



# CMP HIGHPOWER RIFLE COMPETITION RULES

*29<sup>th</sup> Edition—2026*

*These Rules govern all CMP sponsored and sanctioned Matches for Highpower Rifle events in National Trophy Matches, Excellence-In-Competition (EIC) Matches, CMP Cup Matches and other CMP-sanctioned competitions.*

# CMP

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Effective date 1 January 2026

This edition supersedes the 28<sup>th</sup> 2025 Edition of the **CMP Highpower Rifle Competition Rules** and will remain in effect through the 2026 competition year.

## **About the CMP and CPRPFS**

*A 1996 Act of Congress created 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's 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 Title 36 USC, §40701-40733.*

*The CPRPFS, better known as the Civilian Marksmanship Program or CMP, promotes rifle and pistol 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 Range Officers, 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 engage Soldiers and U. S. citizens in rifle marksmanship practice and competition so they would be skilled marksmen if later called to serve in combat. This government supported marksmanship program became known as the "civilian marksmanship program."*

*The National Matches, Bianchi Cup Championship, Excellence-In-Competition Matches, 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. These competitions are an established means of training shooting sports leaders who can instruct youth in target shooting and promote marksmanship activities among U. S. citizens.*

# Introduction to **CMP Competition Rules**

This 2026 29<sup>th</sup> Edition of the **CMP Highpower Rifle Competition Rules** governs CMP National Trophy Rifle Matches, Excellence-In-Competition (EIC) Matches, CMP Cup Matches and other CMP-sanctioned competitions for Service Rifle, Highpower Rifle, Mid-Range Rifle and Long-Range Rifle. These rules remain in effect from the date they are issued 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 rules updates are issued, the official current version of any CMP Competition Rulebook is the version that is posted on the CMP website at <https://www.thecmp.org/rulebooks/>.

**Authority.** The CMP governs and sanctions competition events in accordance with authority granted to it by Federal law (Title 36, USC, § 40701-40733). The authority “to conduct competitions in the use of firearms and to award trophies, prizes, badges, and other insignia to competitors” is one of the statutory “functions” of the Corporation for the Promotion of Rifle Practice and Firearm Safety (CPRPFS, the legal name of the CMP). Authority to conduct the National Matches is given in §40725.

**History of CMP Rules.** The first **CMP Competition Rules** were revisions of **Army Regulation 920-30** that governed the National Trophy Matches prior to the creation of the new CMP in 1996. This is the 29<sup>th</sup> edition of the **CMP Highpower Rifle Competition Rules**. Substantive rule changes that were made to the 28th edition are underlined in this edition and shown in red type.

**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, 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, Mid-Range Rifle, Smallbore Rifle, Air Rifle, Air Pistol and Action Pistol competitions that are conducted or sanctioned by the CMP. It fulfills this responsibility by establishing rules, sanctioning competitions, and promoting participation in these disciplines.

**CMP Competition Rulebooks.** To fulfill its responsibilities as a competition governing body (see above), the CMP 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, Vintage Sniper Rifle Team, As-Issued Pistol, and Rimfire Sporter Rifle events.
- ***CMP Smallbore Rifle Competition Rules.*** Governs CMP Smallbore Rifle Position and Prone 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 have the sole authority to establish and amend these Rules.**

**Applicability.** *CMP Competition Rules* govern the National Trophy Rifle and Pistol Matches, CMP-sanctioned EIC matches and CMP-sanctioned Service Rifle and Pistol Matches as well as other competitions sponsored or sanctioned by the CMP. **No Match Program, Match Director or other Match Official has the authority to contravene these rules except as explicitly authorized in these rules.**

**Highpower Rifle: National Trophy Events or CMP Cup Match Events.** *CMP Competition Rules* give match sponsors the option of using one of two rules tracks to govern their Highpower Rifle competitions. Traditional **National Trophy Event Rules** continue to govern National Trophy Matches, EIC Matches and other competitions where sighters are not permitted, and competitors are required to start rapid-fire series in standing. As a second option, the CMP also sanctions competitions that use **CMP Cup Match Rules** where sighters are permitted, and competitors start rapid-fire series in position. Both options are included in these rules; match sponsors must decide which option best meets the interests of their competitors.

**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 Sub-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 pioneered in using the internet to administer competitions and rapidly post-match results for competitors and the public. CMP Competition Tracker is a computer software system that tracks competitors and competitions and provides for the posting of competition results online. Any competitor, Match Official, or interested person can view upcoming match announcements and match results on 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 a comprehensive lists of “Distinguished Shooters.” Competitors can also use Competition Tracker to enter CMP sponsored matches on-line.

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

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

**Please direct questions about CMP Highpower Rifle Rules or rule recommendations to the CMP Competitions Department at [competitions@thecmp.org](mailto:competitions@thecmp.org) or (419) 635-2141, ext. 714 or 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.***

# TABLE OF CONTENTS

# PAGE

<b>Rule 1.0</b>	CMP Competitions and Competition Events.....	1
<b>Rule 2.0</b>	Range Safety Rules .....	6
<b>Rule 3.0</b>	Competitor Eligibility .....	9
<b>Rule 4.0</b>	Competition Rules and Procedures .....	18
<b>Rule 5.0</b>	Firearms, Ammunition and Equipment.....	41
<b>Rule 6.0</b>	Rifle Competition Event Regulations .....	57
<b>Rule 7.0</b>	Electronic Target Scoring Rules .....	73
<b>Rule 8.0</b>	The National Matches .....	79
<b>Rule 9.0</b>	Excellence-in-Competition Matches.....	87
<b>Rule 10.0</b>	<b>Distinguished</b> Badge Program .....	90
<b>Rule 11.0</b>	National Records .....	96
<b>Index</b>	.....	99

# LIST OF TABLES

# PAGE

<b>TABLE 1</b>	CMP Highpower Rifle Events .....	3
<b>TABLE 2</b>	CMP Rifle Achievement Award Cut Scores.....	38
<b>TABLE 3</b>	President’s Rifle Course .....	61
<b>TABLE 4</b>	Rifle National Match Course .....	63
<b>TABLE 5</b>	CMP Highpower Rifle Standard Course .....	63
<b>TABLE 6</b>	Infantry Team Match Course .....	68
<b>TABLE 7</b>	CMP Long-Range Match Courses.....	70
<b>TABLE 8</b>	CMP Mid-Range Match Courses.....	71
<b>TABLE 9</b>	CMP Distinguished Badge Programs .....	90
<b>TABLE 10</b>	EIC Credit Point Table .....	94

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 you may scan the QR code with your phone. It is recommended that they place a printout of these procedures and instructions in a loose-leaf notebook which they can follow when they conduct these events.



**Highpower Rifle Firing Procedures and Commands**

**CMP National Trophy Procedures and Commands**

**CMP Cup Match Procedures and Commands**

**Highpower Rifle Target Procedures**

# **1.0 CMP Competitions and Competition Events**

## ***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 Bullseye Pistol, CMP Smallbore Rifle, CMP Air Rifle and Air Pistol, and CMP Action Pistol. The CMP competition program offers competitions at four 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 planned, 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. See Rule 8.0 for regulations governing National Matches competitions. National Matches events include Rifle and Pistol National Trophy Matches, CMP National Championships and National CMP Games events.

### ***1.3.2 CMP Competition Games***

CMP Competition Games offer major competitions in CMP-recognized rifle and pistol events. The CMP staff organizes and conducts these competitions at the Gary Anderson CMP Competition Centers at Camp Perry, Ohio; the Judith Legerski CMP Competition Center at Anniston, Alabama; or the Talladega Marksmanship Park at Talladega, Alabama; or by developing cooperative agreements with the ranges or installations selected to host these competitions. 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 Excellence-In-Competition, State Championship and club rifle and pistol matches with competitions in CMP-recognized rifle and pistol events. CMP sanctioned and supervised competitions 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 (Rule 10.0). 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 Service 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. Special EIC Matches Governed by CMP Rules are 1) the M16 Rifle EIC Match (Rule G6.5.2), 2) the CMP M17 Pistol Special EIC Match (Rule G8.6.1) and the As-Issued John C Garand (Rule G5.6.2), Springfield Rifle (Rule G5.6.3) and M1911 Pistol (Rule G8.2.3 Matches. 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 3.10).

### **1.4.3 State Championships**

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

- a) The CMP will sanction one state championship (multiple site state championships are permitted) for each CMP discipline or CMP-recognized event per year in each state;
- b) State Championships must include one or more CMP-recognized events in their program; events included in a State Championship are selected by the match sponsor and approved by the CMP;
- 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 that discipline may be sanctioned for that state in any one year;

- e) State associations may provide awards for State Championships; and
- f) The CMP will provide State Champion Medallions to the winner of all State Highpower Rifle Championships that use the 800 or 1000-point National Highpower Rifle Standard Course (Rule 6.5). The CMP will provide State Champion Medallions to the winners of CMP-sanctioned Highpower Rifle Championships.

#### 1.4.4 Club Matches

CMP-affiliated clubs may conduct CMP-sanctioned matches that offer 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

Competition 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 Highpower Rifle Events

As a Highpower Rifle competition sanctioning body, the CMP recognizes Highpower Rifle events that are suitable for inclusion in CMP-Sanctioned Highpower Rifle competitions. CMP-recognized Highpower Rifle events are conducted, in accordance with the Match Program, either as **National Trophy Rifle Events** where there are no sighting shots and competitors start rapid-fire series from standing or as **CMP Cup Match Events** where sighting shots are allowed and competitors start rapid-fire series in position. CMP-Recognized Rifle Events are listed in Table 1 below.

TABLE 1 – CMP HIGHPOWER RIFLE EVENTS		
Individual Events	Course of Fire	Event Rules
<b>President’s Rifle Course</b>	<i>30 shots, TABLE 3</i>	<i>Rule 6.3</i>
<b>President’s Rifle Match Course</b>	<i>40 shots, with Final, TABLE 3</i>	<i>Rule 6.3</i>
<b>National Match Course</b>	<i>50 shots, TABLE 4</i>	<i>Rule 6.4</i>
<b>Highpower Rifle Standard Course</b> <i>Each stage may also be fired as a separate event</i>	<i>80 shots, (4 x 20 shots) TABLE 5</i>	<i>Rule 6.5</i>

## TABLE 1 – CMP HIGHPOWER RIFLE EVENTS

Individual Events	Course of Fire	Event Rules
<b>Highpower Rifle Long Course</b> <i>Each stage may also be fired as a separate event</i>	100 shots, (5 x 20 shots) TABLE 5	Rule 6.5
<b>Long Range 1000 Yard Match*</b>	20 shots at 1000 yards, TABLE 7	Rule 6.10 Rule 6.11
<b>Long Range Palma Match*</b>	15 shots at 800 yards, 15 shots at 900 yards, 15 shots at 1000 yards, TABLE 7	
*CMP Long Range courses of fire may be used for Long Range Rifle F-Class Matches governed by Rule 6.10, for AR Tactical Matches governed by Rule 6.11.		
<b>Mid-Range 3 x 600 Match*</b>	3 20-shot stages at 600 yards, TABLE 8	Rule 6.12 Rule 6.13 Rule 6.14
<b>Mid-Range 300-500-600 Match*</b>	20-shot stages at 300, 500 and 600 yards, TABLE 8	Rule 6.12 Rule 6.13 Rule 6.14
*CMP Mid-Range courses of fire may be used for F-Class Matches governed by Rule 6.12, AR Tactical Matches governed by Rule 6.13 or for Highpower Rifle Matches (Service, Match & Palma Rifles) governed by Rule 6.14.		

Highpower Rifle Team Events	Course of Fire	Event Rules
<b>Highpower Rifle Team Events</b> <i>for Two, Four or Six-person Teams</i>	<i>Team members fire the Presidents' Course, TABLE 3, the National Match Course, TABLE 4, or a Long-Range Course, TABLE 7.</i>	Rule 6.7 Rule 6.9
<b>Infantry Trophy Team Match</b>	<i>Six-person teams fire 384 shots at 600, 500, 300 and 200 yards, TABLE 6</i>	Rule 6.8

## **1.6 Procedures for CMP Match Sanctioning**

All CMP-sanctioned competitions conducted by CMP-affiliated organizations 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, U. S. territories or at U. S. military installations in other countries must apply to the CMP for approval. Applications 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 the date of the competition.

### **1.6.2 CMP Sanctioning Fees**

A sanctioning fee of \$20.00 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 to participate 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 comply with these requirements:

- a) Use the appropriate current edition of the **CMP Competition Rules** to govern the competition.
- b) [Provide for competition in one or more CMP-recognized events \(Rule 1.5\).](#)
- c) Ensure that all competitors and participants comply with applicable CMP eligibility requirements (Rule 2.0).
- 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.
- e) The match program must include a course or courses of fire prescribed and conducted according to **CMP Competition Rules**.

### **1.6.4 Sanctioned Match Information and Promotion**

Information regarding the location, dates and contact information for all CMP-sanctioned matches is posted on the CMP web site as soon as a match sanctioning application is approved.

### 1.6.5 CMP-Sanctioned Match Reporting

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

## 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 Highpower Rifle 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 when they are brought to a range. 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. Safety flags must always remain in rifles, except during Preparation and firing periods. A rifle being carried on a range must have a safety flag inserted whether it is carried uncased or in a gun case.

### 2.3 Cleared Rifles

A CLEARED rifle 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 must be CLEARED and grounded (Rule 2.4) before anyone may go downrange to hang, score or retrieve targets.

## **2.4 Grounded Rifles**

A grounded rifle is a rifle with 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. No one may handle a grounded rifle without Range Officer authorization.

## **2.5 Carrying Rifles**

The carrying of rifles 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.

## **2.6 Handling Rifles**

The handling of rifles 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. Handling rifles 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 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 rifle 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, competitors may put slings on and get into a firing position with their rifles. Competitors may not remove safety flags, close actions, or dry fire until the Range Officer announces the start of the Preparation period.

## **2.8 Safety During Loading**

Loading is defined as bringing a cartridge or magazine containing cartridges into contact with a rifle. Firearms may be loaded only when a competitor is on a firing point and only after the Range Officer gives the command **LOAD**. Charging magazines in advance is permitted, but no magazine may be inserted in a rifle 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, competitors must:

- a) Keep rifle muzzles pointed up, downrange or down; they may not be pointed to the side or rear.

- b) 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.
- c) On ranges where elevating rifle or pistol muzzles above the targets or impact berm behind the targets is not permitted, all rifle 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 firing series ends, competitors must open their rifle actions, clear or remove magazines (if removable), insert safety flags and ground their rifles. A Range Officer must inspect all rifles to confirm that their actions are open, with chambers empty, magazines cleared or out and safety flags inserted.

### **2.11 Going Downrange**

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

### **2.12 Removing Rifles 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 has been checked by a Range Officer.

### **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.

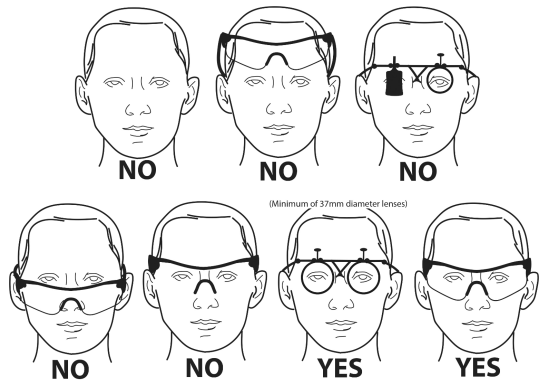
### **2.14 Safety Enforcement**

Any competitor who handles a rifle in an unsafe manner or who violates safety rules may be given a warning or deduction of points in accordance with Rule 4.12.3

- a). Any competitor who handles a rifle in an unsafe manner that endangers the safety of another person may be disqualified in accordance with 4.12.3 c).

