.2 lbs.

#### **5.2.4 Other As-Issued U. S. Military Rifles**

The rifle must be a manually operated rifle that was issued by the U.S. Armed Forces and be in as-issued condition. Permitted rifles are the Caliber .30 U. S. Model 1917 and the Caliber .30-40 U. S. Krag. Other U. S. military rifles such as the Caliber .30-40 M1895 (lever action) and 6 mm caliber M1895 Lee-Navy rifle may be used.

- a) Rifles must be as issued by the U.S. Armed Forces, with standard stock and sights;
- b) Trigger pulls may not be less than 3.5 lbs.;
- c) Sights must be of the same types that were on rifles issued to regular military personnel, except that the front sight may be retrofitted with a blade with the same profile as the as-issued sight that is not wider than 0.100";
- d) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited;

- e) Only U.S. Government Issue parts or non-U. S. Government or commercial parts of the exact same weight and dimensions may be used; and
- f) As-issued M1917 rifles must be chambered for the .30-06 cartridge. U. S. Krag rifles must be chambered for the .30-40 Krag cartridge.

### **5.2.5 As-Issued Foreign Military Rifle**

The rifle must be a rifle that was issued by the Armed Forces of a country other than the U. S. and be in as-issued condition. All as-issued foreign military rifles must be manually operated bolt-action or straight-pull rifles. Semi-automatic or fully automatic rifles are not permitted.

- a) Rifles must be as issued by the foreign government, with a standard stock and sights;
- b) Trigger pulls may not be less than 3.5 lbs.;
- c) Rifles must conform to the weight and dimension specifications of the standard issue service rifle. Weights may not be added to the rifle;
- d) Only Government Issue parts or commercial parts of the exact same weight and dimensions may be used;
- e) Sights must be of the same types that were on rifles issued to regular military personnel. Special purpose sights designed for sniping, target practice or competition are not permitted;
- f) Rifles that were issued with pointed, inverted V front sights may be retrofitted with flat-topped post front sights of military type. Retrofitted front sights may not have copper bead or colored aiming elements and may not be wider than 0.100";
- g) Rifles issued with side-mounted front sling swivels may be retrofitted with military type sling swivels (not quick detachable) that are positioned in the 6 o'clock location, relative to its original sling swivel location (may not be moved forward or rearward from that point). If the issue swivel was narrower than 1 1/4" the retrofit swivel may be 1 1/4". The as-issued sling may be replaced with a standard U. S. military sling (Rule 3.6.1);
- h) Rifles may be accurized only by the careful assembly of standard parts;
- i) Rebarreling with a barrel of as-issued dimensions is permitted;
- j) Shims made of wood, fabric, paper, metal, or other similar material, of types that were originally installed by military arsenals in these rifles and that are placed between the stock and the action, barrel or trigger assembly are permitted;
- k) All as-issued rifles must be chambered for the cartridge for which they were originally chambered; and
- l) Rifles may be equipped with slings originally issued with the rifle or with a U. S. M1907 or M1 sling (see Rule 4.5).

## 5.3 Equipment and Ammunition

### 5.3.1 Clothing and Accessories

Shooting Jackets, other clothing and equipment described in Rule 3.5 are permitted in all As-Issued Military Rifle Matches.

### 5.3.2 Slings

Rifle slings as described in Rule 4.5 may be used in As-Issued Military Rifle Matches. Slings are not required, but when used, must comply with the provisions of that rule.

### 5.3.3 Ammunition

Competitors may use any safe ammunition. Handloads are permitted. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used.

### 5.3.4 Issued Ammunition

If the match sponsor issues ammunition, this must be stated in the match program. When ammunition is issued, all competitors must use only the issue ammunition and may not substitute any other ammunition. Competitors who do not fire issued ammunition must be disqualified.

## 5.4 Competition and Range Procedures

*The following competition conditions and range procedures apply to all As-Issued Military Rifle events.*

### 5.4.1 Firing Positions

As-Issued Military Rifle courses of fire are fired in the prone, standing and sitting or kneeling positions. Positions used must comply with the rifle firing positions defined in Rule 4.3.

### 5.4.2 Squadding

See Rule 4.6.1.

### 5.4.3 Firing Procedures and Range Commands

As-Issued Military Rifle firing procedures must be conducted according to **CMP Highpower Rifle Firing Procedures and Range Commands** (see links at <https://www.TheCMP.org/rulebooks/>).

### 5.4.4 Loading Procedures

- a) **Slow-Fire, M1 Garand.** After the command **WITH ONE ROUND...LOAD**, the rifle may be loaded with one cartridge only.
- b) **Slow-Fire, Manually Operated Military Rifles.** After the command **WITH ONE ROUND...LOAD**, the rifle may be loaded with one cartridge only.
- c) **Rapid-Fire, M1 Garand.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the



magazine. When the targets rise or the command **START** is given, competitors must get into position and then cycle the bolt to chamber the first round. After firing two rounds, competitors must reload with a full clip of eight rounds and complete the series within the time limit.

- d) **Rapid-Fire, Manually Operated Military Rifles.** After the command **ON THE FIRING LINE STAND...WITH BOLTS REMAINING OPEN...LOAD**, competitors must load five rounds in the magazine and leave the bolt open (do not chamber a round). After targets rise or the command **START** is given, competitors must get into position, close the bolt to chamber the first round, fire five rounds, then reload five rounds and complete the series within the time limit.

#### 5.4.5 Coaching or Assisting Competitors

See Rule 4.3.5.

#### 5.4.6 Malfunctions

See Rule 4.6.9.

#### 5.4.7 Scoring and Results

Scoring and results operations must be conducted according to Rule 4.7.

### 5.5 As-Issued Military Rifle Courses of Fire

#### 5.5.1 Course of Fire

*There are two courses of fire, the As-Issued Military Rifle Course A (TABLE 3) and the As-Issued Military Rifle Course B (TABLE 4).*

**Table 3 -- As-Issued Military Rifle Course A**

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. <sup>1</sup>	Slow	Any	5	15 min. for sighting & prone slow <sup>2</sup>
First	200 yds.	Slow	Prone	10	
Second	200 yds.	Rapid	Prone from Standing	10	80 sec. <sup>3</sup>
Third	200 yds.	Slow	Standing	10	10 min.

<sup>1</sup> The 200-yard SR target, Rule 4.4.1 a), is used for all stages. Alternatively, all stages may be fired at 100 yards on the SR-1 target, Rule 4.4.1 b).

<sup>2</sup> Competitors are given a combined time limit of 15 minutes to fire a maximum of five sighting shots and 10 record shots in the prone position.

<sup>3</sup> The time limit for the rapid-fire stage is 80 seconds for both semi-automatic rifles (M1 Garands) and manually operated rifles (Springfields and Vintage Military Rifles).

## Table 4 -- As-Issued Military Rifle Course B

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. <sup>1</sup>	Slow	Any	5	25 min. for sighting & prone slow <sup>2</sup>
First	200 yds.	Slow	Prone	20	
Second	200 yds.	Rapid	Prone from Standing	10	80 sec. <sup>3</sup>
Third	200 yds.	Rapid	Sitting or Kneeling from Standing	10	70 sec.
Fourth	200 yds.	Slow	Standing	10	10 min.

<sup>1</sup> The 200-yard SR target, Rule 4.4.1 a), is used for all stages. Alternatively, all stages may be fired at 100 yards on the SR-1 target, Rule 4.4.1 b) .

<sup>2</sup> Competitors are given a combined time limit of 25 minutes to fire a maximum of five sighting shots and 20 record shots in the prone position.

<sup>3</sup> The time limit for the rapid-fire stage is 80 seconds for both semi-automatic rifles (M1 Garands) and manually operated rifles (Springfields and Vintage Military Rifles).

### 5.5.2 Reduced Sighter Option

The As-Issued Military Rifle Course of Fire provides for five sighting shots to be fired at the beginning of the match. Sighting shots may be fired in any position. Competitors may, however, elect to fire fewer than the specified number of Sighting shots if they notify their Scorers that they are starting Record shots. Returning to Sighting shots after firing a Record shot is not permitted.

## 5.6 As-Issued Military Rifle Matches

### 5.6.1 As-Issued Military Rifle Match

- Course of Fire.** Table 3 (30 shots) or Table 4 (50 shots).
- Rifles.** Any rifle that complies with Rules 5.2.2, 5.2.3, 5.2.4, 5.2.5 or 6.2.1.
- Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.9 and Annex A.

### 5.6.2 John C. Garand Match

- Course of Fire.** Table 3 (30 shots) or Table 4 (50 shots).
- Rifles.** Any rifle that complies with Rules 5.2.2 or 6.2.1.
- National Garand Match Awards.** The highest scoring competitor who fires an As-Issued M1 Garand that complies with Rule 5.2.2 in the National Garand Match receives the John C. Garand Trophy.

- d) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

### 5.6.3 Springfield Rifle Match

- a) **Course of Fire.** TABLE 3 (30 shots) or 8 4 (50 shots).
- b) **Rifles.** Any rifle that complies with Rule 5.2.3.
- c) **National Springfield Rifle Match Awards.** The highest scoring competitor in the National Springfield Rifle Match receives the Springfield Rifle Trophy.
- d) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

### 5.6.4 Vintage Military Rifle Match

- a) **Course of Fire.** TABLE 3 (30 shots) or Table 4 (50 shots).
- a) **Rifles.** Any rifle that complies with Rules 5.2.4 or 5.2.5.
- b) **National Vintage Military Rifle Match Awards.** The highest scoring competitor in the National Vintage Military Rifle Match receives a CMP Recognition Plaque.
- c) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.9 and Annex A.

### 5.6.5 Roosevelt Commemorative Match

- a) **Course of Fire.** TABLE 3 (30 shots).
- b) **Rifles.** Must be either pre-WWI M1903 Springfield rifles that comply with Rule 5.2.3 or U. S. Krag rifles that comply with Rule 5.2.4. This match is restricted to U. S. Krag and M1903 Springfield rifles; M1903 A3 rifles are not permitted.
- c) **Roosevelt Commemorative Match Awards.** The highest scoring competitor in the National Roosevelt Commemorative Match receives a CMP Recognition Plaque.

### 5.6.6 Benchrest VMR Match

- a) **Course of Fire.** Five (5) Sighting shots and 30 Record shots at 300 yards on the SR-3 target (Rule 4.4.1 c) in a time limit of 30 minutes. Firing must be done from a benchrest with a maximum of two sandbag supports and a firing position that complies with Rule 4.3.6.
- b) **Rifles.** There are two rifle categories in which competitors may enter and fire:
- Vintage Military Rifle (VMR) Category. Any rifle that complies with Rules 5.2.2, 5.2.3, 5.2.4, or 5.2.5.
  - Vintage Sniper Rifle (VSR) Category. Any rifle that complies with Rule 7.2.1, Vintage Sniper Rifle. Competitors with these rifles should be divided according to whether they are using Category A (1953 and prior) or Category B (1954-1976) sniper rifles.

- c) **Benchrest VMR Match Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

### **5.6.7 As-Issued Military Rifle 3-Gun Aggregate**

The As-Issued Military Rifle 3-Gun Aggregate may be included in the programs of the National Matches, CMP Competition Games or CMP Sanctioned Matches. The aggregate is a total of scores fired in the John C. Garand Match (Rule 5.2.2), the Springfield Rifle Match (Rule 5.2.3) and the Vintage Military Rifle Match (Rule 5.2.4 or 5.2.5).

### **5.6.8 As-Issued Military Rifle 4-Gun Aggregate**

The As-Issued Military Rifle 4-Gun Aggregate may be included in the programs of the National Matches, CMP Competition Games or CMP Sanctioned Matches. The aggregate is a total of scores fired in the John C. Garand Match (Rule 5.2.2), the Springfield Rifle Match (Rule 5.2.3), the Vintage Military Rifle Match (Rule 5.2.4 or 45.2.5) and the Modern Military Rifle Match (Rule 6.6.2).

## **6.0 Special Military Rifle Match Rules**

*Rule 6.0 defines specific rules and procedures that apply to all CMP Special Military Rifle and Pistol events.*

### **6.1 Special Military Rifle Matches**

#### **6.1.1 Intent and Spirit**

The intent and spirit of CMP Special Military Rifle Match rules is to provide modern target rifle competitions for competitors who want to shoot with affordable, readily available military or military-type rifles of U. S. or foreign manufacture. These matches seek to preserve the traditions of military marksmanship and give the owners of these rifles opportunities to use them in competitions. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

#### **6.1.2 As-Issued Military Rifle Matches**

These Rules define specific conditions and requirements that govern As-Issued Military Rifle Matches for the following events:

- a) **M1 Carbine Match** for As-Issued M1 Carbines (Rule 6.2.1).
- b) **Modern Military Rifle Match** for semi-automatic military type rifles that comply with Rule 6.2.3 and/or Rule 6.2.4. (for Unlimited Modern Military Rifles, see Rule 6.2.5).
- c) **Unlimited Garand Match** for M1 Garands that do not comply with Rule 5.2.2 but comply with Rule 6.2.6.
- d) **M16 Rifle Special EIC Match** for M16 rifles that comply with Rule 6.2.7.

- e) **M14 Heritage Match** for M14/M1A-Type rifles that comply with Rule 6.2.8.

## **6.2 Special Military Rifles**

### **6.2.1 As-Issued M1 Carbine**

- a) The firearm must be a U. S. M1, or M1A1 Carbine chambered for the Caliber .30 Carbine cartridge that was issued by the U.S. Armed Forces, manufactured by Inland, IBM, Irwin-Pedersen, National Postal Meter, Quality Hardware, Rock-Ola, Saginaw Steering Gear, Standard Products, Underwood or Winchester. Commercial M1 Carbines are permitted, provided they conform to the detailed design and operational features of M1 Carbines issued by the U. S. Armed Forces, and comply with the requirements of this rule.
- b) Carbines must be as issued by the U.S. Armed Forces, with standard stock and sights;
- c) As-issued M1 Carbines must be chambered for the Caliber .30 Carbine cartridge;
- d) Trigger pulls may not be less than 4.5 lbs.;
- e) Carbines must conform to the weight and dimensions of the standard issue M1 Carbine. M1 Carbines may not weigh more than 6.1 lbs. Weights may not be added to the Carbine;
- f) M1 Carbines must be equipped with a stock made for an M1 or M2 Carbine;
- g) Standard-issue 15-round magazines or magazines with the same shape, length and configuration must be used. 30-round magazines may not be used.
- h) Only U.S. Government Issue parts or non-U. S. Government or commercial parts of the exact same weight and dimensions may be used;
- i) Sights must be of the same types that were on rifles issued to regular military personnel, except that the internal diameter of rear apertures may be modified, provided any rear aperture modification does not change the external profile of the rear sight disc. Adjustable apertures, interchangeable inserts and lens inserts of any type are prohibited;
- j) Rebarreling with a barrel of as-issued dimensions is permitted. Replacement barrels must have the same exact contours and cuts as the as-issued barrel;
- k) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited; and

- l) Carbines made by any other manufacturer, or a commercial Carbine of the same type and caliber may be used if permitted by the Match Program or if a separate category is provided for these Carbines.

### **6.2.2 General Rules for Modern Military Rifles**

Semi-automatic military rifles of U. S. or foreign manufacture or commercial rifles of the same type and caliber or commercial variations of military-type rifles may be fired. There are two categories of Modern Military Rifles 1) Standard Modern Military Rifles (Class A-AR-type and Class B-other military rifles) and 2) Unlimited Modern Military Rifle (Also Class A-AR-type and Class B-other military rifles). All Modern Military Rifles, Standard or Unlimited, must comply with the following general requirements:

- a) The exterior configuration of the rifle must be the similar to that of the original military or military-type rifle;
- b) The trigger pull may not be less than 4.5 lbs.;
- c) Butt-stocks may vary in length and be either fixed or adjustable. Adjustable length stocks are permitted, but butt stocks that allow for other adjustments such as the cheek-piece height or butt-plate location may not be used; and
- d) Magazines may have a capacity of no more than 30 rounds. Magazines may not be used to support the rifle in a firing position where the magazine rests on the ground, shooting mat or arm.

### **6.2.3 Standard U.S. Modern Military Rifles, Class A**

Category A Standard Modern Military Rifles must comply with these requirements:

- a) Rifles must be based on the M-16 rifle or be based on an AR design;
- b) Rifles must be manufactured by a USA manufacturer;
- c) Rifles must be equipped with issue-type metallic front and rear sights; rear sights with adjustments finer than one minute of angle are permitted;
- d) Total rifle weight, with sights and without sling, may not exceed 8.5 pounds;
- e) Rifles may be fitted with a float tube or free-floating handguard. A non-adjustable sling swivel may be attached to the forward end of the handguard; and
- f) The rifle must be chambered for the 5.56x45 mm or .223 Remington cartridge.

### **6.2.4 Standard Modern Military Rifles, Class B**

Category B Modern Military Rifles must comply with these additional requirements:

- a) Modern Military Rifles manufactured in the U. S., or another country may be used;

- b) Rifles must be equipped with standard issue-type metallic front and rear sights; rear sights with adjustments finer than one minute of angle are permitted;
- c) The rifle may be chambered for any cartridge not exceeding caliber 8 mm; and
- d) Rifle weights may not exceed the weight limits specified in the chart.

Class B Modern Military Rifle Weight Limits				
AK, AK-47, Stamped Receiver	7.0 lbs.		HK-91	11.0 lbs.
AK, AK-47 Milled Receiver	9.5 lbs.		HK-93	8.5 lbs.
SKS	8.5 lbs.		M-14, M1A	9.4 lbs.
FN-FAL	9.75 lbs.		FN-49	9.5 lbs.
SVT	8.75 lbs.		FN SCAR 17S	8.0 lbs.
SIG 550-series Sturmgewehr 90	9.1 lbs.			
For other rifles, see e) below:				

- e) Upon request and the presentation of documentation regarding the rifle, the CMP Competitions Department may approve the use of other as-issued or production-type Modern Military Rifles that comply with Rule 6.2.2. Weight limits for those rifles must be established according to their maximum weight in an as-issued condition.

### **6.2.5 Unlimited Modern Military Rifle**

An Unlimited Modern Military Rifle is a Class A AR-type rifle that does not fully comply with Rule 6.2.3 (weight limit and/or sights) or a Class B Modern Military Rifle that does not fully comply with Rule 6.2.4 (weight limit and/or sights). The following rules apply to Unlimited Modern Military Rifles:

- a) All Unlimited Modern Military Rifles must comply with Rule 6.2.2.
- b) Unlimited Modern Military Rifles may have optical sights (reflective sights are considered optical sights) with a maximum magnification of 4.5X installed on the receiver. Variable scopes with a maximum magnification of 4.5X are permitted. Only commercially manufactured scopes that were produced with a maximum magnification of 4.5X and have a maximum objective lens diameter of 34 mm may be used. If an optical sight is used, the same optical sight configuration must be used in all stages of a course of fire (changing sights or sight mount configurations is not permitted). The centerline of an optical sight shall be no higher than 3.5 inches above the centerline of the bore; and
- c) Rifle weights are unlimited.

### 6.2.6 Unlimited M1 Garand

An Unlimited M1 Garand is an M1 Garand-type rifle that does not fully comply with Rule 5.2.2 for As-Issued M1 Garands. Unlimited M1 Garands must have an M1 Garand external configuration and have a trigger pull of at least 4.5 lbs. Unlimited M1 Garands include, but are not limited to the following:

- a) National Match M1 Garands with synthetic bedding and/or NM sights;
- b) Rifle weights are unlimited;
- c) M1 Garands with accurizing modifications such as synthetic or glass bedding, sight adjustments finer than one minute of angle, modified upper handguards, etc.
- d) M1 Garands with U. S. Government glass bedding or shims; and
- e) The use of cheek-pads on these rifles is not permitted.

### 6.2.7 As-Issued M16 Service Rifle, 5.56 mm

The M16 Service Rifle chambered for the 5.56 mm rifle cartridge or a commercial rifle of the same type and caliber, as issued by the School, must be used in the Rifle Small Arms Firing and CMP Marksmanship 101 Schools and in the M16 Rifle Special EIC Matches.

### 6.2.8 M14 Heritage Rifle, 7.62 mm

Match sponsors may use one or both of two M14 Heritage Rifle Categories: **As-Issued** and **Unlimited** M14 Heritage Rifles. All rifles used in either M14 Heritage Match category must comply with the following requirements:

- a) **Rifles.** The rifle must be an M14/M1A-type rifle that was issued by the U.S. Armed Forces, or a commercial rifle of the same type and caliber (Springfield Armory, Fulton Armory, Armscor, Norinco, etc.).
- b) **Cartridge.** The rifle must be chambered for the 7.62 mm NATO cartridge (.308 Winchester).
- c) **Trigger.** The rifle must have a trigger pull of at least 4.5 pounds.
- d) **Rifle Configuration.** No alteration or modification may change the external configuration of the rifle, except left-handed receivers that reverse the operational design features of M14/M1A-type rifles are permitted.
- e) **Rifle Modifications.** No modification may interfere with the original functioning of the rifle and its safety devices, except that the rifle must be capable of semi-automatic fire only.
- f) **Magazines.** Magazine capacity may not exceed 20 rounds. Magazines must be attached during the firing of all courses and in all positions. Reduced capacity magazines which are shorter than standard 20-round magazines are permitted, provided that they must have a fluorescent orange, yellow or similar bright color magazine identifying strip on the lower portion of the magazine which is visible when fully inserted into the receiver. Magazines must not have any additional pads, extensions, or other support features.



- g) **Vented Barrel Extensions.** Vented barrel extensions with the same external dimensions as the M14 flash suppressor, but without the bayonet lug, may be installed. A muzzle brake designed to reduce recoil is not permitted. Exceptions to the muzzle brake prohibition may be approved for rifles submitted for inspection by competitors from states where state law requires muzzle brakes in lieu of flash suppressors.
- h) **As-Issued M14 Heritage Rifles.** The following additional requirements apply to As-Issued M14 Heritage Rifles.
- The weight of the rifle, without magazine or sling may not exceed 9.4 lbs.
  - Barrels must be 22 in. long and have a standard USGI type profile. Barrels may have an indexing flat machined near the breech.
  - Sights must be of the same types that were on rifles issued to regular military personnel. Special purpose sights designed for sniping, target practice or competition are not permitted;
  - USGI issue hardwood or fiberglass and current production M1A profile wood stocks are permitted. Laminated or polymer/plastic stocks and pistol grips are not permitted. GI selector cutouts are permitted. Stocks must retain USGI-type metal hardware. Glass bedding and shims are not permitted.
  - Handguards must be standard-issue GI type handguards. Picatinny rails are not permitted.
  - Adjustable gas plugs, triggers or cheek-piece/cheek risers are not permitted.
- i) **Unlimited M14 Heritage Rifles.** The following additional requirements apply to Unlimited M14 Heritage Rifles.
- Rifle weight is unlimited, there is no maximum weight.
  - Internal modifications may be made to improve functioning and accuracy. A special match barrel may be installed. Synthetic materials may be applied to the interior of the stock to improve the bedding.
  - Stock dimensions must comply with original stock dimensions, except that stocks may be no more than 2 inches wide at a point immediately to the rear of the front band, no more than 2.5 inches wide at the front and rear of the receiver and have a continuous taper from receiver to front band. The width at the receiver may be carried through to the butt plate. If optical sights are used, the attachment of a cheek pad or cheek-piece riser to the butt-stock is permitted if the pad or attached cheek-piece is not orthopedically shaped and is fixed so it cannot be moved or adjusted for different firing positions.
  - The M14 E2 stock and the Sage International Aluminum Chassis stock as used on the M14 EBR are permitted.

- The hinged butt plate may only be used in the folded position.
- Stocks may have any color. Metals may have any finish. Metal components may be either steel or aluminum alloy.
- **Optical Sights.** The rifle may have an optical sight (reflective sights are considered optical sights) with a maximum power of 4.5X installed on the receiver. Variable scopes with a maximum of 4.5X are permitted. Only commercially manufactured scopes that were produced with a maximum magnification of 4.5X and have a maximum objective lens diameter of 34 mm may be used. If an optical sight is used, the same optical sight configuration must be used in all stages of a course of fire (changing sights or sight mount configurations is not permitted). The centerline of an optical sight shall be no higher than 3.5 inches above the centerline of the bore.
- **Metallic Sights.** Alternatively, the rifle may be equipped with standard issue-type metallic sights. The dimensions of the rear sight aperture (internal diameter) and the front sight post (width) may vary from standard military dimensions. Rear sight windage and elevation adjustments may be modified to allow finer adjustments. The rear sight hood diameter may not be longer than 0.70" or larger than 0.50" in diameter. The rear sight aperture may have a fixed, non-adjustable round, square or rectangular aperture insert. A corrective lens or multi-focal lens system may be inserted in the rear sight hood.

## **6.3 Equipment and Ammunition**

### **6.3.1 Clothing and Accessories**

Shooting Jackets, other clothing and equipment described in Rule 4.4 are permitted in all Special Military Rifle Matches.

### **6.3.2 Slings**

Rifle slings described in Rule 4.5 may be used in Special Military Rifle Matches. Slings are not required, but when used, M1907 or M1 slings may be configured with arm loops and used for support in the prone and sitting or kneeling positions. In the standing position, slings may not be used to support the position; they may remain attached to the rifle in the parade configuration or be removed. A M1907 or M1 sling may not be used with an M1 Carbine when it is fired in an M1 Carbine Match. In the M1 Carbine Match, the issue Carbine-type sling may only be used as a hasty sling (without arm loop, with arm wrapped around sling) in the prone, sitting, or kneeling positions. In the standing position the sling, if attached, may not be used for support.

### **6.3.3 Ammunition**

Competitors may use any safe ammunition. Handloads are permitted. Tracer, armor piercing or incendiary-type ammunition or projectiles may not be used.

### 6.3.4 Issued Ammunition

If the match sponsor issues ammunition, this must be stated in the match program. When ammunition is issued, competitors must use only the issue ammunition and may not substitute any other ammunition. Competitors who do not fire issued ammunition must be disqualified.

## 6.4 Competition and Range Procedures

The following competition conditions and range procedures apply to all Special Military Rifle events.

### 6.4.1 Firing Positions

As-Issued Military Rifle courses of fire are fired in the prone, standing and sitting or kneeling positions. Positions used must comply with the rifle firing positions defined in Rule 4.3.

### 6.4.2 Squadding

See Rule 4.7.1.

### 6.4.3 Firing Procedures and Range Commands

Special Military Rifle firing procedures for Modern Military Rifle, M16 and Unlimited rifle categories must be conducted according to **CMP Highpower Rifle Firing Procedures and Range Commands** (see links at <https://www.TheCMP.org/rulebooks/>).

### 6.4.4 Loading Procedures

- a) **Slow-Fire, M1 Carbine.** Slow-fire loading with the M1 Carbine is done from magazines initially containing five cartridges. After the command **WITH ACTIONS CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS**, a magazine containing five cartridges may be inserted and the bolt closed to chamber the first round. Since M1 Carbine slow-fire loading is done from a magazine, competitors must take special care when taking the Carbine down from the shoulder between shots. A loaded Carbine may not be rested on a shooting stool.
- b) **Slow-Fire, Modern Military Rifles.** After the command, **WITH ONE ROUND...LOAD**, the rifle may be loaded with *only one* cartridge and reloaded with only one cartridge for all subsequent slow-fire shots.
- c) **Slow-Fire, M1 Garand (Unlimited).** After the command **WITH ONE ROUND...LOAD**, the rifle may be loaded with only one cartridge and reloaded with only one cartridge for all subsequent slow-fire shots.
- d) **Slow-Fire, All Rifles.** During all slow-fire stages, rifles must remain pointed downrange while loading. After firing one or five shots competitors must reload without further command to complete the 10-shot stage within the firing time limit. Rifle butts may not rest on a shooting stool while loading.
- e) **Rapid-Fire, M1 Carbine.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**,

competitors must **first** close the bolt on an empty chamber and then insert a magazine with five rounds. Competitors may not chamber a round while standing. After the firing time begins, competitors must get into position, cycle the bolt to chamber the first round, fire five shots, reload a second magazine with five rounds and complete the series within the time limit.

- f) **Rapid-Fire, M1 Garand (Unlimited).** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the magazine. When the targets rise or the command **TARGETS** is given, competitors must get into position and then cycle the bolt to chamber the first round. After firing two rounds, they must reload with a full clip of eight rounds and complete the series within the time limit.
- g) **Rapid-Fire, Modern Military Rifles.** After competitors stand and are given the command **LOAD**, they must first close the bolt on an empty chamber and then insert a magazine with two or five rounds; competitors may not chamber a round while standing. After targets rise or the command **START** is given, competitors must get into position, cycle the bolt to chamber the first round, fire two or five shots, reload a second magazine with eight or five rounds and complete the series within the time limit.
- h) **Rapid-Fire, For All Firearms.** No one is permitted to charge a non-removable magazine or have a loaded magazine in the rifle until the command **LOAD** is given. No cartridge may be chambered until the competitor is down in position. A competitor is considered down in position when the buttocks are on the ground in sitting or one elbow is on the ground in prone.
- i) **Rapid-Fire Loading, M14 Heritage Match.** For rapid-fire series, all competitors must start in the shooting position for the appropriate stage of fire (i.e., prone or sitting). After the command **YOUR SIGHTING PERIOD HAS ENDED**, and before the targets appear, competitors must have actions open. Rifles must be kept out of the shoulder, and pre-charged magazines must remain on the ground, shooting mat or shooting stool. The Range Officer will command **COMPETITORS STANDBY...IS THE LINE READY...THE LINE IS READY**. Targets will appear to authorize loading and firing in approximately five seconds. When the targets appear, competitors must take their magazines pre-charged with two (2) or five (5) rounds, load their rifles, and fire their first two or five rounds. After firing two or five rounds, competitors will reload with their second magazines pre-charged with eight (8) or five (5) rounds and continue firing. Except in the case of an equipment malfunction (Rule 6.2.6), reloading before firing the 2nd or fifth round ('hot reload') is not

permitted and any competitor who does this will receive a score of zero (0) for that 10-shot series.

#### **6.4.5 Coaching or Assisting Competitors**

See Rule 4.3.5.

#### **6.4.6 Malfunctions**

See Rule 4.6.9.

#### **6.4.7 Scoring and Results**

Scoring and results operations must be conducted according to Rule 4.7.

### **6.5 Special Military Rifle Courses of Fire**

#### **6.5.1 M1 Carbine Match Course of Fire**

The course of fire for the M1 Carbine Match is the M1 Carbine Match Course of Fire (TABLE 5).

<b>Table 5 -- M1 Carbine Match Course</b>					
<b>Stage</b>	<b>Distance</b>	<b>Type of Fire</b>	<b>Firing Position</b>	<b>Number of Shots</b>	<b>Time Limit</b>
Sighting	100 yds. <sup>1</sup>	Slow	Any <sup>2</sup>	5 <sup>3</sup>	5 Sighting and 10 Record shots in 15 min.
1st	100 yds.	Slow	Prone	10	
2nd	100 yds.	Rapid	Prone from Standing	10	60 sec.
3rd	100 yds.	Rapid	Sitting or Kneeling from Standing	10	60 sec.
4th	100 yds.	Slow	Standing	10	10 min.
<sup>1</sup> The SR-1 Highpower Rifle target, Rule 4.5.1 b), is used for all stages of fire; all firing is done at 100 yards. <sup>2</sup> A rest or support may be used for Sighters, but not in any other position. <sup>3</sup> Competitors may fire a maximum of 5 Sighting or practice shots. Competitors may elect to fire fewer than 5 Sighting shots. The 5 Sighting shots and 10 Record Prone shots are fired as one stage with a 15-min. time limit. When fixed targets are used the Sighting and Prone Record stages may be fired as separate stages.					