## 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 4.12.3 a). Refusal to comply with a warning is grounds for disqualification.



Shooting glasses MUST be positioned completely over the eyes, without exception. The illustration above clarifies some typical faulty shooting glasses configurations, including removing lenses, along with the proper safe orientation (bottom right). Lenses suspended from frames, covering the eyes, with a minimum diameter of 37mm are permissible.

## 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 representative 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

### 3.1 General Eligibility

All CMP-sponsored or CMP-sanctioned matches are open to any individual or team that 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:

- a) Has not been convicted of any Federal or State felony or violation of Section 922 of Title 18 United States Code, and
- b) 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 must have on file a signed waiver and liability agreement stating that the participant:

- a) Is bound by the applicable current edition of the **CMP Competition 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 Age Limits**

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

#### **3.4.1 Rifle National Trophy and EIC Matches**

CMP Rifle National Trophy and Highpower Rifle EIC Matches are open to competitors 12 years of age or older.

#### **3.4.2 Rifle Small Arms Firing School**

The Rifle SAFS is open to civilian and service members 12 years of age or older.

### **3.4.3 Other Sanctioned Matches**

Other CMP-sanctioned matches (Rule 1.0) may use the age restrictions identified in this section. Sponsoring clubs may also have their own age restrictions.

### **3.4.4 Age Restriction Waivers**

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

## **3.5 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 firing 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.

### **3.5.1 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) should be used as guidelines for selecting adaptive positions and devices that allow the competitor to complete a CMP course of fire (<https://www.paralympic.org/shooting/rules-and-regulations/technical-rules>). To obtain a special authorization, the competitor must submit an application to CMP Competitions ([acantu@thecmp.org](mailto:acantu@thecmp.org), 419-635-2141, ext. 602) identifying the competition events, the adaptive positions or devices that will be used and whether any deviations from other provisions of these Rules are required.

### **3.5.2 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 (4.11.3). 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 the EIC Service Rifle course of fire (Rule 6.4) 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 in accordance with Rule 10.4. The CMP Competitions Department will issue approved competitors a letter of authorization that specifies the adaptive positions, adaptive equipment (if any), and course of fire alternatives that they may use in completing an EIC Match course of fire. Competitors with Distinguished Marksman authorizations must retain this letter with them when participating in EIC Matches. Match sponsor EIC Match reports (Rule 9.3.8) must report the scores of authorized Distinguished Marksman competitors separately from other competitors in the competition so that their scores may be evaluated in accordance with Rule 10.4.2.
- 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 rifle events if they are unable to pull targets.

### **3.6 Competitor Categories**

Competitors may register and participate in one or more of the following categories in accordance with these rules. Competitor categories defined in this rule apply in all National Trophy Matches events and, in all CMP sponsored or sanctioned matches when any of these categories are listed in the Match Program.

#### **3.6.1 Women**

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 comply with Rule 3.4.

#### **3.6.2 Civilian or Service**

Competitors may register and participate in only one of the following categories:

- a) **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
- b) **Service.** This category consists of all service personnel, Active Duty, National Guard or Reserve.

### 3.6.3 Civilian Sub-Categories

Civilian competitors (Rule 3.6.2 a) may also register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- a) **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.*
- b) **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.
- c) **Grand Senior.** Grand Seniors are competitors whose 70th birthday occurred before the first day of the competition.
- d) **Law Enforcement.** Regular or retired law enforcement officers of a regularly constituted law enforcement agency of a municipal, county, state or federal government may compete in the Law Enforcement Sub-Category. Officers of a regularly organized Reserve or Auxiliary of a regularly constituted law enforcement agency may compete in the Law Enforcement sub-category, provided that while on duty they are required to perform the same law enforcement functions and/or duties as the agency to which they are in reserve and are authorized to be armed by the appointing authority. Full-time police firearms instructors in law enforcement or police academies are eligible to compete in the Law Enforcement sub-category. Full-time corrections officers are uniformed law enforcement officials who are eligible to compete in the Law Enforcement sub-category. Military Police or other members of the Armed Services are not eligible to compete in the Law Enforcement sub-category.

### 3.6.4 Service Sub-Categories

Service competitors as defined in Rule 3.6.2 b) may also register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- a) **Active Service.** All service personnel on active duty and any National Guard and Reserve members on extended active duty for 90 days or more who have Active Service Status under Title 10 USC and who are assigned to an Active Service marksmanship program must compete as Active

Service. Enrolled undergraduates in the service academies may compete in either the Service or Civilian category according to their active-duty status within their service branch;

- b) **Reserve.** Members of any Reserve branch of the U.S. Armed Forces may compete as Reserve. Members of the Fleet Marine Corps Reserve and Reserve Officers' Training Corps (ROTC) must compete in the Civilian category. Members of the Army or Air Force National Guard shall compete as National Guard;
- c) **National Guard.** This category consists of members of the Army or Air Force National Guard;
- d) **Reserve Component.** Reserve and National Guard competitors may also compete in the Reserve Component sub-category and shall be eligible for awards designated for Reserve Component members; or
- e) **Infantry.** Members of the U. S. Army Active Service, Reserve or National Guard who are assigned to an Infantry unit or who have an Infantry MOS may also compete in the Infantry sub-category and shall be eligible for awards designated for Infantry members.

### **3.6.5 Team Captains and Firing Members**

- a) Team captains and all team firing members must be eligible in the team's category or sub-category, except that any eligible civilian may be the team captain of a junior team;
- b) The team captain and team coach may be the same person;
- c) The team captain and/or team coach may be firing members; and
- d) Team firing members may also act as coaches of junior teams when they are not firing.

### **3.6.6 Team Coaches**

Team coaches may represent any category or sub-category.

### **3.6.7 Substitution of Firing Members**

Team captains may substitute another competitor for a designated firing member at any time until the Preparation period for the first stage of competition begins, provided that the person substituted is eligible to compete in that team's category and is entered in the competition.

### **3.6.8 Affiliation**

Team captains and firing members must have been members of the organization and category or sub-category they represent for at least 30 days before the beginning of the match. This restriction does not apply to team coaches.

### **3.6.9 Residency**

Team captains, team coaches and firing members of State Civilian (Rule 3.7.5), Law Enforcement (Rule 3.7.9), Club Civilian (Rule 3.7.6) or Junior (Rule

3.6.3 a) teams must be residents of the state that the team represents or in which the club is located, and they must have lived in that state for at least 30 days before the match. The following exceptions apply:

- a) This rule does not apply to team coaches of state or club junior teams;
- b) Clubs with members from adjoining states who regularly participate in that club's activities may apply to CMP Competitions for an exception to this rule; and
- c) Any competitor who resides in a state that does not have a state team may apply to CMP Competitions for authorization to join and compete with the state team of an adjoining state. A state National Trophy rifle team may have a maximum of two members from adjoining states. All authorizations to compete with an adjoining state team are subject to annual review and approval.

### **3.7 Team Categories, National Trophy Team Categories**

Teams may enter the National Trophy Team Matches or other CMP-sanctioned match team events in the categories listed below. Team categories defined in this rule apply in [the National Trophy Match events described in Rule 8.3 \(National Trophy Rifle Events\)](#) and in all CMP sponsored or sanctioned matches when any of these categories are listed in the Match Program. [In accordance with these Rules or a Match Program, team eligibility may be unlimited \(Open\) or limited \(Limited\) by Rule 3.6.9 Residency requirements and/or Rule 3.8 New Shooter requirements.](#)

#### **3.7.1 Active Service**

Active Service Teams may represent each service, Army, Navy, Marine Corps, Air Force, and Coast Guard.

#### **3.7.2 Reserve**

Reserve Teams may represent the reserve branch of each service.

#### **3.7.3 National Guard**

Teams may represent the National Guard-at-large or state National Guard organizations. National Guard teams may be composed of both Army and Air National Guard personnel.

#### **3.7.4 Reserve Component**

Reserve and National Guard teams shall also compete as Reserve Component teams and be eligible for awards designated for Reserve Component teams.

#### **3.7.5 State Civilian**

State Civilian Teams must represent a CMP-affiliated state shooting association. Civilian State Association teams may include members who are eligible to compete as Junior, Senior or Police.

#### **3.7.6 Club Civilian**

Civilian Teams must represent a CMP-affiliated club. Civilian Club Teams may include members who are eligible to compete as Junior, Senior or Police.

### **3.7.7 Junior**

Junior Teams must represent a CMP-affiliated state association or CMP-affiliated club. Firing members of Junior teams must be eligible to compete as Juniors under Rule 3.6.3 a).

### **3.7.8 At-Large Junior**

Junior teams that do not meet the residency requirements in Rule 3.6.9 may compete as At-Large Junior Teams if the match program permits participation by At-Large Junior Teams.

### **3.7.9 Law Enforcement**

Teams must represent organized federal, state, county or municipal law enforcement agencies. Law Enforcement team members must be eligible in accordance with Rule 3.6.3.

## ***3.8 New Shooters, National Trophy Team Matches***

Every team entered in a National Trophy Team Match, except a Junior Team or a Law Enforcement Team, must have one firing member who is a new shooter. Junior, Law Enforcement, State National Guard and At-Large Team members may be granted additional new shooter eligibility in accordance with Rules 3.9 and 3.10. The purpose of the team new shooter requirement is to encourage participating organizations to continually recruit and develop new shooters.

### **3.8.1 New Shooter Definition**

A new shooter is a team firing member who has not previously fired in that National Trophy Team Match, in competition (see Rule 3.9.3), except that starting in 2023, Civilian competitors retain new shooter eligibility for two years. Civilian competitors who fired as new shooters in 2022 may fire as new shooters one additional year. Civilian competitors who fired as new shooters prior to 2022, and who have not subsequently fired in that National Trophy Team Match a second or additional time, may fire as new shooters one additional year. If a team's firing members include two or more eligible new shooters, they shall designate which competitor is their new shooter that complies with this rule. Any other eligible new shooters shall retain their new shooter eligibility status. The National Trophy Rifle Team Match and the National Trophy Infantry Team Match are separate events, so a competitor may be a new firing member in one and an old firing member in the other.

### **3.8.2 Active Service, Reserve, and National Guard Teams**

The new shooter on an Active Service, Reserve or National Guard team may be a shooter who has fired no more than once as a junior on a Civilian Team. A National Guard competitor who has not competed as a new shooter while firing as a Junior on a Civilian Team (Rule 3.8.4) may compete once as a new shooter on a State National Guard Team and once as a new shooter on a team representing the National Guard-at-large.

### **3.8.3 Junior Members of Junior Teams**

Juniors who fire as members of Junior Teams (Rule 3.7.7) shall not lose their eligibility to compete as new shooters on other teams.

### **3.8.4 Junior Members of Civilian Teams**

Juniors who fire as members of State Civilian or Club Civilian Teams shall continue to be eligible to compete as new shooters one additional time, as Juniors or as adults, on either a State Civilian, Club Civilian, Law Enforcement, Active Service, Reserve, National Guard or Reserve Component Team.

### **3.8.5 Members of Law Enforcement Teams**

Law Enforcement Officers who fire as new shooters on Law Enforcement Rifle Teams (2-person teams) shall not lose their eligibility to compete on Law Enforcement teams. Law Enforcement Officers who compete as new shooters on state or club teams (4-person teams) shall lose their new shooter eligibility.

## **3.9 At-Large Teams—National Trophy Team Matches**

Teams that do not comply with eligibility, residency, or new shooter requirements for National Trophy Team Matches, or eligible teams that elect to do so, may enter and participate in a team event as At-Large Teams in accordance with these Rules or a Match Program. Their scores will be recorded in the competition results in an At-Large category. If range capacity is reached in any team event, priority in accepting entries shall be given to eligible teams.

### **3.9.1 Ineligible for National Trophy Team Match Awards**

At-Large Teams are not eligible to win any National Trophy Team Match awards. At-Large Teams are eligible to win awards provided for At-Large Teams.

### **3.9.2 Eligible for Individual Awards**

Scores fired by individual members of At-Large teams in the National Trophy Team Match are eligible for special National Trophy Match awards that recognize individual shooter's scores in the National Trophy Team Matches.

### **3.9.3 New Shooter Eligibility**

Participation as a firing member of an At-Large Team shall not affect new shooter eligibility under Rule 3.8.

## **3.10 At-Large Teams—CMP Cup Matches**

At-Large Teams and/or At-Large Junior teams may be included in Match Programs for competitions that use CMP Cup Match Rules (6.2.2, 6.2.3, 6.2.4). At-Large Teams are eligible to compete in those matches and may win awards in them.

## **3.11 Open Individual Category (OIC)**

Individual competitors that do not comply with all eligibility, equipment or firing position rules (including Rule 5.1.1-5.1.4) for National Trophy, EIC and other CMP-

sanctioned matches may compete in an Open Individual Category if the Match Program provides for such a category. Competitors in this category are not eligible to win National Trophy awards or earn EIC credit points, but match sponsors may provide awards for Open Individual Category competitors. When scores are reported to the CMP, all competitors who fire in this category must be clearly identified.

### **3.12 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 during the firing of events. 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 4.5) and is not permitted. Calling out a competitor's name to harass or distract them is not permitted (Rule 4.13.1 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.

## **4.0 Competition Rules and Procedures**

### **4.1 Applicable Rules**

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

#### **4.1.1 CMP Competition Rules**

The current edition of these **CMP Competition Rules** governs all National Trophy Rifle Matches, CMP EIC Rifle Matches and CMP-sanctioned Rifle Matches. The current edition of any CMP Competition Rules is the version that is posted on the CMP website (<https://thecmp.org/competitions/cmp-competitions-rulebooks/>).

#### **4.1.2 Rule Interpretations**

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

### 4.1.3 Match Program

All CMP-sponsored or sanctioned competitions should 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**, except as permitted in Rule 4.1.5.

### 4.1.4 Range Incident Forms

All irregular shots, interruptions or other issues that arise during a competition should be documented on Range Incident Forms (RIF, see illustration on next page). A model Range Incident Form is shown in the illustration. *Note: CMP Competitions will provide pads with these forms on request.*

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

### 4.1.5 Match Director's Bulletin

A Match Director's Bulletin 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 rules in the **CMP Competition Rules**, except that a Match Director's Bulletin may change a date of firing or a course of fire when necessary to complete a competition event. Details of any changes made and the rationale for such changes must immediately be reported in writing to the CMP. The CMP must approve these changes for the competition to be considered a valid EIC or other sanctioned match.

### 4.1.6 Rules Conflicts

If there is a rules conflict, precedence shall first be given to the **CMP Competition Rules**, then to applicable CMP rule interpretations, then to the match program and finally to a match director's bulletin, if any. Conflicting statements in a match program or match director's bulletin cannot take precedence over **CMP Competition Rules**.