### 6.5.2 M16 Rifle EIC Match Course of Fire

The course of fire for the M16 Rifle Special EIC Match is the M16 Rifle Special EIC Match Course of Fire (Table 6). All firing is done at 200 yards. Competitors must complete the entire course of fire before leaving the firing line.

Table 6 -- M16 Rifle EIC Match Course					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. <sup>1</sup>	Slow	Any <sup>2</sup>	5 <sup>3</sup>	15 min. for sighting & prone slow
First	200 yds.	Slow	Prone	10	
Second	200 yds.	Rapid	Prone from Standing	10	60 sec.
Third	200 yds.	Rapid	Sitting or Kneeling from Standing	10	60 sec.
Fourth	200 yds.	Slow	Standing	10	10 min.
<p><sup>1</sup> The 200-yard SR target, Rule 4.5.1 a) issued for all stages.</p> <p><sup>2</sup> Sighting shots may be fired in any position. A support or supported position may be used. Sighting shots are not counted in the match score.</p> <p><sup>3</sup> Competitors may elect to fire fewer than five Sighting shots. They must notify the scorer if they elect to start Record Fire after firing fewer than five Sighting shots.</p>					

## 6.6 Special Military Rifle Matches

### 6.6.1 M1 Carbine Match

- Course of Fire.** TABLE 5 (40 shots).
- Rifles.** Any M1 Carbine that complies with Rule 6.2.1.
- National M1 Carbine Match.** The highest scoring competitor in the National M1 Carbine Match during the National Matches receives the Carbine Club M1 Carbine Trophy.
- Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

### 6.6.2 Standard Modern Military Rifle Match

- Course of Fire.** Table 3 (30 shots) or TABLE 4 (50 shots)
- Rifles.** Any Modern Military Rifle that complies with Rule 6.2.2 and Rule 6.2.3 or 6.2.4 may be used. Competition events may be divided into two

classes for Modern Sporting Rifle (Class A) and Modern Military Rifles (Class B).

- c) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

#### **6.6.3 Unlimited Modern Military Rifle Match**

- a) **Course of Fire.** TABLE 3 (30 shots) or TABLE 4 (50 shots)
- b) **Rifles.** Any Modern Military Rifle that complies with Rule 6.2.5 may be used. Competition events may be divided into two classes for Modern Sporting Rifle (Class A) and Modern Military Rifles (Class B).
- c) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

#### **6.6.4 Unlimited M1 Garand Match**

- a) **Course of Fire.** TABLE 3 (30 shots) or TABLE 4 (50 shots).
- b) **Rifles.** Any M1 Garand-type rifle that complies with Rule 6.2.6.
- c) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

#### **6.6.5 M16 Rifle Special EIC Match**

- a) The M16 Rifle EIC Match is a limited eligibility Special EIC Match that is conducted in conjunction with the Rifle Small Arms Firing Schools at the National Matches or with CMP-sponsored Marksmanship 101 Courses.
- b) **Course of Fire.** TABLE 6 (40 shots).
- c) **Rifles.** As-issued M16 rifles or commercial rifles of the same type and caliber will be provided by the CMP (see Rule 6.2.7) to all school students. Magazines will be provided with each rifle.
- d) **Slings.** Military web slings will be attached to the rifles and may be used in the prone and sitting positions. No other slings may be used.
- e) **EIC Points and Awards.** The top 10% of all eligible Non-Distinguished competitors who complete three or more stages of the match and turn in scorecards will receive "introductory" legs counting four (4) EIC points and CMP M16 EIC medals.

#### **6.6.6 M14 Heritage Match Course of Fire**

The M14 Heritage Match Course of fire is a CMP Modern Military Rifle event that is conducted during the National Matches and may be conducted at CMP National Ranges or Competition Games Matches or in other sanctioned competitions. Competitors must use the M14/M1A-Type Service Rifle (Rule 6.2.8). This event shall be conducted in accordance with **Rule 4.0, General Competition Rules, and Procedures**, except that loading for rapid-fire series shall follow Rule 6.4.4 i).

**Table 7 – M14 Heritage Match Course**

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	300 yds.	Slow	Any position	5	15 min.
1 <sup>st</sup>		Slow	Prone	10	
2 <sup>nd</sup>		Rapid	Prone*	10	70 sec.
3 <sup>rd</sup>		Rapid	Sitting*	10	60 sec.
4 <sup>th</sup>		Slow	Standing	10	10 min.

\* Competitors must start rapid-fire stages in position and may not load until the firing time starts (see above).

## 7.0 Vintage Sniper Rifle Team Match Rules

*Rule 7.0 defines specific rules and procedures that govern the CMP Vintage Sniper Rifle Team Match.*

### 7.1 Vintage Sniper Rifle Team Matches

#### 7.1.1 Intent and Spirit

The spirit and intent of the CMP Vintage Sniper Rifle Team Match is to provide modern target rifle competitions for competitors who use original, or replica military sniper rifles dated 1953 or earlier. This Match is a two-person team event designed to replicate and test marksmanship skills similar to those employed by traditional military sniper teams. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the spirit and intent of these rules is prohibited.

#### 7.1.2 Rifle Classes

Teams firing in Vintage Sniper Rifle Team Matches may be divided into two classes, one for teams firing manually operated rifles and one for teams firing semi-automatic rifles. If one team member fires a manually operated rifle, the team must be included in the manually operated rifle category. If these categories are used, this must be stated in the Match Program.

### 7.2 Vintage Sniper Rifle Team Match Rifles

#### 7.2.1 Vintage Sniper Rifle

The rifle must be a manually operated or semi-automatic rifle of U. S. or foreign manufacture that was either an original military rifle issued for sniping or a



commercial replica rifle of the same type and caliber. Match sponsors may use one or both of two Sniper Rifle Categories. Category A includes all rifles manufactured for sniping in 1953 or earlier. Category B includes all rifles manufactured for sniping from 1954 through 1976. Vintage Sniper rifles and sights must be listed in Table 8 (Category A Rifles and Scopes) or Table 9 (Category B Rifles and Scopes). All rifles must fulfill these requirements:

- a) Rifles may be manually operated (bolt action) or semi-automatic. Match sponsors may recognize a separate category for teams where both team members fire semi-automatic rifles.
- b) The bore diameter may be no larger than 8 mm (.315 caliber);
- c) Must be in as-issued condition. No fiberglass stocks, special bedding (glass bedding, etc.), match triggers or other special accurizing are permitted, except for those rifles listed in Table 9 (Category B Rifles and Scopes).
- d) Rebarreling with a barrel of as-issued dimensions is permitted. A replacement barrel must have the same exact contours and cuts as the original as-issued barrel;
- e) Triggers on semi-automatic rifles must have a trigger pull of at least 4.5 lbs. Triggers on manually operated rifles must have a trigger pull of at least 2.5 lbs.;
- f) A strap-on, lace-on or detachable wooden cheek-piece may be used if it was original to the rifle when used for sniping purposes; and
- g) Only rifles with optical sights may be used. Sights must be original issue optical sights with as-issued reticles or sights may be commercial replicas of as-issued optical sights. In addition, specific non-issue scopes that are listed in Table 8 may be used. Such non-issue scopes may only be used on the rifles for which they are specifically listed. Replica or non-issue sights may have only crosshair, post, or post with crosshair reticles. Scope mounts and rings may be original or reproduction replicas. Scope rings may be sleeved or modified to accept a non-original scope diameter.

**Table 8 -- Vintage Sniper Rifles and Scopes  
1953 or Earlier**

<b>Rifles</b>	<b>Scopes</b>
United States: <b>.30-06 cal. M1903 Springfield</b> (straight stock) (No Mark I receivers)	<b>M1908 or M1913 Warner &amp; Swazey 6X; Winchester A5 or Lyman 5A scope</b>

**Table 8 -- Vintage Sniper Rifles and Scopes  
1953 or Earlier**

<b>Rifles</b>	<b>Scopes</b>
United States .30-06 cal. <b>M1903A4</b> (03A3 receiver, 03A3 hand-guard, no sights, C stock or scant-type stock)	<b>M73B1</b> (Weaver 330C 2.5X telescope), M73B2, M81, M82, M84 Non-issue scopes: Lyman Alaskan, Weaver K2.5
United States: .30-06 cal. <b>1941A1 Springfield</b> ( <i>C stock, Standard 1903 sights with Unertl type scope on Unertl type mounts and bases</i> ) (No Mark 1 receivers)	<b>Winchester A5, Winchester B5, Winchester B3</b> USMC original issue: <b>Unertl 8X Sniper Telescope</b> Non-issue scopes: Unertl, Lyman or Fekker 6X or 8X scope with up to a 1.5" objective; Leatherwood Malcolm 3X, 6X or 8X Note: All scopes must have external adjustment and no recoil spring.
United States: .30.06 cal. <b>M1C</b> .30-06 cal. <b>M1D</b>	<b>M81 (Lyman), M82, M84</b> Non-issue scopes: <u>4X max.</u> , Stith-Kollmorgan, Lyman Alaskan, <u>Redfield Bear Cub, Weaver K4</u>
Belgium: .30-06, 7 mm, 7.65 mm, 8 mm <b>SAFN/M1949</b> ( <i>semi auto</i> ) ( <i>Used by several countries</i> )	<b>OPI 4X scope, Echo mount</b> <u>Non-issue scope: Weaver K4</u>
Canada: .303 British (7.70x56mm R) <b>Ross Mark III sniper rifle</b>	<b>5.2X Warner &amp; Swasey M1913; Winchester A5</b> Non-issue: MVA 5x "B" scope ( <i>Montana Vintage Arms</i> )
Germany: <b>8x57 mm Gewehr 98</b> <b>8x57 mm Karbine 98</b>	<b>ZF4, ZF39, ZF41</b> Non-issue: Weaver K4 (32 mm max. objective lens dia., <u>must have period correct mounts</u> )
Germany:	<b>ZF4</b>

**Table 8 -- Vintage Sniper Rifles and Scopes  
1953 or Earlier**

<b>Rifles</b>	<b>Scopes</b>
<b>Gewehr 43 or Karbine 43</b> ( <i>semi-auto</i> )	
Great Britain and Commonwealth Countries: <b>.303 cal. No. 1, Mk III Series SMLE</b>	<b>Aldis, Periscopic Prism scope, Winchester A5, William Malcolm 3X or 6X</b>
Great Britain and Commonwealth Countries: <b>.303 cal. Enfield No. 3 Mark I (T) or Pattern 1914 (T) or P-14 (T)</b>	<b>M1918 Telescope, Aldis, Periscopic Prism scope, Winchester A5, William Malcolm 3X</b> Non-issue: Weaver K3
Great Britain and Commonwealth Countries: <b>.303 cal. No. 4 Mark I (T)</b>	<b>No. 32 (M32 variants)</b> Non-issue: Lyman Alaskan, Weaver K2.5 or K3
Japan: <b>6.5 mm Type 38 Sniper Rifle</b> <b>6.5 mm Type 97 Sniper Rifle</b> <b>6.5 mm Type 99 Sniper Rifle</b> <b>7.7 mm Type 99 Sniper Rifle</b>	Original scopes only
Sweden: <b>6.5 mm M41 series Sniper Rifles</b>	<b>Ajack 4x90 mm (German), Aga 3x65 mm (M42 or M44)</b> Non-issue: Weaver K4 (32 mm max. objective lens dia.)
Switzerland: <b>7.5 mm M1931/42 Sniper Rifle</b> <b>7.5 mm M1931/43 Sniper Rifle</b>	<b>1.8X in M1931/42, 2.8X in M1931/43,</b>
USSR: <b>7.62 mm M1891/30 Mosin Nagant</b>	<b>PE, PU</b>
USSR: <b>7.62 mm Tokarev M 1938 (SVT-38)</b> ( <i>semi-auto</i> )	<b>PU</b>

**Table 8 -- Vintage Sniper Rifles and Scopes  
1953 or Earlier**

<b>Rifles</b>	<b>Scopes</b>
<b>7.62 mm Tokarev M 1940 (SVT-40)</b> (semi-auto)	
Yugoslavia & Czechoslovakia: 7.92 mm M1948 (YUG) 7.92 mm VZ 24, with 24" or 30" barrels (CZE)	ZF4, ZF39 variants, ZF41 Non-issue: Weaver K4 (32 mm max. objective lens dia.)

**Table 9 – Vintage Sniper Rifles and Scopes  
1954 to 1976**

<b>Rifles</b>	<b>Scopes</b>
United States: <b>U.S. Marine Corps M70 Winchester</b> (pre-64 M70 action, caliber .30-06, non-adjustable wooden target (prone style) or sporter stock with bedding)	<b>Unertl 8X Sniper Telescope.</b> Non-issue scopes: Unertl, <a href="#">Litschert</a> , Lyman or Fekker 6X or 8X scope with up to a 1.5" objective; Leatherwood Malcolm 3X, 6X or 8X <i>Note: All scopes must have external adjustment and no recoil spring</i>
United States: <b>U. S. Marine Corps M40</b> (wooden stock with bedding)	<b>Redfield 3-9X Accu-Range Telescope or Leatherwood ART Telescope</b> <i>Non-issue: Commercial 3-9X with 40 mm max. objective lens diameter.</i>
United States: <b>U. S. Army XM21</b> (wooden stock) and M21 (fiberglass stock) both with USAMTU accurizing modifications	<b>Redfield 3-9X Accu-Range Telescope or Leatherwood ART Telescope</b> <i>Non-issue: Commercial 3-9X with 40 mm max. objective lens diameter.</i>
United States: <b>M16A1</b>	<b>Colt 3X telescope</b>

	<i>Non-issue: Commercial 1-3X with 32 mm max. objective lens diameter.</i>
Austria: <b>SSG 69</b> , sniper version with 25.5 in. barrel, back-up metallic sights, and 7.62 NATO (.308) chambering	<b>Kahles 6x42</b> <i>Non-issue: Commercial 6X with 42 mm max. objective lens diameter.</i>
Great Britain: <b>L42 A1</b>	<b>No. 32</b> (All M32 variants) <i>Non-issue: Lyman Alaskan, Weaver K2.5, K3 or K4</i>
France: <b>MAS 49/56</b>	<b>French APX</b>
France: <b>FR F1</b>	<b>French APX, 1.5-6X Schmidt Bender, 2.5-10X Carl Zeiss</b> <i>Non-issue: Commercial 4-10x with 50 mm max. objective lens diameter.</i>
Germany: <b>H&amp;K G3 A3ZF</b> with H&K Claw-Type scope mount. Factory cheek-piece and bipod are permitted but the bipod may not be used.	<b>Hensoldt 4 X 24 telescope</b> <i>Non-issue: Weaver K3</i>
Israel: <b>FN Mauser-based</b> , with cheek riser	<b>Nimrod 6x42 and 10x40, Kahles ZF95</b> <i>Non-issue: Commercial 4-10x with 50 mm max. objective lens diameter.</i>
Israel: <b>M14-based</b> , with cheek riser	
Israel: <b>M14 based, with cheek riser</b> , must have an original Israeli stock, or an exact reproduction of the Israeli Stock.	
Italy: <b>Italian-modified TIPO 2 M1D</b> (Breda receiver), 7.62 NATO (.308) chamber	<b>M84</b> <i>Non-issue: M82</i>
USSR: <b>SVD</b> (Dragunov)	<b>PSO-1</b>
Romania: <b>PSL</b>	<b>LPS Type 1 or LPS Type 2</b>
Yugoslavia: M69,  M76	<b>Zrac Model ON-2</b> <i>Non-issue: Commercial 3-6X with 40 mm max. objective lens diameter.</i> <b>Zrac Model ON-76</b>

### 7.2.2 Sharing Rifles

One team may share one rifle but may use no more than two rifles. The team may use their rifles as they choose (*i.e., the same rifle for both competitors*,

*one rifle for one distance and the second rifle for the second distance, one rifle for one team member and a second rifle for the other team member).*

### **7.2.3 Unlisted Rifles**

Anyone who wishes to use a sniper rifle or scope in a CMP-sanctioned Vintage Sniper Rifle Match that is not listed in Table 8 or Table 9 and who feels it complies with the spirit and intent of these rules may contact CMP Competitions ([competitions@thecmp.org](mailto:competitions@thecmp.org), 419-635-2141, ext. 714/729) and request a ruling on whether it is an eligible rifle or scope. Documentation regarding the rifle or scope and its use for military sniper purposes must be provided with every request.