## 4.2 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 4.13.2 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 in rare cases when Match Officials also are

competitors, they must also fulfill all competitor requirements listed in Rule 4.4. CMP-sanctioned competitions should have the following Match Officials:

#### **4.2.1 Match Director**

The Match Director is the chief executive officer of the competition. The Match Sponsor appoints the Match Director. The Match Director has overall responsibility for managing and safely conducting the competition in accordance with applicable rules. The Match Director may make decisions regarding the application or interpretation of rules during the competition, however, if a protest is submitted (Rule 4.13.1), they must appoint a Jury to decide the protest.

#### **4.2.2 Chief Range Officer and Range Officers**

The Chief Range Officer is appointed by the Match Director and is directly responsible for the safe conduct of range firing during the competition in accordance with applicable rules, range safety procedures and ***Highpower Rifle Firing Procedures and Range Officer Commands*** (view 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 ruling is doubtful or questioned, they must consult with the Chief Range Officer or Match Director before deciding. Range Officers must be familiar with the 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 and accounting for signed scorecards from the Scorers or Verifiers.

#### **4.2.3 Chief Target Officer and Target Officers**

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

#### **4.2.4 Chief Statistical Officer and Statistical Officers**

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/Target Markers) 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 4.2.8). 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.

#### **4.2.5 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.

#### **4.2.6 Technical Officer**

When competitions are conducted with 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 how to operate electronic target competition management software. During competitions, the Technical Officer is responsible for operating the electronic target control computer and working with the Range Officer(s) to resolve any electronic target complaints. The Technical Officer is responsible for making decisions regarding the number or scores 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 7.0.

#### **4.2.7 Target Marker**

When 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 (4.12.3 c). Competitors with approved special medical authorizations who cannot pull targets must provide substitute Target Markers (see Rule 3.5.2 c).

#### **4.2.8 Scorer**

When 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 (4.12.2 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*); and
- f) Immediately after each firing event, turn the competitor's signed scorecard into the Range Officer for that sector.

#### **4.2.9 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 are:

- 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) Confirm that competitors fire the correct number of shots at their targets, and that their targets score those shots;
- d) Call 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 notify a Range Officer or Technical Officer regarding problems on their competitor's target; and
- f) During rapid-fire series, record whether the competitor started from standing and count the shots fired by that competitor. Any saved rounds 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.

#### **4.2.10 Jury**

If a protest is filed in accordance with Rule 4.14.1, 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 4.13.3).

#### **4.2.11 Match Officials' Duties**

All Match Officials are responsible for carrying out their duties as described in this Rule (Rule 4.2) 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.

### **4.3 Entries**

#### **4.3.1 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 electronically or by mail.

#### **4.3.2 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, and the additional entries do not unduly interfere with match operations.

## **4.4 Competitor Responsibilities**

*Every competitor who participates in a CMP competition must fulfill the following responsibilities. Failure to fulfill all these responsibilities may result in disqualification in accordance with Rule 4.12.2.*

### **4.4.1 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 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.

### **4.4.2 Knowledge of the Rules**

Competitors are responsible for knowing and complying with the **CMP Competition Rules**, the Match Program and any match director bulletins issued for the match.

### **4.4.3 Scorer, Verifier and Target Marker Responsibilities**

Competitors are responsible for fulfilling Scorer, Verifier and Target Marker duties as assigned.

### **4.4.4 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 4.12.3 c).

### **4.4.5 Firing Line Behavior**

Competitors may converse with Match Officials, and Scorers or Verifiers while they are firing. Conversations with other competitors should 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 4.12.2 f) or g).

### **4.4.6 Smoking and Vaping Prohibition**

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

## **4.5 Coaching**

Coaching on the firing line is prohibited in individual events. Coaching is permitted during team matches. This applies to all competitors regardless of category.

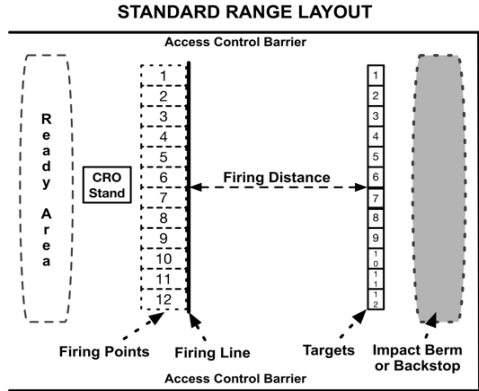
## **4.6 Range Design**

Specific areas of each range are designated to fulfill special functions that ensure safety and effective range operations.

### 4.6.1 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 may be carried (Rule 2.5) but may not be handled (Rule 2.6) behind the ready line.



### 4.6.2 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 shooters or teams during a match. Competitors must take their positions to the right of their firing point number.

### 4.6.3 Target Line

Targets are located along a line parallel to the firing line(s). 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.

### 4.6.4 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 (see Sec. 5.0). 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.).

### 4.6.5 Impact Area

A berm or controlled area behind the target line serves as the impact area. The impact area and range firing procedures (see Rule 4.8) should be capable of capturing all shots fired on the range.

#### 4.6.6 Range Safety and Wind Flags

A Red or other solid color Range Safety Flag visible from the firing line must always be displayed while firing is in progress on the range. 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 200 and 400 or 500 yards and at 600, 800 and 900 yards for Long-Range events.

#### 4.7 Firing Procedures and Range Commands

Rifle firing procedures in CMP-sanctioned matches must be conducted according to **Firing Procedures and Range Commands** for Highpower Rifle that are posted on the CMP Competition Rulebooks web page at <https://www.thecmp.org/rulebooks/>.

##### 4.7.1 Pre-Preparation

The Range Officer will call competitors to the firing line with the command **COMPETITORS TAKE YOUR POSITIONS...YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES**. During this time, competitors may handle their rifles, adjust, and prepare their rifles and equipment, get into their firing positions and do holding or aiming exercises, but they may not remove safety flags, close rifle actions or dry fire.

##### 4.7.2 Preparation Period

After the Pre-Preparation Time (two minutes), competitors will be given a three (3) minute Preparation Period before the start of Record Fire with the command **THE PREPARATION PERIOD BEGINS NOW**. Competitors may continue to prepare their positions, remove safety flags, and dry fire. After three (3) minutes, the Range Officer will command **THE PREPARATION PERIOD HAS ENDED**.

##### 4.7.3 Authorization to LOAD and Fire

The Preparation Period is followed by a Record Firing time. Competitors may only load their rifles after the Range Officer gives the command **LOAD**.

- a. On ranges with fixed or electronic targets, slow-fire firing times begin when the Range Officer commands **IS THE LINE READY?...THE LINE IS READY... START** (time starts with **START**). Rapid-fire firing times begin when the Range Officer commands **IS THE LINE READY?...THE LINE IS READY...READY ON THE RIGHT...READY ON THE LEFT...READY ON THE FIRING LINE...START** (time starts with **START**).
- b. On ranges with pit-operated targets, slow-fire firing times begin when the Range Officer commands **IS THE LINE READY?...THE FIRING LINE IS READY...YOU MAY FIRE WHEN YOUR TARGETS APPEAR**. Rapid-fire firing times begin when the Range Officer commands **IS THE LINE READY?...THE LINE IS READY... READY ON THE RIGHT...READY ON THE LEFT... READY ON THE FIRING LINE...YOU MAY FIRE WHEN YOUR TARGETS APPEAR**. (Times begin when targets are up--targets must be run up within 5 seconds).

##### 4.7.4 Time Limits, Pit-Operated Targets

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

#### **4.7.5 Time Limits, Fixed or Electronic Targets**

On ranges with fixed or electronic 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, Firing Times end when the Range Officer commands **CEASE FIRE**. On ranges with electronic targets that have firing time clocks (timers), **CEASE FIRE** commands will be given, but rapid-fire firing times end when the electronic timer indicates the firing time has expired (firing time reaches zero).

### **4.8 Firing and Completing a Match**

#### **4.8.1 Fire in a Match**

Any competitor who fires one or more recorded shots in at least three stages of a match shall be counted as having fired in the match.

#### **4.8.2 Completed Match**

A competitor who fires recorded shots in all stages of a match has completed the match. A team has completed a match when all firing-members fire recorded shots in all stages of the match. A match is completed when all competitors have had an opportunity to complete all stages of the match. If a match course of fire must be reduced in accordance with Rule 4.1.5, all firers must complete at least three stages (30 shots) of a rifle National Match Course.

#### **4.8.3 Range Alibi or Interruption of Fire**

A range alibi or interruption of fire occurs when a competitor, group of competitors or relay of competitors are prevented from firing or completing a series due to a fault of the range or range officials. If a range alibi occurs, additional time or a refire shall be permitted as follows:

- a) If there is a range alibi or interruption on an individual target during a slow-fire stage, the competitor will be allowed to finish firing within the time remaining when the range alibi occurred, or the competitor may be moved to another target and be given the amount of time remaining when the range alibi occurred plus two (2) additional minutes.
- b) If there is a range alibi or interruption on all targets on the range during a slow-fire stage, all competitors will be allowed to finish firing as soon as the problem is resolved within the time remaining when the range alibi occurred.
- c) In matches where sighters are allowed (*Rule 6.2.2, CMP Cup and Long Range Matches only*) and there is an interruption of three (3) minutes or more on ranges of 600 yards or longer (800, 900 or 1000 yards) or an interruption of five (5) minutes or more on ranges of 500 yards or less, one additional sighter is authorized before returning to record firing and one additional minute of time will be added to the time remaining when the competitor(s) resumes firing. The Scorer/Verifier must confirm the length of the interruption and the authorization for an additional sighter before the

competitor(s) resumes firing. If a longer interruption results in competitors getting out of position, the CRO may authorize one to three minutes of additional preparation time, as appropriate, for competitors to get back into position before firing resumes.

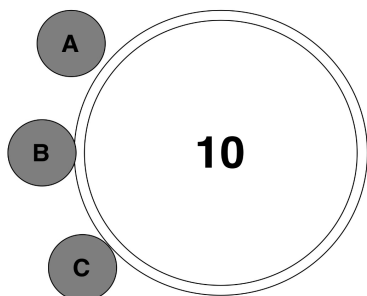
- d) If a range alibi or interruption occurs during a rapid-fire series, all shots fired will be nullified and pasted and a new series will be fired as soon as the problem is resolved.

## 4.9 Scoring and Results

The scoring of shots fired in CMP-sponsored or sanctioned competitions and the production of results lists shall be governed by these regulations.

### 4.9.1 Target Scoring Methods

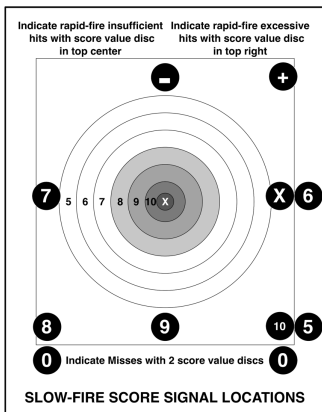
One of three methods of scoring may be used: a) the manual scoring of paper targets, b) the use of CMP-approved electronic targets (EST) or c) the use of a CMP-approved visual image electronic scoring system (VIS). The Match Program shall designate whether targets will be scored by competitors on the range or in the target pits or by Scorers in the statistical office. All shots fired in one competition must be scored with only one method of scoring. If a range has both paper targets (pit-operated targets) and electronic targets, both types of targets may be used in a sanctioned match if random squadding is used. However, for an EIC Match, all Non-Distinguished competitors must fire on the same type of target (electronic or paper/manual). All shots fired in CMP Highpower Rifle competitions shall be scored using a standard bullet diameter of .308 in. Scoring templates, scoring gauges and electronic or VIS targets shall use a standard shot hole diameter of .308 in. for making scoring decisions.



Scoring Doubtful Shots	
<b>A</b>	Shot does not touch outside edge of line. Scores lower value. Score = 9
<b>B</b>	Shot breaks scoring ring. Scores higher value. Score = 10
<b>C</b>	Shot just touches scoring ring. Scores higher value. Score = 10

### 4.9.2 Scoring Shots on Paper Targets

All shots shall be scored according to the highest value scoring ring that is hit or touched by that shot (see diagram below). 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 may use appropriate scoring templates or gauges to determine whether a doubtful shot does or does not touch a scoring ring or to determine whether two or more shots passed through a shot hole (double).

#### 4.9.3 Signaling Shot Values (Pit Operated Paper Targets)

When pit operated targets are used with paper targets, score value discs must be placed in the locations on the chart (see diagram on left) that correspond to the scored value of slow-fire shots. For 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.

#### 4.9.4 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. 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.

#### 4.9.5 Scoring Shots with the VIS Scoring System

Visual Imaging Scoring (VIS) uses computer vision technology (i. e. scanning, digitizing, photography, etc.) to record shot and target images that are analyzed and 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.

#### 4.9.6 Score Challenges, Paper Targets

If a competitor feels that a shot fired by them was improperly scored, the competitor must notify the Range 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 a 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.

#### **4.9.7 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 6.6. The Range Officer and Technical Officer will use the applicable provisions of Rule 6.6 to resolve the complaint. Officials is final and not subject to further protest or appeal.

#### **4.9.8 Requests for Re-Evaluation of Visual Image Scores**

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 shot hole image in the original scan 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.

#### **4.9.9 Scorecards**

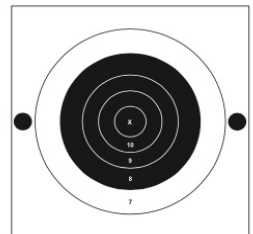
The CMP provides official scorecards that may be used to record the scores of all shots fired during CMP sponsored or sanctioned matches that use manual or electronic target scoring. Scorecards are not required when VIS scoring is used. For manual scoring, the Scorer is responsible for correctly recording 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, the Verifier is responsible for recording scores, however, if there is a discrepancy between the score recorded by the Verifier and the score recorded in the main computer, the score recorded in the main computer shall be counted as the correct score. 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. The Scorer or Verifier, not the competitor, must turn in signed scorecards to the Range Officer.

#### 4.9.10 Scoring Irregular Shots, Slow Fire

The following rules apply when there are irregularities in scoring competitor targets during slow-fire stages:

- 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 3.6.6).
- 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** command, and pit-operated 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. Another Sighting shot is not allowed.*
- e) **Unfired Shot.** Any shot(s) not fired within the time limit must be scored as a miss (0).
- f) **Too Many Shots.** If a competitor fires more than ten (10) or twenty (20) shots in a slow-fire series, the extra shots shall be nullified, and a two (2) point penalty must be deducted from the last valid shot. If a competitor fires more than 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). See also Rule 7.6.5 c) for extra shots on electronic targets.

- g) **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



**Inadvertent Pull**

Target Marker must paste the shot hole if a shot 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 re-fire that shot. The Target Officer must notify the Range Officer.

- h) **Unrecorded Shot.** If a Scorer inadvertently fails to record a shot, the Range Officer and Target Officer should 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.