## **7.3 Equipment, Ammunition and Accessories**

### **7.3.1 Shooting Equipment**

Only authorized sandbag rests (Rule 7.4.3) or slings (Rule 7.3.3) may be used. No mechanical or adjustable rests, bipods or rear rests or other means of support may be used. Front bag rests may not provide a channel in which to rest the rifle. Both the shooter and the spotter may have their equipment on the team's firing point during firing.

### **7.3.2 Clothing and Accessories**

Shooting Jackets, other clothing and equipment described in Rule 4.4 are permitted.

### **7.3.3 Slings**

Rifle slings as described in Rule 4.5 may be used if a sandbag rest is not used. If used, only M1907 or M1 slings may be used.

### **7.3.4 Ammunition**

Competitors may use any safe ammunition. Handloads are permitted. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used.

## **7.4 Competition Procedures**

### **7.4.1 Team Composition**

The Vintage Sniper Rifle Team Match is a two-person team event. Any two competitors may form a Vintage Sniper Rifle Team. One team member serves as the firer while the other serves as the spotter. Both the firer and the spotter must take their positions on the firing point. The spotter may be prone, seated or standing behind or alongside the competitor. The spotter may call wind and coach the competitor. Team members must change roles after 10 shots.

### **7.4.2 Firing Position**

All firing is done in the prone or prone supported position as defined in Rule 4.3.5. While firing in the prone position, competitors may use a M1907, M1 or original issue slings or they may use sandbag rests as provided by the match sponsor (Rule 7.4.3) to support the rifle fore-end only. The butt-stock may not

contact the ground and may not be supported by a sandbag rest. Competitors may not use both a sling and a rest or support.

### **7.4.3 Sandbag Rests**

Sandbag(s) will be issued for each team to use. No competitor-supplied sandbag(s) are permitted. No adjustable rests, bipods, rear rests, or other means of support are permitted. Sandbag size and availability will be determined by the CMP or match sponsor prior to the match and each competitor will be issued the same number of sandbag(s) of the same approximate size. Sandbags provided by the CMP or match sponsor may not be altered in any way, i.e., by adding, or removing filler material, strapping, or tying bags together, adding external or internal reinforcement, or doing anything to change the density of the sandbags. A competitor owned towel made of cotton or a cotton–polyester blend, one layer thick, may be used to cover the top sandbag to prevent moisture or sand from affecting the rifle stock. Towels used for this purpose may not be larger than an ordinary hand or bath towel. No multiple towel layers, no rubber pads, no shooting mat, and no anti-skid material of any kind are allowed to cover the top sandbag.

### **7.4.4 Squadding**

Each two-person team is assigned to one firing point (See Rule 7.4.1). Teams are normally divided into three relays with one relay firing, one relay scoring and one relay in the pits. Pit changes will be scheduled at the discretion of the Match Director. The relay rotation plan should be published in the competition program. In sanctioned club matches, two relays may be used with one relay firing and one relay in the pits pulling targets and scoring.

### **7.4.5 Firing Procedures and Range Commands**

Vintage Sniper Rifle Team Match firing procedures must be conducted according to **CMP Vintage Sniper Rifle Firing Procedures and Range Commands** (see links at <https://www.TheCMP.org/rulebooks/>).

### **7.4.6 Loading Procedures**

Single loading only is permitted.

### **7.4.7 Coaching or Assisting Competitors**

Rule 4.3.5 does not apply. This is a team competition where the two team members are allowed and expected to coach and assist each other.

### **7.4.8 Malfunctions**

See Rule 4.6.9.

### **7.4.9 Scoring, Results and Tie-Breaking**

Scoring and results operations must be conducted according to Rule 3.8. Total team scores and X-counts for 40 shots will determine the final rankings of all competing teams. The highest score at 600 yards will break ties not broken by X-counts.

## **7.5 Course of Fire and Match Procedures**

### **7.5.1 Course of Fire**

The competition is for two-person teams. The course of fire for each team includes one five (5) minute Sighting period and twenty (20) Record shots (each team member fires 10 shots) to be fired at 300 yards on the 300-yard SR-3 target followed by one five (5) minute Sighting period and twenty (20) Record shots (each team member fires 10 shots) at 600 yards on the 600-yard MR target (see Rule 7.5.3 for detailed match procedures). The five-minute Sighting periods are for both team members. Each team fires a total of 40 Record shots. The course of fire may be fired on either pit-operated targets or electronic targets.

### **7.5.2 Target Mounting**

Targets for the Vintage Sniper Rifle Team Match may be prepared in one of two ways. In the first method, the 300-yard and 600-yard targets may be mounted on individual target frames so that those target frames can be changed out for the course of fire at each distance. As an alternate method, the targets may be prepared by placing a full 600-yard MR Target on a target frame. A full 300-yard SR Target must then be placed on the center of the 600-yard MR Target and target frame. After the 300-yard stage of fire is completed, a 600-yard target center must be placed on top of the 300-yard SR target. The 600-yard target center will cover the 300-yard fired target and fit with the full 600-yard target. This target preparation system ensures that only one target frame is required to complete this match.

### **7.5.3 Match Procedures**

The conduct of one relay of the Vintage Sniper Rifle Team Match shall follow this sequence at each range (300 yards and then 600 yards):

- a) **Call to the Line.** Two minutes are allowed for team members to move their equipment to their firing points.
- b) **Preparation Period.** Three minutes are allowed for team members to take their positions and prepare to fire sighting shots.
- c) **Sighting Period.** Five minutes are allowed for teams to fire Sighting shots. One or both team members may fire Sighting shots. Teams may shoot their sighters from one or both rifles.
- d) **Pause.** There is a one-minute pause after the Sighting period when firers can make final preparations for record firing. The **LOAD AND STANDBY** command for the first shot is given after 50 seconds.
- e) **First Firing Period.** Ten seconds after the **LOAD AND STANDBY** command is given, firers on pit-operated targets are given sequences of 20 seconds for firing single shots and 20 seconds for scoring while firers on electronic scoring targets are given sequences of 15 seconds for



firing single shots and 20 seconds for preparation. Both sequences continue until a firer has fired ten Record shots.

- f) **Changeover Period.** Two minutes are allowed for firers and spotters to change roles and for the second team member to prepare to fire. After one minute, 50 seconds, the **LOAD AND STANDBY** command for the second firer's first shot is given.
- g) **Second Firing Period.** Ten seconds after the **LOAD AND STANDBY** command is given, firers on pit-operated targets are given sequences of 20 seconds for firing and 20 seconds for scoring while firers on electronic scoring targets are given sequences of 15 seconds for firing and 20 seconds for preparation. Both sequences continue until ten shots are fired.
- h) **Range Clearing.** After the second firer fires ten shots, all rifles must be cleared, and team equipment removed from the firing points in preparation for the next relay.

#### 7.5.4 **LOAD AND STANDBY** Command

The **LOAD AND STANDBY** command is given before the first shot of each 10-shot series on pit-operated targets and before each shot on electronic scoring targets. This command authorizes competitors to load, close rifle actions and shoulder their rifles in preparation for firing match shots.

#### 7.5.5 **Firing Times**

The firing time for each shot on pit-operated targets is 20 seconds. It starts when the targets rise and ends when targets are withdrawn. The 20 seconds are timed from when all targets are up until the targets begin to go down. The firing time for each shot on electronic scoring targets is 15 seconds. It starts with the command **START** and ends with the command **UNLOAD**. The firing time is shorter on electronic targets because they score shots instantly and make it possible for teams to make sight and aiming corrections during the 20-second preparation period while teams firing on pit-operated targets do not receive shot scores until the firing period begins and their targets come up.

#### 7.5.6 **UNLOAD...DISMOUNT** Command

The **UNLOAD...DISMOUNT** command is used only with electronic scoring targets. **UNLOAD** indicates the end of the 15-second firing time. The **DISMOUNT** command instructs competitors to take their rifles down from their shoulders in preparation for load for the next shot.

#### 7.5.7 **Early or Late Shots**

Any early or late shots fired on pit-operated targets will be scored according to whether they hit the target. Any shots on electronic scoring targets fired before the **START** command or after the **UNLOAD** command must be scored as misses.

### 7.5.8 Interruptions

If there is an interruption of more than five (5) minutes during 300-yard stage firing or more than three (3) minutes during 600-yard stage firing, the team members who are firing at that time shall be allowed to fire one unscored Sighting shot before Record firing resumes. To resume firing after such an interruption, the Range Officer must announce **FIRING WILL NOW RESUME. YOUR FIRST SHOT WILL BE A SIGHTING SHOT...LOAD AND STANDBY.**

### 7.6 Vintage Sniper Rifle Team Match

*The Vintage Sniper Rifle Team Match is a two-person team event conducted during the annual National Matches and CMP Competition Games according to these rules. Any CMP-affiliated club may also conduct CMP-sanctioned Vintage Sniper Rifle Team Matches by following these rules.*

- a) **Course of Fire.** As described in Rule 7.5 above.
- b) **Rifles.** Any original or replica military sniper rifle that complies with Rule 7.2.
- c) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

## 8.0 CMP Games As-Issued Pistol Matches

*Rule 8.0 defines specific rules and procedures that apply to all CMP Games Pistol Matches.*

### 8.1 CMP Games As-Issued Pistol Matches

#### 8.1.1 Intent and Spirit

The intent of CMP Games As-Issued Pistol Match rules is to provide pistol competitions where competitors can use original, as-issued or replica military or police type semi-automatic pistols. The spirit of these pistol matches is to offer competitions that are restricted to issue or stock pistols without specialized accurizing features. This is to ensure that the pistols used are affordable and accessible to the greatest possible numbers of competitors. Any pistol configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

#### 8.1.2 Scope of Rules

These Rules define specific conditions and requirements that govern the following CMP Games Pistol Matches:

- a) **CMP Special EIC Pistol Match.**
- b) **As-Issued M1911 Pistol Match.**
- c) **Military and Police Service Pistol.**
- d) **Glock Pistol Match.**

## **8.2 As-Issued Pistols**

### **8.2.1 As-Issued M17 Service Pistol, 9mm**

The M17 Service Pistol, chambered for the 9mm pistol cartridge, in as-issued condition, is used in Pistol Small Arms Firing Schools, Pistol Marksmanship 101 Classes, and in CMP Special EIC Pistol Matches.

### **8.2.2 22 Standard Rimfire Pistol**

The 22 Standard Rimfire Pistol, a semi-automatic pistol chambered for the 22 long rifle rimfire cartridge, in as-issued condition, is used in Pistol Small Arms Firing Schools, Pistol Marksmanship 101 Classes, and in CMP Special EIC Pistol Matches.

### **8.2.3 As-Issued M1911 Pistol, Cal. .45 ACP**

The pistol must be a U. S Armed Forces issue M1911 cal. .45 ACP pistol or a commercial pistol of the same general type and caliber. The pistol must comply with the following requirements.

- a) The pistol must be in as-issued or “factory stock” condition, with standard grips, sights that are not readily adjustable (i.e., would require tools and special effort) and without specialized match conditioning or accurizing features;
- b) The pistol must generally conform to the weight and dimensional specifications of the standard-issue service pistol;
- c) Rebarreling with a barrel of the same type and length as the M1911 barrel is permitted;
- d) Only government-issue parts or government or commercial parts of the same general weight and dimensions may be used;
- e) The trigger pull must be at least 4 lbs. Trigger shoes are not permitted;
- f) Only 7-round magazines with no extensions or magazine bumpers may be used; and
- g) It is the intent of this rule that reasonable flexibility must be applied in determining if the pistol is an M1911-type pistol within the spirit and intent of this rule.

### **8.2.4 Military & Police Service Pistol**

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:

- a) Pistol calibers cannot be smaller than 9 mm or larger than .45 cal.;
- b) Barrels may not be more than five (5) inches in length;
- c) Pistols must have a single or striker action trigger pull of not less than 4.0 lbs. (Glock and Springfield Armory XD pistols with barrels no longer than five (5) inches are permitted);
- d) Pistols may not be match conditioned; and

- e) Pistols must be equipped with standard issue sights that are not readily adjustable (i.e., would require tools and special effort) or the pistol may have a reflex red dot sight.

### **8.2.5 Glock Pistol Match Pistols**

There are three pistol categories that are used in Glock Pistol Matches:

- a) **Glock Pistol Stock Class.** Glock pistols are considered “Stock” if all firearm components are or ever were available from Glock Inc. Additional permitted modifications to Stock Class Pistols are:
- Hogue-grip type sleeves, A-grip panels, skateboard tape or other grip-enhancing materials that do not materially alter the function of the stock pistol;
  - Slide and barrel stripping and/or refinishing;
  - Pearce Grip Inc. grip extenders on G26, G27, G29, G30, G33, G36 and G42 magazines; and
  - Post front sight and U or square-notch rear sights, provided no slide modifications are made to accommodate the sights. Fiber optic and express sights may be used.
- b) **Glock Pistol Unlimited Class.** Glock pistols with any of the following modifications must be fired in the “Unlimited” Class:
- Any sights that do not use a post front sight and U or square-notch rear sight including, but not limited to, ghost ring, laser, electronic or optical sights;
  - Wrap-around grip sleeves on magazines;
  - After-market component parts and barrels;
  - Recoil spring guide or recoil reducer assemblies;
  - Modified or after-market firing pins;
  - Modified or after-market connectors;
  - Lights or other barrel weights; and
  - Any modification that is determined by the Chief Range Officer to provide an unfair competitive advantage.
- c) **Glock Rimfire Class.** Glock Model 44 rimfire pistols.

## **8.3 Equipment and Targets**

### **8.3.1 Shooting Equipment**

Shooting clothing, spotting scopes, and shooting kits or boxes described in Rule 4.4 may be used.

### **8.3.2 Pistol Ammunition**

Ammunition used in CMP As-Issues Pistol Matches must comply with the following requirements. Handloads are permitted. Tracer, armor piercing or incendiary-type ammunition or projectiles may not be used.

- **M17 Service Pistol.** Competitors may use any safe 9x19mm ammunition or if ammunition is issued by the event sponsor, that ammunition must be used.
- **22 Standard Rimfire Pistol.** Competitors may use any safe .22 long rifle rimfire ammunition or if ammunition is issued by the event sponsor, that ammunition must be used.
- **As-Issued M1911 Pistol.** Competitors may use any safe .45 ACP ammunition.
- **Military & Police Service Pistols.** Competitors may use any safe ammunition.
- **Glock Pistols.** Competitors must use ammunition as specified in the Match Program or if ammunition is issued by the event sponsor, this ammunition must be used.