#### **4.9.11 Scoring Irregular Shots, Rapid Fire**

The following rules apply when there are irregularities in scoring competitor targets during rapid-fire series:

- a) **Insufficient Shots.** If a competitor fires fewer than ten (10) shots and has saved rounds, as confirmed by the scorer and Range Officer, only the actual number of shots fired shall be scored. If a competitor fired an early shot before the targets came up from the pits or a late shot after the targets went down that did not hit the target, shots that did not hit the target must be scored as misses (0).
- b) **Insufficient Hits.** If a competitor fires ten (10) shots, has no saved rounds or early or late shots that did not hit the target, and the scorer confirms that the competitor fired ten (10) shots, but fewer than ten (10) shots are found on the target:
- The Range Officer and Target Officer must check for possible crossfires (excessive hits) on adjacent targets (normally two targets left and right). If there is a probable crossfire(s) on an adjacent target, only the visible hits on the target shall be scored and the missing shot(s) shall be scored as a miss (0).
  - If the Target Officer confirms that there is evidence of an off-target miss (for example, an irregular impact as seen by a Target Marker), the missing shot(s) shall be scored as a miss (0).
  - If there is no evidence of an early or late shot, crossfire or off-target miss and the scorer confirms that the competitor fired 10 shots, the Target Marker(s) and Target Officer shall determine whether one of the visible shots is a "double." If they find a double, the competitor shall be scored the score of ten (10) shots, with the score of the missing shot(s) to be determined by the shot identified as the double; or
  - If the Target Marker(s) and Target Officer cannot find a double, but there are nine or eight shots on the target, there is no evidence of an early or late shot, crossfire or off-target miss and the Scorer confirms

that the competitor fired 10 shots, the competitor shall be given the value of the lowest scored shot for their last shot(s).

- c) **Excessive Shots.** If a competitor 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).
- d) **Excessive Hits.** If a competitor's target receives more than ten (10) hits in a rapid-fire series:
- The Target Marker and Target Officer must confirm that the competitor fired ten (10) shots at his target; the competitor cannot be given scores for more than the actual number of shots fired.
  - The Target Marker and Target Officer may attempt to identify crossfire shots by determining if there are any different sized shot holes.
  - If it cannot be determined which shots are crossfires and there are eleven (11) or twelve (12) hits on the target, the competitor shall be given the scores of the ten (10) highest value shots.
  - If it cannot be determined which shots are crossfires and there are thirteen (13) or more hits on the target, the competitor shall be given the scores of the ten (10) lowest value shots, or the competitor may elect to refire and receive the score fired during the refire series.
- e) **Stationary (Fixed) Targets.** Scoring insufficient or excessive hits shall be done according to this rule (above).
- f) **Insufficient or Excessive Hits on Adjacent Targets.** If one target has nine (9) hits and an adjacent target on the immediate right or left has 11 hits, the Target Markers on those two targets must score the competitor on the target with nine hits as having fired nine (9) shots on their own target and a crossfire on the target with 11 hits. The Target Markers must score the competitor who had 11 hits on their target according to 3.10.11 d) above.

#### 4.9.12 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 next to the last stage, etc.
- b) If ties in individual slow-fire events remain unbroken, the tie will be broken by comparing each individual shot, beginning with the last shot fired, then the next-to-the-last shot, etc. (*an X ranks higher than a 10*).
- c) If ties in individual rapid-fire events remain unbroken, the tie is unbreakable, and the tied competitors shall be listed in alphabetical order according to their family names with the same ranking.

- d) Ties in team events shall be broken by applying the individual tie-breaking procedure (Rule 4.9.12 a) to the totals of the scores of all team members.
- e) Ties in aggregate events shall be broken by applying Rule 4.9.12 a) to the aggregate score and then to the last match fired, etc.
- f) Ties in Infantry Trophy Team Matches will be broken according to Rule 6.8.4 e).2.

#### **4.9.13 Preliminary Results List**

During and immediately after each competition event, scores must be entered in 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 in that event can check their scores. A protest time of a minimum of 30 minutes must be given 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.

#### **4.9.14 Results List Corrections**

At any time prior to the closing of the posted challenge period, competitors or team coaches may request that an error in score posting or calculating scores be corrected. No fee may be charged for requesting such corrections. The Statistical Officer must decide if an error was made. If a competitor is disqualified according to 4.12.3, the competitor's name must be listed at the end of the results list with no score and the notation: "Disqualified, Rule (*rule number*)."

#### **4.9.15 Final Results List**

Final results lists must display the scores of all competitors and teams in rank order according to scores with tie-breaking rules applied. Bulletins for team matches shall include the names and scores of all firing team members. A match sponsor may use an electronic results list as the official final results list if the electronic results list is open to public access. *Note: Match results lists posted on CMP Competition Tracker are open to the public.*

### **4.10 CMP Competitor Classification System**

The CMP Competitor Classification System facilitates the division of competitors in a competition into competitor classifications where competitors in that class are of similar ability. Competitor classifications are based on a competitor's average scores fired in their most recent competitions. The CMP maintains a national database of competitors and scores that are used to establish competitor classifications.

#### **4.10.1 Disciplines With Classifications**

The CMP Competitor Classification System is available for the following events:

- a) Highpower Rifle events (Rules 6.3, 6.4, 6.5, 6.10) fired with the Service Rifle (Rules 5.1.1, 5.1.3, 5.1.4), Alternative Rifle (Rule 5.1.2) and Match Rifle (Rule 5.1.5).
- b) Long-Range Rifle events (Rule 6.10) fired with the Service Rifle (Rules 5.1.1, 5.1.3, 5.1.4), Alternative Rifle (Rule 5.1.2), Match Rifle (Rule 5.1.5) and Long-Range Service Rifle (Rule 5.1.6).
- c) Mid-Range Rifle events (Rules 6.14) fired with the Service Rifle (Rules 5.1.1, 5.1.3, 5.1.4), Alternative Rifle (Rule 5.1.2), Match Rifle (Rule 5.1.5) and Long-Range Service Rifle (Rule 5.1.6).

#### **4.10.2 Highpower Rifle Events Recorded**

CMP Highpower Rifle Classifications are provided for scores fired by competitors in individual highpower rifle events including the President's Rifle Course, 30 shots; National Match Course, 50 shots; CMP Standard Course, 4 x 20 shots and the CMP Long Course, 5 x 20 shots; whether fired on 200-, 300- or 600-yard ranges. Scores fired in 200 or 300-yard Short Range Courses will be recorded. Scores fired in team matches will not be recorded. Scores will be recorded for complete events (normally, 30, 50, 80 or 100 shots). However, if an event is shortened according to 4.1.5, the scores for the completed series will be recorded. If a competitor whose current classification is Expert or higher fires a sub-normal 10-shot series score, which is defined as a score that is less than 60 percent of the competitor's current 10-shot average, that 10-shot score will not be included in classification calculations.

#### **4.10.3 Long-Range Rifle Events Recorded**

CMP Long-Range Rifle Classifications are provided for scores fired by competitors in individual Long-Range Rifle events including the Camp Perry 1000, 20 shots at 1000 yards, and the Viale Long-Range Match, 15 shots each at 800, 900 and 1000 yards (45 shots total).

#### **4.10.4 Mid-Range Rifle Events Recorded**

CMP Mid-Range Rifle Classifications are provided for scores fired by competitors in individual Mid-Range Rifle 2x20 and 3x20 events fired at distances of 300, 500 and 600 yards.

#### **4.10.5 Classification Calculations**

CMP Highpower Rifle Classifications are based on the competitor's current 10-shot average for a minimum of 50 shots that were recorded after 1 January 2016. CMP Long-Range Rifle Classifications are based on the competitor's current 10-shot average for a minimum of 50 shots that were recorded after 1 January 2018. CMP Mid-Range Rifle Classifications are based on the competitor's current 10-shot average for a minimum of 50 shots that were recorded after 1 January 2025. After a competitor has a minimum of 50 recorded shots their 10-shot average will be computed by considering the most recent recorded 20, 30, 45, 50, 80 or 100-shot event scores or partial event

scores (Rule 4.1.5 course of fire reductions and the deletion of sub-normal scores). When the most recent recorded scores total 240 or more shots for Highpower Rifle or 140 shots for Long-Range or Mid-Range Rifle, the oldest recorded scores will no longer be considered, provided scores for at least 240 or 140 recorded shots are considered. Classifications will automatically be updated as soon as additional match scores are recorded. Any classification changes will be displayed in the CMP Competitor Classification database and become effective immediately. Classifications may go up or down until 240 or 140 shots are recorded. After at least 240 or 140 shots are recorded, classifications will not go down regardless of the competitor's current average unless a competitor requests that CMP Competitions consider a downward classification for them based on the competitor having a consistent lower average.

#### 4.10.6 Current Classifications

A competitor's official current classification is the classification displayed in the CMP Competitor Classification database. Competitor Classifications are available for online look-ups by the competitor or match sponsors. CMP Highpower Rifle Classification scores are shown in the chart.

Classification	High Master	Master	Expert	Sharp-shooter	Marks-man
Highpower Rifle	≥98.0	95.0-97.99	90.0-94.99	85.0-89.99	<85.0
Long-Range Rifle	≥98.0	95.0-97.99	90.0-94.99	85.0-89.99	<85.0
Mid-Range Rifle	≥98.0	95.0-97.99	90.0-94.99	85.0-89.99	<85.0

#### 4.10.7 Classification System Use

Sponsors of CMP-sanctioned highpower rifle matches may use the CMP Competitor Classification System as a basis for providing awards. When the Classification System is used, this must be announced in the match program. When a competitor's entry in a match is confirmed, the Statistical Officer may do an online lookup to confirm the competitor's current official classification. When there are fewer than six (6) competitors in a classification, match sponsors may combine that class with the next higher classification.

#### 4.10.8 Classification Reciprocity

Competitors who do not have a CMP Classification, but who have an NRA classification, may elect to compete with their current NRA classification. After a competitor establishes a CMP classification, they may continue to elect to compete with an NRA classification if it is higher than their CMP classification,

but they may not compete with an NRA classification that is lower than their CMP classification.

#### **4.10.9 Unclassified Competitors**

Competitors who do not have a Highpower or Long-Range Rifle classification (CMP or NRA) must compete in the Master Class for their first competition.

### **4.11 Awards**

The CMP provides a comprehensive awards program to recognize competitors in CMP sanctioned rifle and pistol matches for marksmanship excellence and successful participation and to give all competitors incentives to participate and improve.

#### **4.11.1 Distinguished Badge Program**

Non-Distinguished competitors in National Trophy and EIC Matches are eligible to earn EIC credit points that count towards the awarding of Distinguished Rifleman or Distinguished Marksman Badges in accordance with Rule 10.0.

#### **4.11.2 National Trophy Matches Awards**

All competitors, regardless of Non-Distinguished or Distinguished status, are eligible to win trophies and awards in the National Trophy Matches in accordance with awards regulations in these Rules (Rule 8.0, The National Matches) if they fire all events in regular, legal positions (6.1).

- a) **CMP National Trophies.** Permanent National Trophies are presented to match winners in accordance with these rules and the CMP National Matches Program. National Trophies are engraved with winner's names and remain in CMP custody.
- b) **CMP Trophy Winners.** Winners of National Trophies are awarded trophy plaques with photos or facsimiles of the trophies. For team events, the team members, team coach and team captain each receive a trophy plaque.
- c) **Special Awards.** The CMP or award donors may provide additional special match awards, prizes, or medals.
- d) **Minimum Requirements for Awards.** Any minimum requirements for awards must be stated in the Match Program.

#### **4.11.3 CMP Rifle Achievement Awards**

To provide incentives for Rifle EIC Match competitors to participate and improve, the CMP provides Achievement Pins for competitors who equal or exceed established Achievement Award cut-scores. EIC Achievement Award cut-scores are determined based on previous National Matches National Trophy Individual Non-Distinguished 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. In CMP-sanctioned Rifle EIC Matches, Gold, Silver and Bronze Achievement Pins will be awarded according to the following standards:

<b>Table 2 – CMP Service Rifle Achievement Award Cut Scores</b>			
<b>Event</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
Service Rifle or Alternative Rifle EIC NMC	<u>487+</u>	<u>479-486</u>	<u>467-478</u>

## **4.12 Rule Violations and Disciplinary Actions**

### **4.12.1 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 Chief Range Officer 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 4.14.

### **4.12.2 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 safety rules (Rule 2.0) and/or range safety rules;
- 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 4.12.2 c);
- d) Failure to perform assigned duties as a Scorer, Verifier or Target Marker (Rule 4.4);
- 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.

### 4.12.3 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.

## 4.13 Protests and Protest Resolution

### 4.13.1 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 4.10) regarding the number and scores of shots are final and may not be protested.

### 4.13.2 Protest Procedures

- a) **Complaint.** A competitor may "complain" about competition conditions or a competition official's decision to any Competition Official. The Competition Official who receives the complaint may respond 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 4.2.9 to decide the protest, except that at the National Matches the National Matches Protest Jury (see 4.13.5) shall decide protests. A competition official who was involved in the original competition officials' decision may not serve on the Jury.

#### **4.13.3 Protest Decisions**

A majority of the Jury must decide the protest. The Jury decision must be based on these 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.

#### **4.13.4 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.

#### **4.13.5 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.

### ***4.14 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 Rules Sub-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 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 Sub-Committee regarding suspension or other disciplinary action shall be final.

## 5.0 Firearms, Ammunition and Equipment

### 5.1 CMP Highpower Rifle Rules

Rifles that comply with this rule may be used in CMP-sanctioned matches in accordance with these rules and/or the match program. A CMP Service Rifle is defined as any rifle that complies with Rules 5.1.1, 5.1.3 or 5.1.4. A CMP Alternative Rifle is any rifle that complies with Rule 5.1.2. A Match Rifle is any rifle that complies with Rule 5.1.5.

**5.1.1 M16/AR15-Type Service Rifle.** The rifle must be an M16 U. S. Service Rifle or a similar AR15-type commercial rifle that is derived from the M16 service rifle design. Rifles must exhibit the general overall external appearance of the M-16 rifle or carbine (see Rule 5.1.1 j). Visible barrel profiles, handguards or quad rails, receivers, pistol grips, carry handles or rails and fixed or collapsible stocks must appear essentially the same as the M16 service rifle and must incorporate the following features; functional forward assist, integral case deflector, functional ejection port cover, and a Picatinny rail located at standard MIL-SPEC height. The following specific rules apply to this rifle:

- a) **Cartridge.** Must be chambered for the 5.56 x 45 mm NATO (.223) cartridge.
- b) **Action.** Must be designed or modified so that only semi-automatic fire is possible. The gas operating system must be fully operable and adhere to the original M16 rifle design (i. e. Stoner design, gas impingement system) or have a piston-operated gas system. Adjustable gas blocks are not permitted. A gas block without a front sight is permitted. Left-handed receivers that reverse the operational design features of M16/AR-type rifles and with the ejection port opening upwards are permitted. An extended bolt release is permitted on both right and left-handed receivers, provided there are no permanent alterations to upper or lower receivers.
  - i) Relieved (Milled/Cut) lowers are allowed, but the use of an extended bolt release that requires a relief in the receiver is not permitted.

- Extended bolt releases must be attached on the original manufactured side of the lower receiver.
- ii) Billested uppers and/or lower receivers are permitted.
  - iii) Ambidextrous safeties, ambidextrous magazine releases and ambidextrous charging handles are permitted, provided no permanent alteration to the receiver was made to install them. Extended levers on M16/AR15 charging handles are permitted.
- c) **Barrel.** Barrel length may not exceed the standard A2 barrel length of 20 inches, as measured from the bolt face to the end of the barrel. Flash suppressors are not required, but if the barrel has a flash suppressor the length of the barrel measured from the bolt face to the end of the flash suppressor shall not exceed 21 ¼ inches. No full-length heavy barrels are permitted. No portion of the barrel forward of the rearward location of the gas block or front sight tenon shall have a diameter exceeding .750". Upper receivers and/or barrels may not be changed during the firing of any event. Standard rifle length gas systems must be used for 20-inch barrels; carbine length gas systems may be used for barrels less than 20 inches. Barrels may not have compensators, muzzle brakes or sound suppressors.
- d) **Trigger.** Triggers may be either two-stage or single-stage. Triggers may be adjustable, provided all adjustments are internal. Triggers must be of standard curved design; trigger shoes are not permitted. The trigger pull must be at least 4.5 pounds.
- e) **Handguard.** The receiver and handguard must be machined as separate parts. Standard M16-type service handguards (which may conceal a float tube) may be used or military design or aftermarket free floating rail systems may be used. The rail may be of one- or multiple-piece design and be attached to the receiver by means of the rail itself or with a standard or special barrel nut. Key-Mod, M-Lok or similar mounting systems are permitted. Handguards may be of any length and the front sling swivel may be attached to the hand guard, but any front sling swivel location must be fixed 13 in. (+/- 0.5 in.) from the forward edge of the magazine well on M16 configured rifles or 8.0 in. (+/- 0.5 in.) on M4 configured rifles. Handguards or float tubes may not have any additional features that could be used as a hand stop.
- f) **Butt-Stocks.** Butt-stocks may vary in length and be either fixed or adjustable. Adjustable length butt-stocks may be changed during an event, but butt-stocks that allow other adjustments such as the cheek-piece height or butt-plate location are not permitted. Permitted pistol grips include A1, A2 or similarly shaped, symmetrical pistol grips with no orthopedic features such as thumb rests or palm shelves.
- g) **Magazines.** Metal or synthetic (polymer) magazines, standard issue, or commercial equivalent, straight or curved, must be attached during the

firing of all courses and in all positions. Allowable magazines and single round loading devices may vary in length and curvature, provided that they do not exceed 7 3/4 inches from top to bottom as measured along the back of the spine. 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. Alterations to the magazine to allow the use of cartridges exceeding SAAMI OAL specifications are permitted.

- h) **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.
- i) **Metallic Sights.** Alternatively, the rifle may be equipped with an issue type front sight assembly, removable front sight, or a collapsible front sight. Metallic rear sights, if used, must have an M16 type sight design with the rear sight in the carry handle. All metallic sights must utilize a front sight post and have a maximum sight radius of 20.5 inches.
- j) **General External Appearance.** The requirement for rifles to adhere to the M16 rifle "general overall external appearance" standard shall be enforced with reasonable flexibility. Minor variations from this standard may be approved, provided that the requested variance 1) does not provide an unfair advantage, 2) fulfills the functionality requirements of this rule (5.1.1) and 3) generally meets M16 rifle external dimension specifications.

**5.1.2 CMP Alternative Rifle.** Residents of states where the ownership of a Service Rifle that complies with Rule 5.1.1 is prohibited by law may use a CMP Alternative Rifle that complies with the following requirements:

- a) **Cartridge.** Must be chambered for the 5.56 NATO (.223) cartridge.
- b) **Action.** The rifle action may be semi-automatic or manually operated.
- c) **Barrel.** Barrel length may not exceed the standard A2 barrel length of 20 inches, as measured from the bolt face to the end of the barrel. If the barrel has a flash suppressor, the length of the barrel measured from the bolt face to the end of the flash suppressor shall not exceed 21 1/4". No full heavy barrels are allowed; the forward seven (7) inches of the barrel shall

not have a diameter exceeding .750". Barrels may not have compensators, muzzle brakes or sound suppressors.

- d) **Trigger.** Triggers may be either two-stage or single-stage. Triggers may be adjustable, provided all adjustments are internal. Triggers must be of standard curved design; trigger shoes are not permitted. The trigger pull must be at least 4.5 pounds.
- e) **Stock.** The type of stock is optional. The front sling swivel location must be fixed on the fore-end or handguard 17 in. (+/- 0.5 in.) from the trigger. The butt-stock and cheek-piece must be symmetrical (ambidextrous) and in line with the centerline of the bore. The butt-plate must be vertical (perpendicular to the centerline of the bore). The length of pull of the stock may be adjustable, but butt stocks that allow other adjustments such as the cheek-piece height or butt-plate location may not be used. The stock may or may not have a pistol grip. If the stock has a pistol grip, it may not be designed to support the bottom of the trigger hand (hand rest) or extend more than 6 inches below the centerline of the bore.
- f) **Magazines.** The rifle may have an internal magazine, a flush-mounted removable magazine, or any magazine or single-loading device which does not exceed 7 3/4 inches from top to bottom as measured along the back of the spine. Any flush-mounted removable magazine or magazine which is shorter than a standard 20-round AR15 magazine is 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. Alterations to the magazine to allow the use of cartridges exceeding SAAMI OAL specifications are permitted.
- g) **Optical Sights.** The rifle may have an optical sight with a maximum power of 4.5X. Variable scopes with a maximum power of 4.5X are permitted, provided they were produced with a maximum magnification of 4.5X and have a maximum objective lens diameter of 34 mm. 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.
- h) **Metallic Sights.** Alternatively, the rifle may be equipped with an aperture rear sight and an M16-type fixed front sight assembly with a maximum sight radius of 20.5 inches.

### 5.1.3 M14/M1A-Type Service Rifle

The rifle must be an M14/M1A-type rifle that was issued by the U.S. Armed Forces, a Springfield Armory manufactured rifle or another commercial rifle of the same type and caliber. The following specific rules apply:

- a) The rifle must be chambered for the 7.62 mm NATO cartridge (.308 Winchester).
- b) The rifle must have a trigger pull of at least 4.5 pounds.
- c) No alteration or modification may change the external configuration of the rifle, except that left-handed receivers that reverse the operational design features of M14/M1A-type rifles are permitted.
- d) 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.
- e) No modification may interfere with the original functioning of the rifle and its safety devices.
- f) Rear sight windage and elevation adjustments may be modified to allow finer adjustments.
- g) 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.
- h) The hinged butt plate may only be used in the folded position.
- i) Stocks may have any color. Metals may have any finish. Metal components may be either steel or aluminum alloy.
- j) 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.
- k) 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.
- l) **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.

- m) **Metallic Sights.** Alternatively, the rifle may be equipped with standard issue metallic sights. The dimensions of the rear sight aperture (internal diameter) and the front sight post (width) may vary from standard military dimensions. 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.

#### 5.1.4 M1 Garand-Type Service Rifle

- a) The rifle must be a Caliber .30 U. S. M1 Garand-type rifle. The rifle must be a service rifle that was issued by the U.S. Armed Forces or a commercial rifle of the same type and caliber. The following specific rules apply to these rifles:
- b) The rifle must be chambered for either the .30-06- or 7.62-mm NATO (.308 Win.) cartridge.
- c) No alteration or modification may change the external configuration of the rifle, except as authorized in 5.1.4 j).
- d) 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.
- e) No modification may interfere with the original functioning of the rifle and its safety devices.
- f) The rifle must have a trigger pull of at least 4.5 pounds.
- g) Rear sight windage and elevation adjustments may be modified to allow finer adjustments.
- h) The dimensions of the rear sight aperture (internal diameter) and the front sight post (width) may vary from standard military dimensions. A rear sight hood on an M1 Garand 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.
- i) **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 or barrel. 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.

- j) Stock dimensions must comply with original stock dimensions. 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 material is not orthopedically shaped and is fixed so it cannot be moved or adjusted for different firing positions.

#### 5.1.5 Match Rifle

A rifle that complies with this rule may be used in CMP sanctioned matches when authorized by the Match Program. Match sponsors may divide sanctioned match competitors into two categories for a) Service and Alternative Rifles and b) Match Rifles.

- a) **Cartridge.** May be chambered for any cartridge not exceeding .308" in diameter and not less than .224" in diameter.
- b) **Action.** May be semi-automatic or manually operated magazine-fed repeater actions, except that match rifles used in prone only or Long-Range Matches (Rule 6.9) may be single shot rifles.
- c) **Barrel.** Barrels may not have compensators, muzzle brakes or sound suppressors.
- d) **Trigger.** Unlimited, but rifles with triggers that will not remain cocked under common competition conditions are not permitted.
- e) **Weight.** Weight is unlimited.
- f) **Magazine.** Must have a magazine capacity of not less than 5 rounds and not more than twenty (20) rounds, except that rifles used in prone only, Mid-Range Matches (Rule 6.12), or Long-Range Matches (Rule 6.9) may be single shot rifles and are not required to have magazines. Magazines may be internal or detachable.
- g) **Sights.** Sights may be metallic or optical. Optical sights may be of any magnification, either fixed or variable. If the Match Program requires the use of metallic ("iron") sights for a specific event, only metallic sights may be used when firing that event.
- h) **Accessories.** Adjustable cheek-pieces and butt-plates are permitted. Butt-plates may have a curved rear surface, but the depth of the curve, as measured from a straight line from the top to the bottom of the butt-plate may not exceed 0.5 inches. Hook butt-plates and palm-rests are prohibited. Fore-end attachments (fore-end riser blocks) that do not exceed 3.5 inches in depth from the centerline of the bore when attached to the fore-end may be used in one or more positions or removed in one or more positions. Fore-end attachments must have a flat (straight line) surface without anatomical shaping (i.e., thumb or finger grooves, etc.). Fore-end attachments may have a hand stop that can be used in the prone and kneeling positions or an attachment device that are not included in stock depth measurements.

#### 5.1.6 Long Range Service Rifle

The rifle must be an M110 U. S. Army Service Rifle or a similar AR10-type commercial rifle that is derived from the M16 service rifle design. The rifle must comply with the technical requirements in Rule 5.1.1, except that the rifle must be chambered for the 7.62 x 51 mm NATO (.308) cartridge, integral trigger guards are permitted on these rifles and the maximum diameter of any portion of the barrel forward of the rearward location of the gas block shall not exceed 0.875". The rifle may be equipped with optical sights, maximum 4.5X, in accordance with 5.1.3 I).

### 5.1.7 F-Class Target Rifle (F-TR)

- a) **The Rifle.** The rifle must be chambered for the 5.56mm x 45mm NATO (.223) or 7.62 x 51mm (.308) cartridge. Rifle chambers may not exceed SAAMI or CIP specifications for these cartridges. Any sights are permitted. Any safe, manually operated trigger is permitted. The maximum weight is 8.25 kg. (18.19 lbs.) when weighed with the bipod, sights, sling (if used) and any attachment. A muzzle brake or compensator is not allowed. [A suppressor or silencer is allowed.](#)
- b) **Bipod.** The rifle may be fired with a bipod support or sling, but not both. If a bipod is used, it must be attached to the fore-end of the rifle. Bipods may have no more than two legs that rest on the firing point. Bipod legs may be rigid or folding and may be adjustable in length.
- c) **Rear Rest.** The butt of the rifle may not touch the ground during firing. The butt may be supported by a small sandbag, rabbit-eared bag or the competitor's hand. The rear rest may not be attached to the rifle.

### 5.1.8 F-Class Open Rifle (F-O)

- a) **The Rifle.** The rifle may be chambered for any cartridge up to .35 caliber. The maximum fore-end width is 76 mm (2.99"). Any sights are permitted. The maximum weight is 10 kg. (22.0 lbs.); the rifle must be weighed with sights and any attachments that are fixed to the rifle. The rifle must be fired from the shoulder; rail guns are not allowed. A muzzle brake or compensator is not allowed. [A suppressor or silencer is allowed.](#)
- b) **Front Rest.** The rifle may be fired with an adjustable front rest. The rest may not provide any mechanical method for returning the rifle to its previous point of aim (this must be done by the competitor). The front rest may have no more than three support points (feet); each support point may have a spike that can be pressed into the ground. The area of contact between the rifle fore-end and the front rest may not exceed 76 mm x 76 mm (2.99" x 2.99"). The use of a table or solid flat surface that extends under both the front and rear rests is prohibited.
- c) **Rear Rest.** The butt of the rifle may not touch the ground during firing. The butt may be supported by a small sandbag, rabbit-ear bag, or the

competitor's hand. The rear rest may not be attached to the rifle. Mechanical or adjustable rear rests are prohibited.

### 5.1.9 AR Tactical Rifle

- a) **The Rifle.** The rifle must be an AR-Type (AR platform) rifle chambered for any cartridge with a bullet diameter between 5.56mm (.223) and 7.62mm (.308). The maximum barrel length is 22.0 in. The minimum trigger pull weight is 4.5 lbs. Any sights are permitted; optical sights may not exceed 16X; if a variable scope is used its magnification may be taped at 16X or less. The butt-stock and cheek-piece must be symmetrical (ambidextrous) and in line with the centerline of the bore. Tactical stocks that allow length of pull and cheek-piece height adjustments are permitted. Butt-plates must be vertical (perpendicular to the centerline of the bore) and may be adjusted for height. If the stock has a pistol grip, it may not have a hand rest or orthopedic grip and may not extend more than 6.0 in. below the centerline of the bore. A muzzle brake, or compensator is not allowed. A suppressor or silencer is allowed. The maximum weight is 14 lbs. when weighed with sights, sling (if used) and bi-pod.
- b) **Front Rest.** The rifle may be equipped with a bipod with legs that fold parallel to the rifle barrel or a field-expedient front rest consisting of a backpack or range bag may be used.
- c) **Rear Rest.** A bag without ears or special shaping may be used.

### 5.1.10 F-Class Practical Rifle (F-P)

The F-Practical (F-P) category is intended to provide competitors with an affordable and accessible F-Class category where they can use readily available factory production rifles and equipment to compete with other competitors who use equipment that has similar capabilities. F-Practical Rules seek to limit equipment costs by requiring competitors to use factory production equipment that is further restricted by limits defined in the rule. Custom rifles, high magnification optics and micro-adjustable rifle supports are not allowed in this category. The total "current" manufacturer's suggested retail price of a competitor's F-Practical rifle, scope and bipod may not exceed \$3,000.

- a) **The Rifle.** The rifle must be a factory production rifle that is or has been a catalog item readily available to the public. Rifles must comply with these specifications:
  - Type of Rifle. Must be a manually-operated magazine-fed repeater or single shot rifle.
  - Chambering. May be chambered for any cartridge offered by the manufacturer that does not exceed 30 caliber (.308 dia.). Rifles chambered for "magnum" cartridges are not allowed.

- **Barrel.** May have a maximum barrel length of 26 inches. Rifles may have a replacement barrel if the replacement barrel retains the original factory barrel contour. The cost of a replacement barrel is not included in calculating total retail costs of rifles and equipment. Barrel tuners, or items attached to the barrel that act as a tuner are not allowed.
  - **Maximum Weight.** May not exceed 14.0 pounds (5.90 kg) when weighed with sights, magazine (if detachable), bipod and sling (if used).
  - **Trigger.** The trigger pull must be at least 2.0 pounds. Safe adjustments to the factory trigger are allowed. Aftermarket triggers are not allowed.
  - **Rifle Configuration.** Rifles must have a factory production stock or chassis. The stock may have a Monte Carlo cheek-piece. Adjustable cheek-pieces and butt-plates are permitted, provided that they were part of the original production rifle. After-market cheek-pieces and butt-plates are not permitted.
  - **Sights.** Optical sights with a maximum magnification of 16X are permitted; if a variable scope is used, its magnification may be taped at 16X or less.
  - **Accessories.** A muzzle brake, compensator, silencer or suppressor is not permitted.
- b) **Bipod.** The rifle may be fired with a bipod support or sling, but not both (see Rule 6.1.4). If a bipod is used, it must be attached to the fore-end of the rifle. Bipods may have no more than two legs that rest on the firing point. Bipod legs may be adjustable, but they must fold parallel to the rifle barrel. Adjustable mechanical rests are not permitted.
- c) **Rear Rest.** The butt of the rifle may not touch the ground during firing. The butt may be supported by a small sandbag, rabbit-eared bag or the competitor's hand. The rear rest may not be attached to the rifle.