### 8.3.3 Pistol Targets

The **CMP BEFF with BERC25 centers or the** B-8 target (Rule 4.4.1 e) or a CMP-approved target with the same scoring ring dimensions is required for CMP pistol courses of fire (TABLES 9 and 10). The NRA D-1 target is used for the Glock Pistol Match.

## 8.4 Competition Procedures

### 8.4.1 Firing Position

Standing unsupported one or two-handed pistol firing positions as described in Rule 4.2.4 must be used.

### 8.4.2 Squadding

See Rule 4.6.1.

### 8.4.3 Firing Procedures and Range Commands

CMP Games Pistol Match firing procedures must be conducted according to **CMP As-issued Pistol Match Firing Procedures and Range Commands** (see links at <https://www.TheCMP.org/rulebooks/>).

### 8.4.4 Loading Procedures

**Semi-Automatic Pistols.** Competitors must load clips with five rounds only for all pistol stages of fire, except in the Glock Pistol Match where ten rounds are loaded. After the command **WITH A MAGAZINE AND FIVE ROUNDS...LOAD**, a magazine containing five cartridges may be inserted, except that in the Glock Pistol Match, a magazine containing ten cartridges must be inserted (**WITH A MAGAZINE AND TEN ROUNDS...LOAD**). The pistol action must then be closed to chamber the first round. Loaded pistols must be held in the ready position (*the pistol and competitor's arms are held down at a 45-degree angle*) until the **START** command is given or the targets start to turn.

### 8.4.5 Coaching or Assisting Competitors

See Rule 4.3.5.

### 8.4.6 Malfunctions

See Rule 4.6.9.

### 8.4.7 Firing Completion

After completing ten (10) record shots for each stage, the competitor must ensure that the pistol slide is locked open, the magazine is removed, a safety flag is inserted, and the pistol is placed on the bench or table.

### 8.4.8 Scoring and Results

Scoring and results operations must be conducted according to Rule 3.8.

## 8.5 As-Issued Military Pistol Courses of Fire

### 8.5.1 The Service Pistol Special EIC Course of Fire

The Service Pistol Special EIC course of fire is fired in conjunction with Pistol Small Arms Firing Schools and Pistol Marksmanship 101 Classes. All firing is done at 25 yards. Competitors must complete the entire course of fire before leaving the firing line.

**TABLE 10 -- Service Pistol Special EIC Match Course**

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	25 yds. <sup>1</sup>	Slow	Two or one-handed standing <sup>2</sup>	5	5 min.
1 <sup>st</sup>	25 yds.	Slow	Two or one-handed standing <sup>2</sup>	10	5 min.
2 <sup>nd</sup>	25 yds.	Timed	Two or one-handed standing <sup>2</sup>	5 + 5	20 + 20 sec.
3 <sup>rd</sup>	25 yds.	Rapid	Two or one-handed standing <sup>2</sup>	5 + 5	10 + 10 sec.

<sup>1</sup> The **CMP BEFF with BERC25 centers or the** B-8 target (Rule 4.4.1 e) must be used for all stages.

<sup>2</sup> Competitors may elect to fire while using either two hands or one hand. All stages of fire must begin from the ready position (*with the arm(s) and pistol pointed down at a 45-degree angle*).

### 8.5.2 The CMP As-Issued Pistol Course of Fire

All firing is done at 25 yards. Competitors must complete the entire course of fire before leaving the firing line.

## TABLE 11 -- CMP As-Issued Pistol Course

Stage	Distance	Firing Position	Number of Shots	Time Limit	Reloads
Sighting	25 yards <sup>1</sup>	Standing, with a one (left or right) handed or two-handed grip <sup>2, 3</sup>	10 shots (5 + 5)	5 minutes	With magazine change <sup>3</sup>
1 <sup>st</sup>	25 yards <sup>1</sup>	Standing, with a one (left or right) handed, strong hand only grip <sup>2</sup> .	10 shots (5 + 5)	60 seconds	With magazine change <sup>3</sup>
2 <sup>nd</sup>	25 yards <sup>1</sup>	Standing, with a one (left or right) handed or two-handed grip <sup>2, 3</sup>	10 shots (5 + 5)	50 seconds	With magazine change <sup>3</sup>
3 <sup>rd</sup>	25 yards <sup>1</sup>	Standing, with a one (left or right) handed or two-handed grip <sup>2, 3</sup>	10 shots (5 + 5)	40 seconds	With magazine change <sup>3</sup>
4 <sup>th</sup>	25 yards <sup>1</sup>	Standing, with a one (left or right) handed or two-handed grip <sup>2, 3</sup>	10 shots (5 + 5)	30 seconds	With magazine change <sup>3</sup>

<sup>1</sup> The **CMP BEFF** with BERC25 centers or the B-8 target (Rule 4.4.1 e) must be used for all stages.

<sup>2</sup> All stages of fire must begin from the ready position (with the arm(s) and pistol pointed down at a 45-degree angle).

<sup>3</sup> During all stages the competitors must fire five shots, change magazines and fire the second five shots within the time limit.

- a) **Target Mounting.** Five separate targets may be mounted on a single target board (one sighter target and four record targets) or standard 25-yard pistol targets may be placed in frames one target at a time with target changing and scoring periods between each stage. If five separate targets are mounted, the 5-minute sighting stage and the 5-minute record stage can be combined into one 10-minute stage fired on two separate targets.
- b) **Firing Position.** All firing is done from the standing position with no artificial support for any part of the body. The hand or hands to be used to grip the pistol will change according to the course of fire (see Table 9). All stages begin with the pistol loaded and the pistol pointed downrange and lowered to the bench with the arms raised at no more than a 45-

degree angle (ready position). If a competitor does not assume or fails to start from a 45-degree start position or lifts the pistol before the targets start to turn, a five (5)-point penalty shall be deducted from the score of the series where the violation occurred. One warning may be given in doubtful cases.

- c) **Loading and Reloading.** Competitors may load magazines during the Preparation Period or the one-minute intervals between firing stages. Magazines may not be inserted into the pistol until the command **LOAD** is given. After the command **LOAD**, competitors must then place one magazine in their pistols and close the slide to place one round in the chamber and bring the pistol to the ready position (45-degree arm angle). When the command **START** is given, competitors may raise their pistols and fire at their targets. After firing five shots, they must remove the empty magazine and reload with another magazine with five rounds and then fire the remaining five shots to complete the stage within the time limit.

### 8.5.3 The Glock Pistol Match Course of Fire

- a) All firing is done on the NRA D-1 target. Competitors must complete the entire course of fire before leaving the firing line.
- b) The Glock Pistol Match National Challenge course of fire is shown in Table 12
- c) Each stage in the Glock Match course of fire consists of ten (10) shots. Competitors must place 10 rounds in a magazine, load on command and when targets turn to face competitors, fire the 10 rounds in a uniform time limit of 15 seconds.

**TABLE 12 – Glock Pistol Match Course**

Stage	Distance	Firing Position	Number of Shots	Time Limit
1 <sup>st</sup>	5 yards	Standing, with a one (left or right) handed or two-handed grip	10	15 seconds
2 <sup>nd</sup>	7 yards		10	15 seconds
3 <sup>rd</sup>	10 yards		10	15 seconds
4 <sup>th</sup>	15 yards		10	15 seconds
5 <sup>th</sup>	25 yards		10	15 seconds



## **8.6 CMP As-Issued Pistol Matches**

### **8.6.1 CMP Special EIC Pistol Match**

- a) The Service Pistol EIC Match is a limited eligibility CMP Special EIC Match (Rule 1.4.2). conducted during the National Matches Pistol Small Arms Firing School and during Pistol Marksmanship 101 Classes. The top 10 percent of eligible competitors in this match receive EIC credit points in accordance with these rules.
- b) **Course of Fire.** Table 10 (30 shots).
- c) **Pistols.** Pistols must comply with Rule 8.2.1 or 8.2.2. As-issued M17 Service Pistols or 22 Standard Rimfire Pistols will be provided by the CMP. Pistols will be drawn by block officers and placed on the firing points to be used by the competitors squadded on those points. Magazines will be provided with each pistol. No other pistols or magazines may be used.
- d) **Ammunition.** 9 mm or .22 LR rimfire ammunition will be provided by the CMP and issued on the firing line. All competitors must use issue ammunition when it is issued.
- e) **Awards.** The top 10% of all eligible competitors who fire with the M9 pistol and complete two or more stages of the match and turn in scorecards will receive introductory legs counting four (4) EIC points towards the awarding of the Distinguished Pistol Shot Badge (Service Pistol). The top 10% of all eligible competitors who fire with the 22 Standard Rimfire Pistol and complete two or more stages of the match and turn in scorecards will receive introductory legs counting four (4) EIC points towards the awarding of the Distinguished 22 Rimfire Pistol Badge.

### **8.6.2 CMP As-Issued M1911 Pistol Match**

- a) The As-Issued M1911 Pistol Match may be included on the programs of the National Matches, the Regional CMP Games and CMP sanctioned matches.
- b) **Course of Fire.** TABLE 11 (40 shots).
- c) **Pistols.** The As-Issued M1911 Pistol (Rule 8.2.3)
- d) **Ammunition.** Competitors with .45 cal. pistols may use any safe ammunition.
- e) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

### **8.6.3 CMP Military & Police Service Pistol Match**

- a) The CMP Military & Police Service Pistol Match may be included on the programs of the National Matches, Regional CMP Games and CMP sanctioned matches.
- b) **Course of Fire.** TABLE 11 (40 shots).

- c) **Pistols.** The CMP Military & Police Service Pistol (Rule 8.2.4).
- d) **Ammunition.** Competitors may use any safe ammunition appropriate for the pistol being fired.
- e) **Awards.** CMP Achievement Award medallions or pins may be presented in accordance with Rule 4.8 and Annex A.

#### **8.6.4 Glock Pistol Match**

- a) The Glock Pistol Match may be included on the programs of the National Matches and CMP sanctioned matches.
- b) **Course of Fire.** Table 12 (50 shots).
- c) **Pistols.** Stock, Unlimited or Rimfire Glock Pistols (Rule 8.2.5)
- d) **Ammunition.** Competitors may use any safe ammunition that is compatible with permitted Glock pistols.
- e) **Awards.** The individual competitor with the highest score in the Glock Camp Perry National Challenge will receive the Glock Camp Perry National Challenge Trophy. Other awards will be presented in accordance with the National Match Program.

## **9.0 CMP Rimfire Sporter Rifle Matches**

*Rule 8.0 defines specific conditions and requirements that apply to CMP Rimfire Sporter Rifle Matches.*

### **9.1 Rimfire Sporter Competitions**

#### **9.1.1 Intent and Spirit**

The intent and spirit of CMP Rimfire Sporter rules is to provide smallbore rifle target competitions where competitors use low-cost, readily available sporter-type, .22 caliber rimfire rifles. Any rifle configuration or item of equipment that is not described in these rules or that is contrary to the intent and spirit of these rules is prohibited. The rifles and equipment permitted in Rimfire Sporter Rifle Matches are strictly limited to prevent an “equipment race” from occurring in the Rimfire Sporter discipline.

#### **9.1.2 Competition Classes**

Competitors may be divided into three competition classes according to the Match Program, the T-Class for standard rifles with telescopic sights, the O-Class for standard rifles with open (non-optical) sights and the TU-Class for Tactical and Unlimited Rimfire rifles (any sights). The official results list must rank competitors in each class separately.

### **9.2 Rimfire Sporter Rifles**

.22 cal. rimfire rifles that comply with the following requirements may be used in CMP Rimfire Sporter Matches.

### 9.2.1 Rimfire Sporter Rifles

All Rimfire Sporter Rifles must be chambered for the .22 cal. long rifle cartridge. Magnum rimfire or .17 cal. rimfire rifles may not be used. There are three standard Rimfire Sporter Rifle classes and one optional class:

- a) Standard Rimfire Sporter Rifle, O-Class (open sights);
- b) Standard Rimfire Sporter Rifle, T-Class (optical or aperture sights); or
- c) Tactical and Unlimited Rimfire Sporter Rifle, TU-Class (any sights).
- d) Match sponsors have the option of including an M-Class for U. S. training rifles (i. e., Mossberg M44, Winchester M52, Remington M513T and M540-X) and (optionally) A-Class rifles that are equipped with aperture receiver sights. Rimfire Sporter rifle weight limits do not apply, if an M-Class rifle is presented in its as-issued condition.
- e) Match sponsors also have the option of sub-dividing the T-Class into a separate T-Class for rifles with telescopes and an A-Class for rifles with aperture receiver sights.

### 9.2.2 General Rifle Configurations

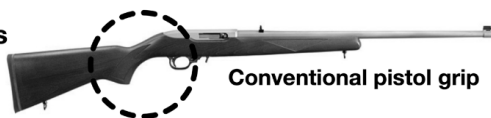
Rimfire Sporter Rifles must be classified as either Standard Rimfire Sporter O- or T-Class Rifles or as Tactical or Unlimited Rimfire Sporter TU-Class Rifles. Competitors with T-Class Rifles may also fire them in TU-Class events. *Note: The diagram on page 86 illustrates key features that are used to classify Rimfire Sporter rifles.*

- a) Standard Rimfire Sporter O-Class and T-Class Rifles are standard sporter-type rifles of conventional appearance. Rifles must have conventional sporter-type stocks constructed of wood or synthetic material. The pistol grip must be constructed as an integral part of the butt-stock (see illustration on page 87). The stock may have a Monte Carlo cheek-piece but may not have an orthopedic or asymmetrically shaped cheek-piece or pistol grip. The attachment of cheek pads or other material to the butt-stock is permitted if the pad or attached material is not orthopedically shaped and is fixed so it cannot be moved or adjusted for different firing positions. The stock may have a sling swivel in a fixed (non-adjustable) location on the fore-end. Thumbhole stocks, readily-adjustable butt-plates or cheek-pieces (Adjustable butt plates and adjustable cheek pieces that are fixed and cannot be readily adjusted without tools are permitted; no changes are permitted during an event.) and rails or adjustable sling swivels are not permitted on O-Class or T-Class rifles. Barrels on O-Class with and T-Class rifles must be straight or have a standard tapered contour.
- b) TU-Class Rimfire Sporter Rifles are rifles configured as Modern Military Rifles (AR clones) or are rifles with non-standard stocks, barrels, or configurations. Rifles with thumbhole stocks, adjustable stocks, adjustable

cheek-pieces, orthopedically-shaped cheek-pieces or pistol grips that are constructed as an integral part of the rifle's action must be fired in the TU-Class. The stock may have a sling swivel in a fixed (non-adjustable) location on the fore-end. TU-Class rifles must comply with the requirements for overall weight (9.2.3) and trigger pull (9.2.5) limitations. TU-Class rifles may be either semi-automatic or manually-operated and have either aperture or optical sights with a magnification no higher than 6X. Rifles with factory fluted barrels are permitted. Rifles with barrels that have non-standard contours must be fired in the TU-Class. If the butt-stock length of pull or the cheek-piece is adjustable, butt-stock length and cheek-piece adjustments must remain the same for all three positions.

## CLASSIFICATION OF RIMFIRE SPORTER RIFLES

**O-Class**



Conventional pistol grip

**T-Class**



Conventional pistol grip

**TU-Class**



Thumbhole stock

**TU-Class**



Adjustable butt-plate  
Adjustable cheek-piece

**TU-Class**



Adjustable butt-plate  
Adjustable cheek-piece  
Pistol grip integrated in action

**TU-Class**



Adjustable butt-plate  
Pistol grip integrated in action

**TU-Class**



Orthopedic pistol grip

**O or T-Class**



Conventional pistol grip

### 9.2.3 Overall Weight, All Rifles

The overall weight of any Rimfire Sporter rifle, including sights, may not exceed 7.5 lbs. Slings may be removed for weighing, but T-Class and TU-Class rifles must be weighed with sights attached. Rifles with removable clips must be weighed with one clip. External or internal weights may be added to the barrel or stock if the overall weight of the rifle, with sights, does not exceed 7.5 lbs. External weights may be added to the barrel only and must be concentric in shape.