## **5.2 Special Firearm Regulations**

### **5.2.1 Changing Firearms**

Firearms used in CMP rifle events may not be changed during the firing of any single event, except when a rifle is declared disabled by the Chief Range Officer. The changing of the upper receiver and/or upper barrel assembly of a Service Rifle is not allowed.

### **5.2.2 Firearm Inspections**

Competitors are responsible for ensuring that their firearms are safe and meet all applicable requirements of Rules 5.1 through 5.6. The Match Director and

competition officials are authorized to check firearms and equipment for compliance with CMP Rules before, during or after competitions. The CMP may establish post-competition firearm inspections where firearms used in CMP sanctioned competitions are disassembled and checked to ensure compliance with CMP Rules. 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 must be disqualified.

### **5.2.3 Weighing Triggers**

Service rifles must comply with minimum trigger pull weights that are specified in Rules 5.1.1-5.1.4 and 5.2.1-5.2.6. 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.

### **5.2.4 Sharing Firearms**

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

### **5.2.5 Disabled Firearms**

A disabled rifle is one that cannot be fired or cannot safely be fired. Disabled rifles may be replaced if a substitution can be made without delaying that stage of the match. The replacement rifle must comply with these rules and be of the same type and caliber as the disabled firearm. A Range Officer must confirm that the rifle is disabled before it may be replaced.

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

Each competitor is responsible for using a rifle and ammunition that operates and functions safely. In CMP-sponsored or sanctioned competitions, the CMP Programs Chief, Match Director, Chief Range Officer, Chief Target Officer, Chief Technical Officer or their designees are authorized to bar from use any combination of firearm and ammunition that is deemed destructive to electronic targets and their components, or that is deemed destructive to target structures or unsafe to personnel in the target pits due to bullet construction or inaccuracy or that is unsafe to the competitor or range personnel.

## ***5.3 Ammunition***

Rifle competitors may use any safe ammunition, except that match sponsors may elect to issue ammunition to all competitors. If ammunition is issued, all competitors must use the issued ammunition. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used.

## ***5.4 Rifle Slings***

Slings may be used to provide support for the firing position in CMP-recognized rifle events in accordance with these regulations:

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

Slings used on all service rifles must be standard U. S. military issue M1907 leather, or M1 web slings or identical slings of commercial manufacture made of leather, web, or synthetic material.

#### **5.4.2 Sling Configuration**

Military issue or commercial M1907 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 inches and no thicker than 3/16 inch. Leather slings may have no more than two keepers no wider than 7/8 inch each.

#### **5.4.3 Sling Attachment**

Slings must be attached directly to the front sling swivel; a sling hook may not be used to attach a M1907 pattern or M1 sling to the front sling swivel. Quick detachable sling swivels are permitted on the handguard/fore-end and/or butt-stock.

#### **5.4.4 Prohibited Sling Features**

Competitors using Service Rifles (Rules 5.1.1, 5.1.3, 5.1.4) or Alternative Rifles (Rule 5.1.2) may not use sling cuffs or padded or lined slings. The use of hooks, buttons, straps, or similar devices fastened to the shooting coat to hold the sling in place is not permitted.

#### **5.4.5 Match Rifle Slings**

Competitors using Match Rifles (Rule 5.1.5) may wear shooting coats with hooks, buttons or straps used to hold the sling in place. Slings used with Match Rifles may be any type of sling with a maximum width of 3.5 inches.

#### **5.4.6 How Slings Are Used**

Slings must remain attached to Service or Alternative rifles in all positions when they are being fired. M1907 or M1 slings may be configured with arm loops and used for support in the prone, sitting, or kneeling positions. In the standing position, slings must remain attached at both the butt-stock and handguard/fore-end of the rifle and may not be so tight as to support the back of the hand or wrist. The sling may be included within the grip. The sling may be used to support the standing position only in the 200-yard stage of the Infantry Team Match where the sling may be used as a hasty sling without using an arm loop, but with the sling wrapped around the arm (Rule 6.8.3 b)). In the sitting or kneeling and prone positions, the sling must be attached at the forward sling swivel, but it does not have to remain attached at the rear sling swivel.

## **5.5 Shooting Clothing and Accessories**

### **5.5.1 Shooting Jackets**

- a) **Allowable Materials.** Shooting jackets worn in CMP Rifle competitions 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.
- b) **Inspection Procedures.** Competition 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.

### **5.5.2 Other Clothing**

Except for the shooting jacket, only normal outdoor or sports clothing may be worn. Wearing a maximum of two sweatshirts made of soft, pliable, flexible material under the shooting jacket is permitted. Trousers and shoes or boots must be ordinary trousers and shoes or boots; special shooting trousers or special shooting shoes or boots may not be worn.

### **5.5.3 Shooting Glove**

Special shooting gloves may be worn on the left hand (right-handed shooter) in all CMP Service Rifle events.

### **5.5.4 Shooting Mats**

Ground cloths or shooting mats may be used in all CMP Service Rifle events, while firing in the prone, sitting, or kneeling positions. Shooting mats may not be used in the standing position or in the National Trophy Infantry Team Match (Rule 6.8.3 c). Mats may only be folded once (maximum double layer).

### **5.5.5 Kneeling Rolls**

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

### **5.5.6 Spotting Scopes**

The use of a telescope to spot shots is permitted. 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.

### **5.5.7 Shooting Kits or Stools**

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

### **5.5.8 Electronic Devices**

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.

### **5.5.9 Wind Indicators**

Electronic or mechanical wind gauges or indicators may be used behind the firing line or on the line to evaluate wind conditions, but they may not be placed ahead of the firing line.

### **5.5.10 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 Highpower Rifle Rules.

## **5.6 Targets**

### **5.6.1 Targets**

Firing may be done on paper or electronic targets. Paper targets must bear the specific designations authorized in this rule. Electronic targets must be targets

approved by the International Shooting Sport Federation (ISSF) or the CMP and be programmed to score hits according to the scoring ring dimensions of targets described in this rule. If VIS scoring is used, the target must be compatible with target specifications identified in the VIS system documentation.

**5.6.2 Highpower Rifle Targets**

The following targets or a CMP-approved target with the same scoring ring dimensions are used for all CMP courses of fire (TABLES 3, 4 and 5) except the National Trophy Infantry Team Match (TABLE 6). National Trophy Infantry Team Match targets are described in Rule 6.8.2 a).

- a) **200-Yard SR Target.** The standard U.S. Army Short-Range (SR) (200-300 yards or meters) competitive rifle target with the X, 10 and 9 rings black or the NRA SR target may be used.

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) **300-Yard SR-3 Target.** Same target as in (1) above, but with the X, 10, 9 and 8 rings black. The NRA SR-3 target may be used.

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.

- c) **600-Yard MR Target.** Standard U.S. Army Mid-Range (MR) (600 yards or meters) competitive rifle target with the X, 10, 9, 8 and 7 rings black. The NRA MR-1 target may be used.

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.

- d) **800, 900 and 1000-Yard LR Target.** The target is used for long range shooting at 800, 900 and 1000 yards.

X ring	10.00 in.	Aiming black	44.00 in.
10 ring	20.00 in.	7 ring	60.00 in.
9 ring	30.00 in.	6 ring	72" x 72" square
8 ring	44.00 in.	5 ring	37.00 in.

- e) **100-Yard Reduced 200-Yard SR Target.** The 200-yard SR target reduced for firing at 100 yards. This target is used for the M1 Carbine Match and may be used in Short Range courses of fire that are fired at 100 yards. The NRA SR-1 target may be used.

- f) **100-Yard Reduced 300-Yard SR Target.** The 300-yard SR target reduced for firing at 100 yards. This target is used in Short Range courses of fire that are fired at 100 yards. The NRA SR-21 target may be used.
- g) **100-Yard Reduced 600-Yard MR Target.** The 600-yard MR target reduced for firing at 100 yards. This target is used in Short Range courses of fire that are fired at 100 yards. The NRA MR-31 target may be used.
- h) **200-Yard Reduced 300-Yard SR Target.** The 300-yard SR target reduced for firing at 200 yards. This target is used in Short Range courses of fire that are fired at 200 yards. The NRA SR-42 target may be used.
- i) **200-Yard Reduced 600-Yard MR Target.** The 600-yard MR target reduced for firing at 200 yards. This target is used in Short Range courses of fire that are fired at 200 yards. The NRA MR-52 target may be used.
- j) **300-Yard Reduced 600-Yard MR Target.** The 600-yard MR target reduced for firing at 300 yards. This target is used in Short Range courses of fire that are fired at 200 and 300 yards and for the 300-yard stage of the 300/500/600-Yard Mid-Range event. The NRA MR-63 target may be used.
- k) **500-Yard Reduced 600-Yard MR Target.** The 600-yard MR target reduced for firing at 500 yards. This target is used for the 500-yard stage of the 300/500/600-Yard Mid-Range event.

### 5.6.3 Infantry Trophy Rifle Targets

U. S. Army “E” and “F” silhouette targets that are used for the Infantry Trophy Team Match are described in Rule 6.8.

### 5.6.4 F-Class Targets

The following targets are used for CMP F-Class courses of fire (Rules 6.11 and 6.13).

- a) **600-Yard MR-1FC Target.** Standard U.S. Army Mid-Range (MR) (600 yards or meters) competitive rifle target with the X, 10, 9, 8 and 7 rings black. The NRA MR-1 target may be used.

X-ring	3.00 in.	7-ring	24.00 in.
10-ring	6.00 in.	6-ring	30.00 in.
9-ring	12.00 in.	5-ring	36.00 in.
8-ring	18.00 in.	Aiming black	36.00 in.

- b) **800, 900 and 1000-Yard LRFC Target.** The target is used for long range shooting at 800, 900 and 1000 yards.

X-ring	5.00 in.	7-ring	44.00 in.
10-ring	10.00 in.	Aiming black	44.00 in.
9-ring	20.00 in.	6-ring	60.00 in.
8-ring	30.00 in.		

## **6.0 Rifle Competition Event Regulations**

### **6.1 Rifle Firing Positions**

Firing positions used by competitors in CMP Highpower Rifle events must comply with these rules. The use of any form of artificial support that is not specifically described or authorized in these rules is prohibited. Rifle magazines may touch the arm or shooting jacket sleeve but may not touch the ground or be used to provide artificial support.

#### **6.1.1 Standing Position**

The shooter 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. The sling may be within the grasp of the left hand (right-handed shooter) or it may pass over the outside of the hand, but it may not be used to support 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. The sling must remain attached to the rifle in parade configuration when the Service or Alternative Rifle is used (see Rule 5.4.6). Slings are not required for Match Rifles or in CMP Games Matches.

#### **6.1.2 Sitting or Kneeling Position**

The shooter may elect to shoot in either the sitting or kneeling position. In the sitting position, the shooter 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 shooter at any point above the ankles. The elbows may not rest on the ground. In the kneeling position, the shooter 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 shooter is sitting. No other part of the body or rifle may rest on any object or support.

#### **6.1.3 Prone Position**

The shooter 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. The magazine may touch the shooting jacket sleeve, but it may not rest on the jacket sleeve, jacket elbow pad, arm or ground.

#### **6.1.4 Supported Prone Position**

For the F-Class or AR Tactical Matches (Rules 6.11, 6.12, 6.13, 6.14) competitors may fire in a supported prone position. The rifle fore-end may be supported with a bipod (Rule 5.1.7 or 5.1.9) or front rest (Rule 5.1.8). The butt-stock may not rest on the ground but may be supported by a rear rest as defined by Rules 5.1.7 or 5.1.9 or 5.1.8. Rifles must be fired from the competitor's shoulder.

### **6.2 General Competition Conditions**

#### **6.2.1 Target Assignments (Squadding)**

Individual competitors in National Trophy and EIC Matches must be assigned to designated relays and firing points based on random draws. Individual competitors in CMP Sponsored Matches, State Championships or other CMP-sanctioned Highpower Rifle matches and teams in the National Trophy, National Trophy Infantry and other team matches may be squadded by Match Officials to ensure that individual competitors or teams of similar ability fire under relatively equal conditions. Squadding may, at the Match Director's option, provide for the designation of hospital targets that serve as reserve targets. In aggregate competitions of two or more events, competitors may be squadded according to a prior day's results (i.e., seeded squadding) so that the leading competitors will compete together on the same relay.

#### **6.2.2 Sighting Shots**

Sighting shots are practice shots that are fired to check a rifle's zero. Sighting shots must be recorded on the competitor's scorecard, but they do not count in the competitor's score. If allowed by the Match Program, Sighting shots must be fired before the first Record shot. Whether Sighting shots are authorized depends upon the event being fired:

- a) Sighting shots are not allowed in National Trophy Event Matches, including all National Trophy or EIC Matches.
- b) A maximum of two (2) sighting shots per stage are allowed for events in CMP Standard and Long Course aggregates (Rule 6.5), CMP-sanctioned State Championships or other CMP-sanctioned Highpower Rifle Matches, unless the Match Program states that sighting shots are not allowed.
- c) Sighting shots are allowed in CMP Long-Range Matches according to Rule 6.9 (TABLE 7). A competitor may elect not to fire one or both Sighting shots by informing their Scorer that the next shot will be a Record shot.
- d) In Mid-Range 3x20-shot events (Rules 6.12-6.14), competitors may fire unlimited Sighters before the first 20-shot stage and two (2) Sighters before each of the second and third 20-shot stages.

- e) When only two Sighting shots are permitted by the Match Program or course of fire in Mid- or Long-Range Rifle events, the Sighting shots may be converted to Record shots. Before firing the first Record shot, the competitor may declare that the last Sighter or both Sighters shall be converted and counted as Record shots.
- f) When unlimited Sighters are permitted in Mid- or Long-Range events, a competitor who fires ten (10) Sighters without hitting a target scoring ring must withdraw from that event.
- g) All Scorers and Verifiers are required to keep track of the number of off-paper misses fired by their competitor in any Highpower Rifle event with unlimited Sighters so that Match Officials may determine whether a competitor must be removed from the competition in the interest of safety. When five (5) off-paper misses have been recorded, the Scorer or Verifier must notify a Range Officer. When ten (10) consecutive off-paper misses have been fired, the Scorer or Verifier must again notify a Range Officer.

### 6.2.3 Loading and Reloading Rifles

- a) **Slow-Fire Loading.** In all slow-fire stages, the rifle must be loaded with only one cartridge. The rifle must remain pointed downrange while loading; a rifle may not be loaded with the rifle butt resting on a shooting stool.
- b) **Rapid-Fire Loading, National Trophy Events. After the command *ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD*,** competitors with Rule 5.1.1 or 5.1.3 Service Rifles, Rule 5.1.2 Alternative Rifles and, if allowed by the Match Program, Rule 5.1.5 Match 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 the bolt 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 6.2.6), 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.
- c) **Rapid-Fire Loading, CMP Cup Match Events.** For rapid-fire series, all competitors must start in the shooting position for the appropriate stage of fire (i.e., kneeling, sitting or prone). After the command **YOUR SIGHTING**

**PERIOD HAS ENDED** or **FOR YOUR SECOND SERIES OF RAPID FIRE**, and before the targets appear, competitors must have bolts or actions open. Rifles must be kept out of the shoulder, and pre-charged magazines must remain on the ground, shooting mat or shooting stool. 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 5.2.6), 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.

- d) **Infantry Trophy Loading.** Team Captains will direct loading and reloading in coordination with range officer commands to **LOAD AND BE READY**.

#### **6.2.4 Starting Rapid Fire Stages Standing or In Position**

- a) **National Trophy Events.** When the preparation period for a rapid-fire stage ends, shooters are given the command **ON THE FIRING LINE...STAND**. All competitors who wish to be eligible to earn EIC Distinguished Rifleman credit points, win National Trophy Match awards or win overall match winner awards must stand and begin each rapid-fire stage from the standing position. A competitor who is unable to stand or who has a medical authorization (including competitors with Distinguished Marksman authorizations) to remain in position may begin rapid-fire stages in position. They are eligible to win other awards in accordance with these rules or the Match Program, but they are not eligible to earn EIC Distinguished Rifleman credit points, win National Trophy Match awards or win overall match winner awards. Competitors who begin rapid-fire stages in the firing position must follow the same loading commands and procedures that are specified in Rule 6.2.3 b). Competitors who do not stand may not look through their spotting scopes while competitors are standing. No competitor may cycle the bolt to chamber a round or shoulder the rifle until after the firing time begins (targets rise or the command **START** is given) and no competitor who begins a rapid-fire series in position may fire a shot until after a shooter who was standing fires a shot.
- b) **CMP Cup Match Events.** For rapid-fire series in CMP Cup Match Events, all competitors must start in the shooting position for the appropriate stage of fire (i.e., kneeling, sitting or prone) before loading and firing their rapid-fire series (Rule 6.2.3 c)).

#### **6.2.5 Slow Target Service, Slow Fire**

When pit operated targets are used, slow fire pulling, and marking should be done in 12 seconds or less and must be done in 18 seconds or less. Any claim for extra time must be made during the first five shots, may only be allowed if the delay was not the fault of the competitor and must be confirmed by a Range

Officer. The amount of extra time awarded shall normally not exceed two minutes for a ten-shot series or three minutes for a 20-shot series.

**6.2.6 Malfunctions**

A malfunction is the failure of the rifle or ammunition to function properly. Competitors are responsible for having rifles and ammunition that function reliably and do not malfunction or misfire. If a malfunction occurs, a competitor may attempt to clear the malfunction and continue firing, if they can do so safely. If a competitor is unable to fire the prescribed number of shots within the time limit, the unfired shots (saved rounds) must be scored as misses (0):

- d) No additional time shall be authorized for malfunctions or malfunction repairs during slow-fire stages.
- e) No refires shall be authorized for malfunctions during rapid-fire series.

**6.2.7 Refires**

If a competitor is authorized a refire because of a range alibi (4.8.3) or they elect to refire an excessive hit target (4.9.10 d) or 7.6.5 b)), the refire will be conducted immediately after the scoring period for other targets is completed and before the next stage or relay. Refire competitors must remain on their assigned targets. They will be given a one (1) minute preparation period before the refire is conducted. No additional Sighting shots are permitted for refires.

**6.3 President’s Rifle Course and President’s Rifle Match**

The President’s Rifle Course (30 shots) with final (40 shots) is a National Trophy event that may be fired with Service, Alternative or Match Rifles as defined by these rules.

<b>TABLE 3 -- President’s Rifle 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>
1 <sup>st</sup>	200 yds.	Slow	Standing	10	10 min.
2 <sup>nd</sup>	300 yds.	Rapid	Prone from Standing	10	70 sec.
3 <sup>rd</sup>	600 yds.	Slow	Prone	10	10 min.
<b>Final Stage (for top 20 competitors in Stages 1-3)</b>					
Final	600 yds.	Slow, with each shot timed separately	Prone	10	50 sec. for each shot

### **6.3.1 Final Stage Procedures**

All competitors fire the first three stages of the President's Rifle Course. Scores fired in stages 1-3 of the President's Rifle Course determine the competitors who are designated as "The President's One Hundred." After scores for the first 30 shots are recorded and ranked, the top 20 shooters will fire an additional ten shots at 600 yards to determine the match winner and the final ranking of those shooters. Top 20 final stage competitors will have a five (5) minute preparation period, followed by ten additional record shots that are fired and scored, one-shot-at-a-time. Competition shots will be fired with this command sequence: **FOR YOUR FIRST SHOT...LOAD...START**. After 50 seconds or when all competitors have fired, the Range Officer will command: **CEASE FIRING, SCORE ALL TARGETS**. Ten seconds after all targets are raised in the pits, with scores marked, the command sequence will continue: **FOR YOUR NEXT SHOT...LOAD...START**. This command-firing-scoring sequence will continue until all ten record shots in this stage are fired. Any competitor who wishes to protest a scored shot value must do so before the commands for the next shot begin. If a shot value is protested, the commands for the next shot will not begin until the protest is decided.

### **6.3.2 Final Rankings and Awards**

Competitors in places 1-20 will be ranked according to their 40-shot totals in stages 1-4. If two or more competitors are tied for first place with the same numerical and X-count score, the first-place tie only will be broken by continuing to shoot single shots until the tie is broken. The highest score in the final stage, then in stage 3, etc., will determine ties for places 2 through 19. Competitors in places 21 and below will be ranked according to their 30-shot totals in stages 1-3.

## **6.4 Rifle National Match Course**

The Rifle National Match Course (50 shots) may be conducted during the National Matches, CMP National Ranges Matches, CMP Competition Games Matches or in other sanctioned competitions. Competitors may use the Service Rifle (Rules 5.1.1 – 5.1.4) or Match Rifle (Rule 5.1.5). The National Match Course may be fired as either a National Trophy event (no sighters, competitors start rapid-fire series standing) or as a CMP Cup Match Event (with sighters, competitors start rapid-fire series in position). The rifles that may be used and whether the event is conducted as a National Trophy event, or a CMP Cup Match event must be specified in the Match Program (See Rules 6.2.2 and 6.2.3).

**TABLE 4 -- Rifle National Match Course**

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
1 <sup>st</sup>	200 yds.	Slow	Standing	10 <sup>1</sup>	10 min.
2 <sup>nd</sup>	200 yds.	Rapid	Sitting or Kneeling from Standing	10 <sup>1</sup>	60 sec.
3 <sup>rd</sup>	300 yds.	Rapid	Prone from Standing	10 <sup>1</sup>	70 sec.
4 <sup>th</sup>	600 yds. <sup>2</sup>	Slow	Prone	20 <sup>1</sup>	20 min.

<sup>1</sup>If this event is fired as a National Trophy event no sighters are permitted; if it is fired as a CMP Cup Match, two sighters may be fired before each stage.

<sup>2</sup>The CMP may authorize the fourth stage to be fired at 500 yards for EIC matches other than the National Trophy Matches, if a 600-yard range is not available. The 600-yard MR target is used if firing is done at 500 yards.

### **6.5 CMP Highpower Rifle Standard Course**

The CMP Highpower Rifle Standard Course is a CMP highpower rifle event that may be conducted during the National Matches, CMP National Ranges Matches, CMP Competition Games Matches or in other sanctioned competitions. Competitors may use the Service Rifle (Rules 5.1.1 - 5.1.4) or Match Rifle (Rule 5.1.5). The two highpower rifle aggregates (800 points or 1000 points) may be fired as either National Trophy Events (no sighters, competitors start rapid-fire series standing) or as CMP Cup Match Events (with sighters, competitors start rapid-fire series in position). This must be specified in the Match Program.

**TABLE 5 – CMP Highpower Rifle Standard Course**

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
1 <sup>st</sup>	200 yds.	Slow	Standing	2 sighting shots and 20 record shots	22 min.
2 <sup>nd</sup>	200 yds.	Rapid	Sitting or Kneeling	2 sighting shots and 2 series of 10 shots	60 sec. per series

**TABLE 5 – CMP Highpower Rifle Standard Course**

3 <sup>rd</sup>	300 yds.	Rapid	Prone	2 sighting shots and 2 series of 10 shots	70 sec. per series
4 <sup>th</sup>	600 yds.	Slow	Prone	2 sighting shots and 20 record shots	22 min.

**6.5.1 Rapid-Fire Stages**

In accordance with the Match Program, competitors will start rapid-fire stages in standing (Rules 6.2.3 b) and 6.2.4 a)) or in position (Rules 6.2.3 c) and 6.2.4 b)).

**6.5.2 Individual Stage Matches**

Each 20-shot stage in the CMP Standard Course may be programed as a separate event for which awards are given.

**6.5.3 CMP Standard Course Aggregate**

The CMP Standard Course is a total of 80 record shots (800 points).

**6.5.4 CMP Long Course Aggregate**

Match sponsors may, at their option, add a fifth stage, 2 sighting shots and 20 record shots at 600 yards in a time limit of 22 minutes. The Standard Course Aggregate then becomes a 1000-point aggregate.

**6.6 Short Range Highpower Rifle Courses**

Short Range Highpower Rifle Courses are Highpower Rifle events where all stages are fired at 300, 200 or 100 yards on reduced targets. Short Range Highpower Rifle Courses may be included in the program of a CMP-sanctioned state championships or club highpower rifle matches. Competitors may use the Service Rifle (Rules 5.1.1 - 5.1.2) or Match Rifle (Rule 5.1.5). The two Highpower Rifle aggregates (800 points or 1000 points) may be fired as either National Trophy Events (no sighters, competitors start rapid-fire series standing) or as CMP Cup Match Events (with sighters, competitors start rapid-fire series in position). The Match Program must specify the type(s) of rifles that may be used and whether the events will use National Trophy or CMP Cup Match Rules. The following Short Range Highpower Rifle events may be used:

**6.6.1 Short Range President's Highpower Rifle 200-Yard Course:**

10 shots standing at 200 yards on the SR target, 10 shots prone rapid fire on the 300-yard target reduced for 200 yards and 10 shots prone slow fire on the 600-yard MR target reduced for 200 yards.

**6.6.2 Short Range President's Highpower Rifle 100-Yard Course:**

10 shots standing at 100 yards on the 200-Yard SR target reduced for 100 yards, 10 shots prone rapid fire on the 300-yard target reduced for 100 yards and 10 shots prone slow fire on the 600-yard MR target reduced for 100 yards.

**6.6.3 Short Range National Match Highpower Rifle 200-Yard Course:**

10 shots standing at 200 yards on the SR target, 10 shots sitting rapid-fire on the SR target, 10 shots prone rapid fire on the 300-yard target reduced for 200 yards and 20 shots prone slow fire on the 600-yard MR target reduced for 200 yards.

**6.6.4 Short Range National Match Highpower Rifle 100-Yard Course:**

10 shots standing at 100 yards on the SR target reduced for 100 yards, 10 shots sitting rapid-fire on the SR target reduced for 100 yards, 10 shots prone rapid fire on the 300-yard target reduced for 100 yards and 20 shots prone slow fire on the 600-yard MR target reduced for 100 yards.

**6.6.5 Short Range Highpower Rifle Standard Course.**

This event can be fired at either 100 yards or 200 yards. The 80-shot event consists of 20 shots standing at 200 yards on the SR target or at 100 yards on the reduced SR target, 2 x 10 shots rapid-fire sitting at 200 yards on the SR target or at 100 yards on the reduced SR target, 2x10 shot rapid-fire prone at 200 yards on the 300-yard SR target reduced for 200 yards or at 100 yards on the 300-yard SR target reduced for 100 yards and 20 shots slow-fire prone at 200 yards on the 600-yard MR target reduced for 200 yards or at 100 yards on the 600-yard MR target reduced for 100 yards.

**6.6.6 Ranges with 200- and 300-Yard Firing Lines.** Clubs that have 300-yard ranges may also sanction and conduct events where 200-yard stages of Highpower Rifle Events are fired at 200 yards, 300-yard stages are fired at 300 yards on the SR-3 target and 600-yard stages are fired at 300 yards on the MR-63 target.

## **6.7 Rifle Team Matches**

Rifle team matches for six, four and two-person teams are conducted in the National Matches, CMP National Range Matches, CMP Competition Games, or other CMP-sanctioned competitions. Rifle Team Matches may be fired as National Trophy Events for the Service Rifle (Rules 5.1.1, 5.1.3, 5.1.4) or the Alternative Rifle Rule (5.1.2) or they may be fired as CMP Cup Match Events where the Service Rifle (Rules 5.1.1, 5.1.3, 5.1.4), Alternative Rifle (5.1.2) or Match Rifle (5.1.5) may be used. Details concerning team size, team eligibility, the course of fire and whether the team match will be fired as a National Trophy event (no sighters, start rapid-fire from standing) or CMP Cup Match event (with sighters, start rapid-fire in position) Match must be specified in the Match Program.

### 6.7.1 Team Composition

Teams consist of a captain, coach and six, four or two members who fire for the team's score.

### 6.7.2 Team Eligibility Requirements

Teams may be comprised of any eligible individuals (Rules 3.2 and 3.3) or team membership may be restricted by these rules (Rule 3.6, National Trophy Team Match) or team eligibility requirements in the Match Program.

### 6.7.3 Courses of Fire

In team matches, each firing member will fire the Rifle National Match Course of Fire (TABLE 4, 50 shots) or the President's Rifle Course (TABLE 3, 30 shots).

### 6.7.4 Team Match Competition Conditions

- a) **Team Targets.** All teams must be assigned the same number of targets. Each team normally is assigned to one target.
- b) **Sighting Shots.** See Rule 6.2.2. When team matches are fired as National Trophy Events, sighters are not allowed. When team matches are fired as CMP Cup Match Events, two (2) sighting shots per team member are allowed for each stage.
- c) **Pair Firing.** Pair firing is required in the National Trophy Team Match. Match Programs for other team events must specify if pair firing is required. When pair firing is required, all teams must pair fire in the slow-fire stages of rifle team matches (200 yards standing and 600 yards prone). In pair firing, two firers are assigned to a single target and fire alternating shots, with the competitor on the right firing first. A shot fired out of turn must be scored as a miss. Pair firing is not required in Long-Range Matches.
- d) **Slow-Fire Time Limits.** Pair firing time limits for rifle team match slow-fire stages are specified in the chart.

Stage of Fire	6-Person Team 3 Pairs	4-Person Team 2 Pairs	2-Person Team 1 Pair
200 Yds. Standing	66 min.	43 min.	20 min.
600 Yards Prone	126 min.	83 min.	40 min.

- e) **Rapid-Fire Stages.** When team matches are fired as National Trophy Events, team members will load and begin rapid-fire stages standing (Rule 6.2.4 a)). When team matches are fired as CMP Cup Match events, team members will load and begin rapid-fire stages in position (Rule 6.2.3 b)).
- f) **Long-Range Time Limits.** The time limit for two competitors in a Long-Range team event is 47 minutes. The two competitors may fire in succession or pair fire.