#### **9.2.4 Action Types and Magazines, All Rifles**

Rifles may have any type of action, semi-automatic or manually operated. Rifles should be repeater-type rifles with magazines capable of holding a minimum of five rounds. In rapid-fire stage minimum of five rounds. In rapid-fire stages, competitors with manually operated rifles are given five seconds of additional time for each 5-shot rapid-fire series to compensate for the slower operating cycle of those actions (see Table 11). Magazines provided with TU-Class Rimfire rifles may be used, but during firing, magazines may not rest on the ground or be used to support the rifle. The magazine may touch the arm, but it may not rest on the competitor's arm (provide support) or on the shooting mat or ground.

#### **9.2.5 Trigger Pull, All Rifles**

Triggers on all Rimfire Sporter rifles must be capable of lifting a three-pound (3 lbs.) weight when cocked.

#### **9.2.6 Sights**

Sights on Rimfire Sporter rifles must comply with these requirements:

- a) **O-Class (Open sights).** O-Class rifles must be equipped with an open rear sight (U, V, or square notch) and a bead or post front sight. An aperture (ring) front sight may not be used. Hooded front sights may be used in the O-Class, but a target or tunnel-type front sight with interchangeable inserts are not allowed. Rear sights may be adjustable for windage and elevation.
- b) **T-Class (Optical or aperture sights).** The rifle may be equipped with an adjustable receiver sight or a telescope that does not exceed 6X magnification. Variable power telescopes may be used if they are adjusted to no more than 6X magnification and secured with tape or other similar means so that the magnification cannot be changed during firing. Rifles with aperture-type receiver sights or any type of electronic or optically enhanced sights (dot sights) are T-Class rifles. Match sponsors may, at their option, divide T-Class competitors into a T-Class for scope-sighted rifles and an A-Class for rifles with receiver sights.
- c) **TU-Class (Any sights).** TU-Class rifles may have any sights. If optical sights are used, they may not exceed 6X magnification. Variable power telescopes may be used if they are adjusted to no more than 6X magnification and are secured with tape or other similar means so that they cannot be changed during firing.

### **9.3 Equipment and Targets**

#### **9.3.1 Clothing**

Competitors may wear no more than two layers of ordinary soft, casual or sports clothing (shirt, sweatshirt, etc.). Shirts or sweatshirts must be made of single layers of soft, flexible clothing. The addition of shoulder or elbow pads

or double layers, except normal pockets, is not permitted. Jackets or heavy winter clothing are not permitted (an exception may be made during unusually cold weather). Special shooting jackets, shooting trousers or shooting boots are prohibited. Shoes may be ordinary low-cut shoes or work or hunting-type boots may be worn.

### 9.3.2 Slings

A sling, not more than 1 ¼ inches wide, may be attached to the rifle using a fixed, non-adjustable sling swivel (no adjustable hand-stops or rails). The sling must be a simple leather, synthetic or web strap. The sling may not have any special padding, lining or asymmetrical construction. The sling may be used to support the rifle in the prone and sitting or kneeling positions. The sling may not be used to support the rifle in the standing position, but it may remain attached to the rifle, or it may be detached from the rifle during firing. U. S. military leather or web slings may be used (see Rule 4.5.1).

### 9.3.3 Telescope or Field Glasses

Competitors may use a spotting telescope or binoculars to spot fired shots during firing. Spotting scope cameras that project images to other electronic devices are not permitted.

### 9.3.4 Gloves

Competitors may wear one ordinary work or sports glove on the hand that supports the rifle. Padded gloves or mitts or special shooting gloves are not permitted.

### 9.3.5 Shooting Mat

Competitors may use a shooting mat or ground cloth, provided it does not provide artificial support.

### 9.3.6 Kneeling Roll

If the competitor elects to fire in the kneeling position, one kneeling roll that is not more than six inches in diameter may be used. The kneeling roll may be placed under the foot or ankle or between the foot and buttocks.

### 9.3.7 Targets

- **50/25-Yard Target.** The CMP Rimfire Sporter Target is used for all outdoor stages of fire at 50 and 25 yards. The scoring ring dimensions are taken from the international 50-meter pistol target; the 9, 8 and 7 scoring zones are black; the 10 and X (inner ten) zones are white to provide an aiming point for T-Class rifles.
- **50-Foot Target.** CMP Rimfire Sporter Targets reduced for 50 feet are used



for Rimfire Sporter events fired at 50 feet, indoors or outdoors. One 50-foot target simulates the firing of stages 1-4 at 50 yards while the second 50-foot target simulates the firing of stages 5-6 at 25 yards.

- **50-Yard and 100-Yard Smallbore Targets.** Smallbore Rifle targets designated as A-23 and A-25 are used in the Rimfire Sporter Dewar and Benchrest events.
- **Target Mounting.** To reduce the time spent going down range to hang or replace targets, it is recommended that at least two targets be hung at one time. With large target boards, it is possible to hang as many as six or seven targets for each firing point.

## 9.4 Competition and Firing Procedures

### 9.4.1 Firing Positions

The prone, sitting or kneeling and standing positions described in Rule 4.2 are used to complete the Rimfire Sporter Rifle Match Course of Fire. The Supported Prone position may be used only during the Sighting stage. Rule 4.6.4 regarding rapid-fire starting positions applies in all CMP National Matches and Competition Games Rimfire Sporter Rifle events. The Rimfire Sporter Benchrest Match must be fired with a position that complies with Rule 4.2.6.

### 9.4.2 Target Labeling

Prior to hanging targets and firing, all targets must be labeled with competitor names and CMP competitor numbers (if available). This information must be placed in the upper right corner of the target. Target labeling must record the competitor's name and CMP number (if known), the relay, firing point (target number), stage of fire and the rifle class (mark with an "O," "T" or "TU").

Competitors may place only the information required by this rule on their targets; no special labels or identifying marks may be placed on any targets.

#### RIMFIRE SPORTER RIFLE MATCH

Name: \_\_\_\_\_

CMP Competitor #: \_\_\_\_\_

Relay #: \_\_\_\_\_

Target #: \_\_\_\_\_

Stage (Circle): SS 1 2 3 4 5 6

Rifle Class (Circle): T O TU

### 9.4.3 Firing Procedures and Range Commands

CMP Rimfire Sporter Rifle Match operations must be conducted according to the **Rimfire Sporter Firing Procedures and Range Commands** (see links at <https://www.TheCMP.org/rulebooks/>).

### 9.4.4 Range Commands

Range commands, loading procedures and instructions used in Rimfire Sporter Rifle Matches include:

- a) **Call to Firing Line.** The Range Officer instructs competitors to move their rifles and equipment to the firing line. Rifle actions must be open, with safety flags inserted, when they are carried to the firing line. After



competitors are called to the firing line, they may handle their rifles, put on slings and get into their positions, but they may not remove safety flags until the preparation period begins.

- b) **Preparation Period.** One (1) minute after calling competitors to the firing line, the Range Officer must give competitors a three-minute (3) preparation period before the sighting stage or a one-minute (1) preparation period before every record stage. During preparation periods, competitors may remove safety flags, close rifle actions and dry fire. Competitors may load removable magazines during this period, but they may not insert them in their rifles. Loading a rifle or non-removable magazine during the preparation period is not permitted.
- c) **LOAD.** After the preparation period ends, the Range Officer commands **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS.** After the **LOAD** command, competitors may insert a magazine loaded with five rounds (slow or rapid fire), but rifle actions must remain open or closed on empty chambers until after the **START** command. No one is permitted to charge a non-removable magazine or place a loaded magazine in the rifle until the **LOAD** command is given. Removable magazines may be pre-loaded provided they do not come in contact with the rifle until the command **LOAD** is given. Competitors may not close rifle actions or cycle rifle bolts to chamber the first round until the **START** command is given.
- d) **START.** After competitors are given sufficient time to load, the Range Officer authorizes the start of firing with the command **START.** Timed stages begin with this command. After the **START** command, competitors may close or cycle their rifle actions to chamber their first rounds and begin firing. No one may chamber a cartridge or fire a shot until the **START** command. After the **START** command, competitors may continue firing until they finish firing that stage or series or the command **STOP** is given. When competitors finish a stage of fire, they must open their rifle actions, insert safety flags and ground their rifles so the Range Officer can inspect them.
- e) **STOP...UNLOAD.** When the command **STOP** is given, all firing must cease, competitors must open the actions of their rifles, remove any cartridges from the chamber and magazine, insert a safety flag and ground their rifles. The Range Officer commands **STOP...UNLOAD** when all competitors have finished firing or at the end of the shooting time. If a magazine is removable, it must always be out of the rifle except during firing periods and may not be inserted in the rifle until after the command **LOAD** is given.
- f) **STOP...STOP...UNLOAD.** At the end of rapid-fire series, the Range Officer will command **STOP...STOP...UNLOAD.** Any shot fired after the

second **STOP** must be scored as a miss by nullifying the highest value shot on that target.

- g) **Emergency STOP.** The Range Officer or anyone on the range may command **STOP—STOP—STOP** at any time if a serious safety emergency occurs. No one is permitted to fire a shot after the command **STOP**. Shots fired after the command **STOP** must be scored as misses (see Rule 3.7.7 c)).
- h) **After Completing Firing.** If a competitor completes a slow-fire series before time expires or the **STOP** command is given, they must open the action, insert a safety flag and ground the rifle. If a magazine is removable, it must always be out of the rifle except during firing periods and may not be reinserted in the rifle until after a new command **LOAD** is given. Competitors may not remove their rifles and equipment from the firing line until instructed to do so, but they may step back from the firing line after grounding their rifles.
- i) **Removing Equipment from the Line.** After the Range Officer inspects the firing line to be sure all rifle actions are open with safety flags inserted, the Range Officer will instruct competitors to remove their rifles and equipment from the firing line. Rifles may not be removed from the firing line until authorized by the Range Officer.

#### 9.4.5 Coaching or Assisting Competitors

See Rule 4.3.5.

#### 9.4.6 Malfunctions

See Rule 4.6.9.

#### 9.4.7 Early or Late Shots

If a competitor loads and fires a shot before the command **LOAD**, they must be disqualified for that match. If a competitor fires a shot after the command **LOAD**, but before the **START** command, the highest value shot on that stage must be nullified and scored as a zero (0). If a competitor fires a shot after the command **STOP** or **STOP...STOP** in rapid-fire series, the highest value shot on that stage must be nullified and scored as a zero (0) (see Rule 4.6.8 d). *Note: A Range Officer's decision to call or not call a late shot a miss is no different from the judgments that Referees in all sports must make. A shot fired at the same time as a **STOP** command is not late, but when a shot clearly occurs after the second **STOP** command at the end of a rapid-fire series, it should be ruled as a late shot.*

#### 9.4.8 Unfired Shots

See Rule 4.6.8 e). Any unfired shots must be scored as misses (0). Competitors who do not fire five shots in their first rapid-fire series, but who load and fire more than five shots in the second rapid-fire series must be disqualified.

#### 9.4.9 External Crossfires

A crossfire shot is a shot fired on the wrong target. Crossfire shots fired on another competitor's target must be scored as misses (0). A target that receives a crossfire shot must be scored according to Rules 4.6.8 d and f). A competitor who fires a crossfire on another target may not load and fire an extra shot in that series to replace the crossfire shot; any competitor who does this and thereby fires more than 10 shots in one stage of fire must be disqualified.

#### 9.4.10 Internal Crossfires

When two or more targets are mounted on one target holder, it is possible to fire an internal crossfire where a shot is fired on the incorrect target for that stage. If a competitor fires an extra shot on one target, they will not be penalized for one (1) such occurrence per 60-shot course of fire if they fire one less shot on another target. If a competitor fires two or more internal crossfire shots on a target card(s) (bull), a two (2)-point penalty will be given for the second and each additional internal crossfire. The lowest value shot on a target with an internal crossfire must be assigned to the target with fewer shots. Penalties for the second or subsequent occurrence must be assigned to the lower value shot that is transferred.

### 9.5 Rimfire Sporter Course of Fire

#### 9.5.1 Course of Fire

**TABLE 13 - CMP Rimfire Sporter Standard Course**

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	50 yards	Slow	Prone or supported prone	Unlimited	5 minutes
1 <sup>st</sup>	50 yards	Slow	Prone	10	10 minutes
2 <sup>nd</sup>	50 yards	Rapid	Prone	10, fired in 2 series of 5	Semi-auto-25 sec. Manual-30 sec.
3 <sup>rd</sup>	50 yards	Slow	Sitting or Kneeling	10	10 minutes
4 <sup>th</sup>	50 yards	Rapid	Sitting or Kneeling	10, fired in 2 series of 5	Semi-suto-25 sec. Manual-30 sec.
5 <sup>th</sup>	25 yards	Slow	Standing	10	10 minutes

**TABLE 13 - CMP Rimfire Sporter Standard Course**

6 <sup>th</sup>	25 yards	Rapid	Standing	10, fired in 2 series of 5	Semi-auto-25 sec. Manual-30 sec.
<u>When this Rimfire Sporter Rifle event is fired on electronic targets, the Sighting and first slow-fire prone stages may be combined into one stage that is "Five Sighting shots and ten Record shots in 15 minutes."</u>					

### 9.5.2 Sighting Shots

The course of fire begins with unlimited Sighting or practice shots where competitors can confirm their rifle zeroes and prepare for record firing. Sighting shots do not count for score. A coach or other person may assist a competitor in making sight adjustments during Sighting shots.

### 9.5.3 Rapid-Fire Procedures

- a) **Time Limits.** When rapid-fire stages are fired, competitors with semi-automatic rifles and competitors with manually operated rifles have different time limits so that competitors with manually operated rifles have five (5) additional seconds to complete each rapid-fire series to compensate for the time needed to manually cycle rifle actions after each shot. Time limits for each 5-shot rapid-fire stage are 25 seconds for competitions with semi-automatic rifles and 30 seconds for competitors with manually operated rifles (See TABLE 12). Competitors with semi-automatic and manually operated rifles will fire at the same time using a "staggered start." The Range Officer will give a **START** command to competitors with manually operated rifles first and a second **START** command to competitors with semi-automatic rifles five (5) seconds later.
- b) **Assuming Position.** Competitors begin all rapid-fire stages from the standing ready position. When the Range Officer commands **WITH ACTIONS OPEN OR CLOSED ON EMPTY CHAMBERS...LOAD FIVE ROUNDS**, competitors may load five rounds in the magazine of their rifle, but the rifle action must remain open, or the bolt must be closed on an empty chamber. In the standing ready position, the competitor holds the rifle with both hands and with the toe of the butt below the belt line. After the range officer gives the **START** command, competitors may then assume their firing position, close or cycle the action to chamber the first round and fire five shots within the time limit. Fingers must remain outside of the trigger guards and muzzles must remain pointed up or downrange while competitors are getting into position.
- c) **Competitors Who Cannot Stand.** Competitors who are 70 years of age or older or who have physical or medical limitations that make it difficult or unsafe for them to stand and quickly assume the prone and sitting or

kneeling firing positions from standing may elect to begin the rapid-fire stage from a prone, sitting or kneeling ready position, provided they notify the Range Officer prior to firing. Competitors who are authorized to begin a rapid-fire series from a firing position must begin each series with the butt plate off their shoulder and may not fire the first shot in a rapid-fire series (see Rule 4.6.5).

#### **9.5.4 50-Foot Indoor Rimfire Sporter Course of Fire**

Match sponsors may fire the Rimfire Sporter Course of fire at 50 feet, indoors or outdoors, using CMP Rimfire Sporter Targets reduced for firing at 50 feet. Rimfire Sporter 50-foot targets include one target for stages 1-4 (reduced from 50 yards) and one target for stages 5-6 (reduced from 25 yards) so that all firing is conducted at the 50-foot distance.

#### **9.5.5 30-Shot Rimfire Sporter Course of Fire**

Match sponsors may schedule a 30-shot reduced or “half course” event where five shots are fired in each stage. Slow-fire time limits for half-course events are five (5) minutes per stage.

### **9.6 Rimfire Sporter Dewar Course**

#### **9.6.1 Course of Fire**

**TABLE 14 - CMP Rimfire Sporter Dewar Course**

Stage	Distance	Target	Firing Position	Number of Shots	Time Limit
1 <sup>st</sup>	50 yards	50-yard National A-23	Prone	Unlimited Sighting Shots and 20 Record Shots	20 minutes
2 <sup>nd</sup>	100 yards	100-yard National A-25	Prone	Unlimited Sighting Shots and 20 Record Shots	20 minutes

#### **9.6.2 Rimfire Sporter Dewar Course Procedures**

The Rimfire Sporter Dewar Course is a prone position (Rule 4.2.3) event that is fired with Rimfire Sporter rifles (Rule 9.2). During each stage, competitors may fire unlimited Sighting shots and 20 shots for Record in a time limit of 20 minutes.

### **9.7 Rimfire Sporter Benchrest Course**

- Course of Fire.** The event begins with a five (5) minute Sighting Period when competitors can fire unlimited Sighting shots. This is followed by a 30-minute Record Fire time when competitors fire 40 Record shots at 100 yards on the 100-yard National (A-25) target. Firing must be done from a

benchrest with a maximum of two sandbag supports and a firing position that complies with Rule 4.2.6.

- b) **Rifles.** Any rifle that complies with Rule 9.2. Competitors may be divided into T-Class, O-Class, TU-Class, and M-Class categories.
- c) **Benchrest VMR Match Awards.** Awards will be provided in accordance with CMP Match Programs.

## **9.8 Scoring and Results**

The following rules control the scoring of targets and the ranking of competitions.

### **9.8.1 Scoring**

After fired targets are retrieved, they must be scored. Match sponsors may appoint two or more Scorers or may assign competitors to serve as Scorers who score other competitor's targets. Competitors may not score their own targets. After targets are scored, the scores of all competitors must be posted in a Preliminary Results Bulletin.

### **9.8.2 Determining Shot Values**

Each shot is given the score of the highest-value scoring ring that is hit or touched by that shot (see Rule 4.7.2 and the Scoring Doubtful Shots illustration).

### **9.8.3 Scoring Doubtful Shots**

A shot whose value is doubtful may be scored with a scoring template or gauge ("plug" gauge). Scoring gauges must have a flange diameter of .2225-.2240 inches. The scoring gauge is inserted in the shot hole. The scorer must view the gauge from an angle to determine whether the inside edge of the gauge's flange touches or breaks a scoring ring. A magnifying glass may be used as an aid to see whether the edge of the gauge's flange touches or breaks a scoring ring. Shots that are gauged must be marked with a "P" and a plus (+) if that shot is scored as the higher value or with a minus (-) if that shot is scored as the lower value.

### **9.8.4 Scoring Targets with Excessive or Insufficient Hits**

A competitor may receive scores only for the number of shots they fire on their target (see Rule 4.6.8 e)). If, due to crossfire shots, a competitor's target has more hits than the number of shots that competitor actually fired, the highest scoring shots equal to the number of shots that competitor fired must be scored. If a competitor fires more than 10 shots at their own target, they must be given the score of the lowest scoring 10 shots. If a competitor's targets have one or more internal crossfires (shots fired on an incorrect target for that position), those targets shall be scored in accordance with Rule 9.4.10.

### **9.8.5 Scoring Groups of Two or More Shots**

When two or more shots form a group where single complete shot holes are not visible, a scoring gauge (plug) should not be used to determine the score of each shot in the group. A scoring template or overlay should be used to

determine the values of the shots. If a competitor fired all shots in a series and there is no evidence that a shot was fired on another target or off the target, the competitor must be given the benefit of the doubt in cases where it is possible that one of their shots could have gone through an existing shot hole or group of shots. When one shot doubles another shot hole, there almost always is some evidence of the double in the form of a slightly enlarged shot hole. Scorers must check carefully for this evidence by using a scoring overlay and magnifying glass. *Note: The Eagle Eye scoring aid is recommended for detecting double shot holes because it combines a magnifying capability with a .22 cal. shot hole template (overlay) ring.*

### **9.8.6 Scoring Challenges**

A competitor may request that match officials recheck the scoring of their targets, except that shots scored by two or more scoring officials by using a scoring gauge may not be rescored (see Rule 4.7.1). A match sponsor may charge a challenge fee of not more than \$3.00 per target to recheck scores. Decisions by the Statistical Officer regarding a protested score are final.

### **9.8.7 Results Lists**

After targets are scored, a Preliminary Results List must be posted so competitors can see their scores. After the competition, a Final Results List must be prepared listing all competitors, ranked by class and scores. The Final Results List must be available to all competitors in electronic or printed form.

### **9.8.8 Breaking Ties**

See Rule 4.7.10.

## **9.9 Awards**

The CMP provides Achievement Medals or Pins to be presented to Rimfire Sporter competitors when they equal or exceed established Achievement Award scores for that competition year. See Rule 4.8. CMP Rimfire Sporter Achievement Award Scores are listed in **Annex A**.

# **10.0 Electronic Target Scoring Rules**

**Rule 9.0 defines specific requirements and procedures that apply to scoring shots and resolving complaints when electronic targets are used.**

## **10.1 System Components**

Ranges equipped with electronic target systems (EST) must have the following fully functioning components:

### **10.1.1 Main Computer**

A central ranking or main computer may be used to control the targets and record shot and scoring data generated by the targets. If a center ranking or main computer is used, it must have a software program that records the names of competitors, score data from competitors targets, the bullet size for

the rifle each competitor is using and functionality producing results lists. Alternatively, a manual results management system may be used to record competitors' results.

### **10.1.2 Target**

The targets must score shots according to the following criteria:

- a) Targets may use acoustical, optical, laser or computer vision systems to accurately score all shots that hit the target in competition conditions where there are multiple targets and multiple competitors.
- b) Score data recorded in system memories (shot logs) must specify shot values with x/y coordinates and shot times. Shot values (scores) must be determined according to the scoring ring dimensions on SR1, SR, SR-3, or MR targets (4.4.1) while considering bullet diameter variations (4.7.1 and 4.7.4).
- c) Scoring recycle times between shots must allow for scoring all rapid-fire shots fired in standard courses of fire.
- d) Targets must provide correct-sized aiming areas that correspond to the black areas on the targets being used.
- e) Targets score data must distinguish between sighter shots, which do not count in match totals, and record shots, which do count.
- f) Targets should have a secondary verification system using backing targets or another similar system that can be used to resolve missing shot complaints or score value protests.
- g) A scoring ring overlay may be placed on the front of the target to provide competitors with visual points of reference for aiming. If a scoring ring overlay is used, it shall not be used to rescore any shots scored by the target except where it may provide evidence of a target malfunction that is handled according to Rule 10.6.6 a).

### **10.1.3 Competitor Monitor**

Each firing point on the range must have an individual monitor that displays an image of the target being used, the locations of fired shots and the values and totals of fired shots. Monitors must indicate whether sighting or record shots are being fired.

## **10.2 Match Officials**

When CMP sponsored or sanctioned competitions are conducted, the following Match Officials must be on duty at the range: A Chief Range Officer and Range Officers are required to conduct the competition according to Rule 1.8.2, at least one Technical Officer who has specialized training and experience in EST operations and the operation of the main computer (Rule 1.8.5), and sufficient Target Assistants to change target faces during range distance changes. Other competitors can be assigned to serve as Verifiers (Rule 1.8.7) for competitors who are firing.



### 10.3 Target Checks

ESTs should be checked for proper function and scoring accuracy at least once a year. Target checking can be done on a practice day by placing clean backing cards or control sheets on the targets and having competitors shoot 5-10 shots at the targets before removing the target cards. The Technical Officer can then print shot plots for the shots that were fired at each target. These shot plots must be compared with the shot holes on a backing card or control sheet. If there are discrepancies between the shot plots and shot holes on the backing card, that target should not be used for competition until the target can be repaired and rechecked.

### 10.4 Target Maintenance

ESTs require basic maintenance to keep the targets functioning and scoring accurately. The front face of the entire target needs to be kept clean and patched or replaced. Targets must be maintained according to manufacturer specifications. Backing cards or the secondary verification system must be periodically renewed.

### 10.5 Rapid Fire Time Tolerances

Electronic target scoring times must be programmed so that the timing of rapid-fire series accounts for the time required for pit-operated targets to rise to their full height when rapid-fire times start. To compensate for this difference, 3.0 seconds must be added to rapid-fire times.

### 10.6 EST Issues, Complaints or Protests

If an irregular or missing shot occurs during a competition stage, Range and Technical Officers must follow these procedures to resolve issues concerned with such shots:

#### 10.6.1 Protested Shot Value

If a competitor feels that the value of a shot registered on their monitor is incorrect, they may protest the value of that shot if the Range Officer is notified of the protest immediately after the shot (slow-fire) or series (rapid-fire) in question and before the next shot or series is fired. A shot that is scored as a X, 10 or 9 may not be protested. If a competitor protests the value of a registered shot, Range and Technical Officers must follow these steps:

- a) **Confirm and Document.** Record the firing point, shot number, and indicated value of the protested shot on a RIF. If the protested shot was a slow-fire shot, direct the competitor to continue firing to complete the series and to fire one extra provisional shot at the end of the series.
- b) **Technical Officer Examination.** After that stage is completed, the Technical Officer will examine the backing card or secondary verification system and any available data in the shot log or main computer to determine if protested shot was scored correctly.
- c) **If Shot Was Scored Correctly.** If the examination of the backing card or secondary verification system confirms that the protested shot was scored correctly, a two (2) point penalty must be deducted from the indicated

value of the shot that was protested and the provisional shot at the end of the series must be deleted.

- d) **If Shot Was Scored Incorrectly.** If the examination of the backing card or secondary verification system confirms that the protested shot was scored incorrectly, the Technical Officer shall determine the correct score of that shot according to its location on the backing card or secondary verification system and the provisional shot at the end of the series must be deleted.
- e) **If the Correct Score Cannot Be Determined.** If the examination of the backing card or secondary verification system confirms that a protested slow-fire shot was scored incorrectly, but the examination is unable to determine the correct score of that shot, the protested shot shall be deleted and the provisional shot at the end of the series shall be counted. If a rapid-fire shot was scored incorrectly, but the examination is unable to determine the correct score of that shot, the protested shot will be scored according to the competitor's lowest scoring shot.
- f) **No Backing Card.** If backing cards or a secondary verification system are not used, score value protests cannot be accepted.

#### 10.6.2 Missing Shot, Slow Fire

A missing shot is one where the competitor claims to have fired at their target, but no shot is registered on the monitor. Missing shots usually occur when the competitor crossfires on another target or fires an off-target miss. If a competitor complains about a missing shot during a slow-fire stage, Range and Technical Officers must follow these steps in the order they are listed:

- a) **Confirm and Document.** Record the firing point, shot number and the time remaining when the complaint was made on a RIF. Check with the competitor's Verifier to determine if there is any possibility of an off-target miss (i.e., competitor did not have a zero at the start of the stage; competitor is shooting low-scoring shots, etc.). In this case, the Range Officer may discuss with the competitor whether further action is necessary.
- b) **Check for a Crossfire.** Check with the Verifiers on adjacent targets (two on either side) to determine if one of those targets received an extra shot. If yes, score the missing shot as a crossfire miss (0), inform the competitor and instruct the competitor to continue firing to complete the stage.
- c) **Provisional Shot.** If there is no likelihood of an off-target miss or evidence of a crossfire, direct the competitor to fire a provisional shot. **If that shot registers on the monitor,** direct the Scorer to record that shot in place of the missing shot and direct the competitor to continue firing to complete the series. The Range Officer must initial the provisional shot on the competitor's scorecard.
- d) **Technical Officer Examination.** After that stage of fire is completed, the Technical Officer will examine the backing card or secondary verification system and any available data in the shot log or main computer to determine if the missing shot can be located on the target or in the computer record.

- e) **If Missing Shot is Found.** If the analysis determines the location of the missing shot, the missing shot will be scored accordingly, and the provisional shot must be nullified.
- f) **If Missing Shot is Not Found.** If the missing shot is not found on the backing card or in the computer record, the provisional shot must be deleted, and the missing shot must be scored as a miss (0).
- g) **If the Technical Officer Examination is Inconclusive.** If the analysis cannot determine a shot location or missing shot with reasonable certainty or if a backer is not used, disregard the missing shot, and count the provisional shot in the competitor's score.
- h) **If Provisional Shot Does not Register.** If the provisional shot is fired as directed in para. c) above and it **does not register**, move the competitor to a spare (hospital) target and allow the competitor to complete the remaining shots in that series, plus two additional shots to replace the missing shots (original missing shot and the provisional shot), within the time that was remaining when they complained plus five (5) minutes.

### 10.6.3 Missing Shot, Rapid-Fire (Insufficient Hits)

Missing shots or insufficient hits in a rapid-fire series usually occur when the competitor does not fire all ten rounds, crossfires on another target or fires an off-target miss. If a competitor complains about a missing shot during a rapid-fire stage, Range and Technical Officers must follow these steps in the order they are listed:

- a) **Confirm and Document.** Record the firing point, shot number and the time remaining when the complaint was made on a RIF. Check with the competitor's Verifier to determine if there is any possibility of an off-target miss (competitor did not have a properly zeroed pistol; competitor is shooting low-scoring shots, etc.). In this case, the Range Officer may discuss with the competitor whether further action is necessary.
- b) **All Shots Fired?** Confirm with the competitor's Verifier whether the competitor fired all 10 shots or had saved rounds. If there were any saved rounds, score those shots as misses (0).
- c) **Check for a Crossfire(s).** If the competitor fired all 10 shots and there are nine or fewer shots indicated, check for excessive hits on adjacent targets. If a crossfire is confirmed by identifying an excessive hit on an adjacent target or through an examination of the time logs, score the missing shot as a crossfire miss (0).
- d) **Technical Officer Examination.** If the competitor fired all 10 shots and there are nine or fewer shots indicated, and there are no excessive hits on adjacent targets, examine the backing card or secondary verification system and count the hits to determine if the missing shot hit the target.
- e) **If Missing Shot(s) is Found.** If the examination determines the location of the missing shot, score the missing shot according to its location.
- f) **If Missing Shot(s) is Not Found.** If the missing shot is not found on the backing card or in the computer record, score the missing shot as a miss (0).
- g) **If TO Examination is Inconclusive.** If the analysis cannot determine a shot location for the missing shot with reasonable certainty or if a backing

card is not used, score the missing shot according to the value of the lowest scoring shot in that series.

#### **10.6.4 Unclaimed or Extra Shot, Slow-Fire**

In slow-fire stages, extra shots can be caused by a crossfire from another target or, in rare cases, by a ricochet or debris from a shot fired at a target. If there is an unclaimed or extra slow-fire shot, Range and Technical Officers must follow these steps in the order they are listed:

- a) If an **unclaimed or extra shot appears on the monitor**, the competitor may complain: 1) when they discover the extra shot, 2) when the competitor has one shot to fire and the monitor indicates that all shots in that series have already been fired, or 3) after firing their last shot, when the competitor's monitor indicates an extra shot has been fired.
- b) Record the firing point, shot number and the time remaining, if any, when the complaint was made on a RIF.
- c) If the unclaimed shot appears before the completion of the series, check for missing shots on adjacent targets. If there is a missing shot on an adjacent target, direct the competitor to continue firing to complete the series, including what will be indicated as an extra shot at the end of the series. Nullify the unclaimed shot on the competitor's target and score the crossfire shot from another target as a miss (0) on that competitor's target.
- d) If the extra shot cannot be identified before the end of the series, examine the shot times for the competitor's target and any adjacent targets where there are missing shots to determine if the extra shot can be identified as a crossfire from an adjacent target. If a crossfire is identified, nullify that shot and count the shots fired by the competitor including the indicated extra shot.
- e) If the crossfire shot cannot be identified, nullify the lowest value shot as the crossfire shot and count the remaining ten (10) shots as the competitor's score.
- f) If a target receives two or more unclaimed extra shots in a slow-fire series and the crossfire shots cannot be identified, nullify the lowest value shots, and count the remaining ten (10) shots as the competitor's score (Rule 4.6.8 f).
- g) If there is an unclaimed extra shot, it is also possible (very rare) that the extra shot (usually indicated as a frame hit or miss) was caused by a piece of debris from an off-target miss or frame hit on an adjacent target (ricochet hit). In this case, the shot timings for the unclaimed shot may coincide with the shot timings for a frame hit on an adjacent target. If a ricochet hit is identified, nullify the unclaimed extra shot, and count the 10 or 20 record shots fired by the competitor.

### 10.6.5 Extra Shot(s), Rapid-Fire (Excessive Hits)

In rapid-fire stages, extra shots can be caused by a crossfire(s) from another target or, in rare cases, by a ricochet or debris from another target. ROs should follow these steps in the order they are listed:

- a) Record the firing point and numbers of shots displayed on the competitor's monitor on an RIF.
- b) If more than ten (10) hits are indicated in a rapid-fire series, nullify the lowest value hit(s) and count the ten (10) highest value shots as the competitor's score.

### 10.6.6 Failure of One or More Targets

If the target(s) or monitor(s) are not functioning (indicating scores) or there is an indication that the target is malfunctioning (failure to indicate a fired shot or shots) or scoring erratically, the following actions must be taken:

- a) **Competitor Claims Target is Scoring Inaccurately.** If a competitor complains that their target is scoring inaccurately or erratically, the Range and Technical Officers must evaluate the target and decide if the complaint has possible validity. If they conclude that the complaint may be justified, they can move the competitor to another target or relay, award extra time according to the amount of time lost in evaluating the complaint and authorize the competitor to complete that stage of fire. The Range and Technical Officers must nullify any shots that they determine are likely to be incorrectly scored.
- b) **Power Failure.** If there is a power failure and the targets stop working, the computer memory will have stored the shot data and scores for all shots fired, except for any shots that may have been fired between the power outage and a **CEASE FIRE (or STOP)** command. If there is a power outage during a slow-fire series, competitors must be allowed to complete the series they were firing within the time remaining when the **CEASE FIRE (or STOP)** command was given. Any shots fired after the power outage and before the **CEASE FIRE (or STOP)** command that were not scored and indicated on the competitor monitors or in the main computer must be refired. If there is a power outage during a rapid-fire series, all shots fired must be nullified and the complete series must be refired as a range alibi.
- c) **Delayed Shot Display, Rapid Fire.** *If the locations of the first two or five shots during a rapid-fire series are not displayed when the competitor begins their reload, the competitor may elect to stop firing and refire the entire series as a range alibi. The failure of the monitor to display the first two shots immediately after they were fired must be confirmed by the Verifier. If a competitor who is entitled to a refire cross-fired one or both of their first two shots, the cross-fired shots must be recorded as misses (0) and the one or two highest scoring shot(s) in the refire must be nullified.*

## 11.0 National Records

*Rule 11.0 describes National Records and the procedures for recognizing them.*

### 11.1 Purpose

National Records give special recognition to the most outstanding scores fired in CMP-sponsored or sanctioned Shooting competition events. The CMP maintains a comprehensive roster of National Records for the Shooting disciplines where the CMP serves as the National Governing Body. This rule establishes standards for National Record recognition in Highpower Rifle events. The current National Record Roster is posted on the CMP website at <https://thecmp.org/competitions/cmp-national-records-2/>. The CMP National Records program will recognize Open and Junior records for CMP Games Rifle and Pistol events.

### 11.2 Standards for Establishing Records

*To be recognized as a National Record, competitors' scores must fulfill these conditions:*

#### 11.2.1 Eligible Competitions

*National Record scores must be fired in competitions conducted or sanctioned by the CMP in accordance with **CMP Competition Rules**. Competitions where CMP National Records may be established include the National Matches, CMP Competition Games and CMP sanctioned matches.*

#### 11.2.2 Record Recognition Procedure

CMP Staff compiles the list of National Records that is published on the CMP website. Possible new National Records are identified and updated after each eligible competition. Any competitor or other person who believes that a possible National Record has been overlooked is encouraged to contact CMP Competitions at [competitions@thecmp.org](mailto:competitions@thecmp.org).

#### 11.2.3 Tied Scores

When two or more competitors have the same numerical score that is a possible National Record, the score with the highest X-count will be recognized. If two or more competitors have the same numerical score and the same X-count, they will be National Record co-holders.

### 11.3 CMP Games Rifle National Records

*CMP Games Rifle National Records will be recognized for the following events:*

- John C. Garand Match (30 shots & 50 shots)
- Springfield Rifle Match (30 shots & 50 sho)
- Vintage Military Rifle Match (30 shots & 50 sho)
- Unlimited Garand Match (30 shots & 50 sho)
- Modern Military Rifle Match (30 shots & 50 shots)
- Unlimited Modern Military Rifle Match (30 shots& 50 shots)
- M1 Carbine Match (40 shots)

- M16 Special EIC Match (40 shots)
- Vintage Sniper Rifle Team Match (2 x 20 shots)
- As-Issued Military Rifle Match 3-Gun Aggregate (3 x 30 shots)
- As-Issued Military Rifle Match 4-Gun Aggregate (4 x 30 shots)
- Vintage Sniper Rifle Team Match (Manual) (20 + 20 shots)
- Vintage Sniper Rifle Team Match (Semi-Auto) (20 + 20 shots)

#### **11.4 CMP Games Pistol National Records**

- CMP Special EIC Pistol Match (30 shots, M9 Pistol)
- CMP Special EIC Pistol Match (30 shots, 22 Rimfire Pistol)
- As-Issued M1911 Pistol Match (40 shots)
- Military & Police Service Pistol Match (40 shots)
- Glock Pistol Match (50 shots)

#### **11.5 CMP Games Rimfire Sporter Rifle National Records**

*CMP Games Rimfire Sporter Rifle National Records will be recognized for the following events:*

- T-Class Rifles (60 shots)
- O-Class Rifles (60 shots)
- TU-Class Rifles (60 shots)

Annex A – 2026 CMP Achievement Award Scores			
Event	Gold	Silver	Bronze
M1 Garand Rifle Match, 30 shots	<u>278+</u>	<u>269-277</u>	<u>258-268</u>
M1 Garand Rifle Match, 50 shots	<u>464+</u>	<u>451-463</u>	<u>430-450</u>
Springfield Rifle Match, 30 shots	<u>278+</u>	<u>270-277</u>	<u>260-269</u>
Springfield Rifle Match, 50 shots	<u>464+</u>	<u>451-463</u>	<u>430-450</u>
Vintage Military Rifle Match, 30 shots	<u>277+</u>	<u>266-276</u>	<u>253-265</u>
Vintage Military Rifle Match, 50 shots	<u>463+</u>	<u>448-462</u>	<u>425-447</u>
Benchrest VMR Match ( <u>VMR Category</u> )	287+	279-286	270-278
M1 Carbine Match	<u>348+</u>	<u>330-347</u>	<u>310-329</u>
Modern Military Rifle Match, 30 shots	<u>285+</u>	<u>277-284</u>	<u>268-276</u>
Modern Military Rifle Match, 50 shots	464+	445-463	425-444
Unlimited Modern Military, 30 shots	<u>291+</u>	<u>284-290</u>	<u>274-283</u>
Unlimited Modern Military, 50 shots	475+	455-474	433-454
Unlimited Garand Rifle Match, 30 shots	<u>285+</u>	<u>279-284</u>	<u>263-278</u>
Unlimited Garand Rifle Match, 50 shots	<u>475+</u>	<u>465-474</u>	<u>445-464</u>
Vintage Sniper Rifle Team Match, Category A (1953 & prior), Manually-operated Rifles (for 2-person teams)	<u>387+</u>	<u>380-386</u>	<u>371-379</u>
Vintage Sniper Rifle Team Match, Category A (1953 & prior), Semi-auto Rifles (for 2-person teams)	<u>374+</u>	<u>366-373</u>	<u>353-365</u>
Vintage Sniper Rifle Team Match, Category B (1954-1976), all rifles (for 2-person teams)	393+	386-392	378-385
<u>Vintage Sniper Rifle Benchrest</u>	<u>300+</u>	<u>296-299</u>	<u>292-295</u>
As-Issued M1911 Pistol Match	<u>360+</u>	<u>346-359</u>	<u>310-345</u>
Military & Police Service Pistol Match	<u>360+</u>	<u>348-359</u>	<u>330-347</u>
Rimfire Sporter Rifle T-Class (scope)	<u>585+</u>	<u>575-584</u>	<u>558-574</u>
Rimfire Sporter Rifle O-Class (open sights)	<u>573+</u>	<u>559-572</u>	<u>537-558</u>
Rimfire Sporter Tactical Unlimited Class	<u>584+</u>	<u>576-583</u>	<u>565-575</u>
<u>Rimfire Sporter M-Class (military trainer)</u>	<u>575+</u>	<u>565-574</u>	<u>550-564</u>
<u>Rimfire Sporter Benchrest</u>	<u>396+</u>	<u>385-395</u>	<u>373-384</u>



## INDEX PAGES

Achievement Awards .....	39
Age Group Categories .....	19
Age Limits .....	17
Age Restriction Waivers .....	17
Appeal of Protest Decision .....	42
As-Issued Foreign Military Rifle .....	46
As-Issued Foreign Military Rifle Slings .....	28
As-Issued M1 Carbine .....	53
As-Issued M1 Garand .....	44
As-Issued M1903 Springfield .....	45
As-Issued M1911 Pistol, Cal. .45 ACP .....	75
As-Issued Military Rifle 3-Gun Aggregate .....	52
As-Issued Military Rifle 4-Gun Aggregate .....	52
As-Issued Military Rifle Course A .....	49
<u>As-Issued Military Rifle Course B</u> .....	50
As-Issued Military Rifle Requirements .....	44
As-Issued Pistols .....	75
As-Issued U. S. Military Rifles, Other .....	46
Authority to Bar Unsafe Firearms or Ammunition .....	24
Call to Line .....	29
Carrying Rifles .....	12
Carrying Rifles to the Firing Line .....	13
Chief Pit Officer and Pit Officers .....	8
Chief Range Officer and Range Officers .....	7
Chief Statistical Officer and Scoring Officers .....	8
Civilian Category .....	19
Club Matches .....	2
CMP As-Issued Pistol Course .....	79
CMP Competition Program .....	1
CMP Disciplinary Action .....	42
CMP Games Pistol Matches .....	74
CMP Travel Games .....	1
CMP-Recognized Rifle and Pistol Events .....	3
Coaching .....	24
Competition Officials .....	7
Competition Regulations and Firing Procedures .....	28
Competitions Sanctioned by the CMP .....	1
Competitor Categories .....	18
Competitor Eligibility .....	15
Competitor Responsibilities .....	16
Disabilities .....	17

Disabled Firearms .....	24
Early Shot After LOAD .....	31
Early Shot Before LOAD .....	31
Early Shots.....	89
Electronic Devices .....	27
Electronic Target Scoring Complaints and Protests .....	37
Eligibility Affidavit .....	15
Enforcement of Rules .....	40
Excellence-In-Competition Matches .....	1
Eye Protection.....	14
Firearm Inspections .....	23
Firing Line .....	20
Firing Points .....	20
Firing Positions .....	21
General Eligibility .....	15
Going Downrange.....	14
Handling Rifles.....	12
Individual Coaching.....	24
Interruptions in Fire .....	34
Issued Ammunition .....	48, 59
John C. Garand Match.....	51, 52
Junior Category.....	19
Jury .....	10
Kneeling Position .....	22
Kneeling Rolls .....	27
Knowledge of the Rules .....	16
Late Shot.....	31
Late Shots.....	89
Loading and Reloading Rifles .....	29
M1 Carbine Course.....	61
M1 Carbine Slings.....	28
M16 Rifle EIC Match .....	63
M16 Rifle EIC Match Course .....	62
M16 Service Rifle, 5.56mm.....	56
M9 Pistol EIC Match .....	81
M9 Pistol EIC Match Course .....	78
Match Director.....	7
Match Director's Bulletin .....	6
Match Entries .....	11
Match Program .....	6
Medical Conditions.....	17
Military Service Pistol.....	75
Modern Military Rifle Match .....	63
Modern Military Rifle Weight Limits.....	55
Modern Military Rifles .....	54, 55
National Records .....	101

Open Individual Category (OIC).....	19
Other Clothing .....	26
Out-of-Competition Category .....	19
Pistol Firing Positions.....	22
Pistol Targets .....	77
Police Service Pistol .....	75
Preliminary Results List .....	38
Preparation Period .....	29
Procedures for CMP Match Sanctioning.....	5
Prohibited Sling Features.....	28
Prone Position.....	22
Protest Committee .....	42
Protest Decisions .....	42
Protests.....	41
Protests at National Matches .....	42
Range Design .....	20
Range Impact Area .....	21
Range Safety Flag .....	21
Rapid-Fire Loading .....	30
Ready Line.....	20
Removing Rifles from Firing Line .....	14
Results List .....	39
Rifle Ammunition.....	48, 59, 70
Rule Interpretations.....	6
Rule Violations .....	40
Rules Conflicts .....	7
Safety .....	16
Safety After Firing .....	13
Safety During Loading .....	13
Safety Emergency.....	14
Safety Enforcement .....	14
Sandbag Rests .....	71
Score Challenges.....	37
Score Corrections .....	39
Scorer or Verifier Responsibilities.....	16
Scoring Individual Shots .....	35
Scoring Shots on Electronic Targets.....	36
Senior Category .....	19
Service Category .....	19
Sharing Firearms .....	24
Shooting Equipment and Clothing .....	25
Shooting Glove .....	26
Shooting Jackets.....	26
Shooting Kits or Stools.....	27
Shooting Mats .....	26
Shot Values.....	36

Sighting Shots .....	31
Sitting Position .....	22
Sling Attachment.....	28
Sling Configuration.....	28
Slings .....	27
Slow-Fire Loading .....	29
Special CMP Games Pistol Matches .....	82
Spotting Scopes .....	27
Springfield Rifle Match .....	51
Squadding .....	28
Standard U. S. Military Slings .....	27
Standing Position .....	21
Standing Prior to Rapid Fire Stages .....	30
State Championships.....	2
Sub-Junior Category .....	19
Target Assignments .....	28
Target Line.....	20
Technical Officer.....	8
The National Matches .....	2, 1
Tie-Breaking.....	38
Unlimited M1 Garand .....	56
Unlimited Modern Military Rifle .....	55
USA Modern Sporting Rifles .....	54
Vintage Military Rifle Match .....	51
Vintage Sniper Rifle .....	65
Vintage Sniper Rifle Team Match .....	74
Vintage Sniper Rifles and Scopes .....	66
Waiver and Liability Agreement .....	16
Weighing Triggers.....	24
Where to Obtain Rules.....	iii
Wind Flag.....	21
Women Category .....	18

## This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



# **CMP**

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**These Rules may be viewed  
or downloaded from  
the CMP web site at <https://thecmp.org/rulebooks/>.**