- g) **Firing Order.** Team captains may assign pairs (slow-fire stages) or team members (rapid-fire stages) to fire in any order. The firing order may change between stages, but the scorer must be notified.
- h) **Target Markers.** The Match Program may require teams to furnish Target Markers, or it may provide for a relay rotation that uses teams as Target Markers and scorers.
- i) **Team Captain.** The team captain may be in front of the ready line and slightly behind the team coach so they can observe team operations and scoring. Team captains may not assist in coaching, except during the National Trophy Infantry Team Match. Team captains may talk with team coaches, but they may not talk directly with team members during firing.
- j) **Coaching.** Coaching is permitted during all stages of team matches, except the National Trophy Hearst Doubles Team Match (see 8.3.5 f) where a non-firing coach is not permitted. Only one person may coach a team at one time. Any member of the team, including the captain may act as a team coach.
- k) **Scorers.** Each team must provide one scorer or verifier to score the team on its right. A designated scorer, team member who is not firing or the team captain may perform scorer duties.

## **6.8 National Trophy Infantry Team Match**

*The National Trophy Infantry Team Match is a National Trophy Event for the Service Rifle (Rules 5.1.1, 5.1.3, 5.1.4) or the Alternative Rifle (Rule 5.1.2) that is conducted during the annual National Matches or in other CMP-sanctioned competitions.*

### **6.8.1 Team Composition**

The team consists of a captain, coach and six team members.

### **6.8.2 Course of Fire**

The National Trophy Infantry Team Match course of fire (TABLE 6) is used.

- a) For firing at 600 and 500 yards, a standard 600-yard target is reversed to display a white background and pasted on a standard competitive target frame. The Army "E" silhouette target is centered horizontally on this background, with the top of the silhouette 13" below the top of the frame. For firing at 300 and 200 yards, the Army "F" silhouette target is pasted on the face of a standard 200-yard target, with the top of the silhouette positioned at the top of the 8 ring.
- b) Teams take their positions on the 600-yard firing line as directed by team officials. Only the captain, coach, and firing members are permitted on the firing line. A three-minute preparation period is given at the 600-yard firing line only. After the preparation period ends, the command **LOAD AND BE READY** is given and the targets are exposed between 10 seconds and no later than 40 seconds after this command. Shooters may start firing when targets appear. The Chief Range Officer must vary the start command

within these standards so that the timing of the **LOAD AND BE READY** command is not predictable. Between stages, each team moves forward abreast. Rifles must be unloaded, with magazines removed and bolts open, with muzzles elevated and pointed down range. The firing procedures at each range are the same as those at 600 yards. Each relay must complete the match before the next relay is called.

<b>TABLE 6 -- Infantry Team Match Course</b>			
<b>Stage</b>	<b>Distance</b>	<b>Firing Position</b>	<b>Time Limit</b>
First	600 yds.	Prone	50 sec.
Second	500 yds.	Prone, Sitting or Kneeling	50 sec.
Third	300 yds.	Sitting or Kneeling	50 sec.
Fourth	200 yds.	Standing	50 sec.

### **6.8.3 Competition Conditions**

- a) **Ammunition.** Each team starts the match with a total of 384 rounds of ammunition. The team captain allocates the ammunition among stages, divides it among the firing members and decides the number of rounds to be loaded in the clips or magazines.
- b) **Slings.** M1907 or M1 slings may be configured with arm loops and used for support in the prone, sitting or kneeling positions. In the 200-yard standing position stage, the sling may only be used as a hasty sling, without an arm loop, but with the sling strap wrapped around the arm (Rule 5.4.6).
- c) **Targets.** Each team is assigned a block of eight adjacent targets. Shooting mats are not permitted. Gaps in the target line separate one team's targets from those of another.
- d) **Coaching.** During the Infantry Team Match, both the team captain and the team coach may coach and talk directly with team firing members and they may touch their rifles.
- e) **Target Markers.** During the National Trophy Infantry Team Match, each team must serve as or provide Target Markers for a team on the following relay, except that last relay teams must provide Target Markers for the first relay. Target Markers must be capable of performing these duties correctly. Failure to provide capable Target Markers may disqualify a team.
- f) **Team Verifiers.** Each team may have a maximum of two verifiers who are present in the target pits when their team is firing. Verifiers may not interfere with pit operations, may not touch their targets and may not

interfere with target scoring. If team verifiers have an issue or concern, they must contact a Target Officer.

- g) **Malfunctions.** No malfunctions may be claimed for misfires, disabled firearms or other failures of range or team equipment.
- h) **Score Recording.** A Range Officer is assigned to each team to enforce safety regulations and record team scores. A designated team representative (verifier) may accompany this officer downrange to verify scores.

#### **6.8.4 Scoring**

- a) All scores are recorded on the firing line at the end of each stage.
- b) Hits outside the silhouettes are not scored or marked.
- c) Hits on the silhouettes count four (4) points at 600 yards, three (3) points at 500 yards, two (2) points at 300 yards and one (1) point at 200 yards.
- d) A bonus for distribution is calculated at each range. The bonus is determined by counting the number of silhouette targets that contain six (6) or more hits each. The number of targets with six or more hits is squared and that result is added to the total hit score for that range to produce the total score for that range.
- e) Ties are broken according to the highest team score at 600 yards, then at 500 yards, etc.

#### **6.8.5 Telescopes and Field Glasses**

In the National Trophy Infantry Team Match, the team captain and coach are permitted to use binoculars that do not exceed 10X50 in power and objective lens diameter. Telescopes may only be used behind the ready line and before the preparation period starts. Telescopes and field glasses may be used as follows:

- a) The team captain and coach may use a telescope behind the assembly line for the purpose of reading the wind before the start of their team's relay. These telescopes may not be used for coaching or reading wind after the preparation period starts.
- b) After the preparation period starts, the captain and coach may use binoculars that do not exceed 10X50 in power and objective lens diameter.
- c) The assistant range officer or verifier may carry one telescope downrange and may use it only to check and verify scores.
- d) Telescopes taken downrange must be turned parallel to the firing line during the time when targets are exposed and may be turned towards the targets only during scoring.

### **6.9 CMP Long-Range Matches**

The CMP Long-Range Courses are CMP Highpower Rifle events that are conducted during the National Matches and may be conducted in other CMP-sanctioned competitions. Competitors may use the Service Rifle (Rules 5.1.1,

5.1.3, 5.1.4), Alternative Rifle (Rule 5.1.2), Match Rifle (Rule 5.1.5) and the Long-Range Service Rifle (Rule 5.1.6).

**TABLE 7 – CMP Long-Range Match Courses**

Event	Stage	Distance	Sighting Shots	Record Shots	Time Limit
<b>1000-Yard Match</b>		1000 Yards	Unlimited	20	30 min.
<b>Palma Match</b>	1st	800 Yards	Unlimited	15	22 min.
	2nd	900 Yards	2 or Unlimited	15	
	3rd	1000 Yards	2 or Unlimited	15	

**Sighting Shots.** Sighting shots must be fired at the beginning of each event or stage and may be fired only before the first shot for record. No Sighting shots may be fired after the first Record shot. Unlimited Sighting shots will be permitted in each event or stage except when the Match Program limits sighting shots to two (2) in the 900 and 1000-yard stages of the Palma Match. When the Match Program or course of fire provides for two Sighting shots, those Sighters are convertible.

**Rifles Allowed.** The Match Program may permit the use of Service Rifles (Rules 5.1.1, 5.1.2, 5.1.3, 5.1.4 and 5.1.6) and/or Match Rifles (Rule 5.1.5) and/or Long-Range Service Rifles (Rule 5.1.6).

**Palma Rifles.** The Match Program may also permit or require the use of “Palma” rifles as defined in ICFRA Rules, Rule T2. Palma Rifles must be chambered for 5.56 x 45 mm or 7.62 x 51 mm cartridges only, have a minimum trigger pull of 500 grams and have metallic sights. 7.62 mm bullets may not exceed 156 grains. 5.56 mm bullets may not exceed 91 grains.

**Block Time Option.** In lieu of having separate Preparation and firing times, the Chief Range Officer may combine the Preparation time and the firing time into a block time. If this option is used, competitors are authorized to begin Sighting and Record shots any time after the combined Preparation and firing time starts.

**6.10 CMP F-Class Long-Range Matches**

*CMP F-Class Long-Range Matches are CMP Highpower Rifle events that are conducted during the National Matches or in other CMP-sanctioned competitions.*

- a) **Rifle.** In accordance with the Match Program, competitors may use the F-TR Rifle (Rule 5.1.7), the F-Open Rifle (Rule 5.1.8), or the F-Practical Rifle (Rule 5.1.10).
- b) **Course of Fire.** F-Class Long-Range Matches may use either the 1000-Yard Match course or the Palma Match course (see TABLE 7 above).
- c) **Target.** The 800, 900 and 1000-Yard LRFC target (Rule 5.6.4 b).
- d) **Competition Conditions.** Competitors may fire in a supported prone position with the rifle supported by a bipod or front rest and a rear rest as defined by Rule 6.1.4 or they may fire in a prone position with a sling as defined by Rule 6.1.3.

**6.11 CMP AR Tactical Rifle Long-Range Matches**

CMP AR-Tactical Matches are CMP Highpower Rifle events that may be conducted during the National Matches or in other CMP-sanctioned competitions.

- a) **Rifles.** Competitors must use the AR-Tactical Rifle as defined by Rule 5.1.9.
- b) **Course of Fire.** AR Tactical Rifle Long-Range Matches may use either the 1000-Yard Match course or the Palma Match Course (see Table 7 above).
- c) **Target.** The 800, 900 and 1000-Yard LR target (Rule 5.6.2 d).
- d) **Competition Conditions.** Competitors may fire in a supported prone position with their rifle supported by a bipod and rear rest as defined by Rule 6.1.4 or they may fire in a prone position with a sling as defined by Rule 6.1.3.

**TABLE 8 – CMP Mid-Range Courses**

Event	Stage	Distance	Target	Sighting Shots	Record Shots	Time Limit
<b>3 X 600 Course</b>	1st	600 Yards	MR	Unlimited	20	22 min. per stage
	2nd	600 Yards	MR	2	20	
	3rd	600 Yards	MR	2	20	
<b>300/500 /600 Course</b>	1st	300 Yards	MR reduced for 300 yds	Unlimited	20	22 min. per stage
	2nd	500 Yards	MR reduced for 500 yds	2	20	
	3rd	600 Yards	MR	2	20	

**Sighting Shots.** Sighting shots must be fired at the beginning of each event or stage and may be fired only before the first shot for record. No sighting shots may be fired after the first Record shot. Unlimited Sighting shots will be permitted in the first stage and two Sighting shots before the second and third stages. When the

Match Program or course of fire provides for two Sighting shots, those Sighters are convertible.

**Rifles Allowed.** The Match Program may permit the use of the F-TR Rifle (Rule 5.1.7), the F-Open Rifle (Rule 5.1.8), the AR-Tactical Rifle (Rule 5.1.9), the Service Rifle (Rule 5.1.1-5.1.4), the Match Rifle (Rule 5.1.5) or the Palma Rifle as defined in ICFRA Rule T2, rifles chambered for 5.56x45 mm or 7.62x51 mm cartridges only, with a minimum trigger pull of 500 grams.

**Block Time Option.** In lieu of having separate preparation and firing times, the Chief Range Officer may combine the preparation time and the firing time into a block time. If this option is used, competitors are authorized to begin Sighting and Record shots any time after the combined preparation and firing time starts.

### **6.12 CMP F-Class Mid-Range Matches**

CMP F-Class Mid-Range Matches are CMP Highpower Rifle events that may be conducted during the National Matches or in other CMP-sanctioned competitions.

- a) **Rifles.** In accordance with the Match Program, competitors may use the F-TR Rifle (Rule 5.1.7), the F-Open Rifle (Rule 5.1.8), or the F-Practical Rifle (Rule 5.1.10).
- b) **Courses of Fire.** F-Class Mid-Range Matches use the 3 x 600 Course or the 300/500/600 Course (TABLE 8 above).
- c) **Target.** The MRFC target (Rule 5.6.4 a).
- d) **Competition Conditions.** Competitors must fire in a supported prone position with the rifle supported by a bipod or front rest and a rear rest as defined by Rule 6.1.4 or they may fire in a prone position with a sling as defined by Rule 6.1.3.

### **6.13 CMP AR Tactical Rifle Mid-Range Matches**

CMP AR-Tactical Mid-Range Matches are CMP Highpower Rifle events that may be conducted during the National Matches or in other CMP-sanctioned competitions.

- a) **Rifles.** Competitors must use the AR-Tactical Rifle as defined by Rule 5.1.9.
- b) **Courses of Fire.** F-Class Mid-Range Matches use the 3 x 600 Course or the 300/500/600 Course (Table 8 above).
- c) **Target.** The 600-yard MR target (Rule 5.6.2 c).
- d) **Competition Conditions.** Competitors may fire in a supported prone position with their rifle supported by a bipod and rear rest as defined by Rule 6.1.4 or they may fire in a prone position with a sling as defined by Rule 6.1.3.

### **6.14 CMP Highpower Rifle Mid-Range Matches**

CMP Highpower Rifle Mid-Range Matches are CMP Highpower Rifle events that may be conducted during the National Matches or in other CMP-sanctioned competitions.

- a) **Rifles.** In accordance with the Match Program, competitors may use the Service Rifle (Rule 5.1.1-5.1.4), the Match Rifle (Rule 5.1.5) or the Palma

- Rifle as defined in ICFRA Rule T2, rifles chambered for 5.56x45 mm or 7.62x51 mm cartridges only, with a minimum trigger pull of 500 grams.
- b) **Courses of Fire.** F-Class Mid-Range Matches use the 3 x 600 Course or the 300/500/600 Course (TABLE 8 above).
  - c) **Target.** The 600-Yard MR target (Rule 5.6.2 c).
  - d) **Competition Conditions.** Competitors may fire in a regular prone position with a sling as defined by Rule 6.1.3.

## 7.0 Electronic Target Scoring Rules

### 7.1 System Components

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

#### 7.1.1 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 central 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 for producing results lists. Alternatively, a manual results management system may be used to record and rank competitors' results.

#### 7.1.2 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, MR or LR targets (5.6.2) while considering bullet diameter variations (4.9.1).
- c) Scoring recycle times between shots must allow for scoring all rapid-fire shots fired in standard courses of fire.
- d) All Highpower Rifle shots shall be scored using a standard bullet hole diameter of .308 in. (Rule 4.9).
- e) Targets must provide correct-sized aiming areas that correspond to the black areas on the targets being used.
- f) Targets score data must distinguish between sighter shots, which do not count in match totals, and record shots, which do count.

- g) 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.
- h) 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 7.6.6 a).

### **7.1.3 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.

## **7.2 Competition Officials**

When CMP sponsored or sanctioned competitions are conducted, the following Competition Officials must be on duty at the range: A Chief Range Officer and Range Officers are required to conduct the competition according to Rule 4.2.2, at least one Technical Officer who has specialized training and experience in EST operations and the operation of the main computer (Rule 4.2.5), and sufficient Target Assistants to change target faces during range distance changes. Other competitors can be assigned to serve as Verifiers (Rule 4.2.7) for competitors who are firing.

## **7.3 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.

## **7.4 Target Maintenance**

ESTs require basic maintenance in order 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.

## 7.5 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. The firing time starts when the Range Officer commands **START**. Firing time ends when the Range Officer commands **CEASE FIRE**, except that if the electronic targets 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).

## 7.6 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:

### 7.6.1 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. In a rapid-fire series, a competitor may protest the value of more than one shot (see 7.6.1 g) below). A shot that is scored as an X, 10 or 9 may not be protested. If a competitor protests the value of a registered shot or shots, 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 the protested shot was scored correctly.
- c) **If the 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 the 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 in Slow Fire.** 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.

- f) **If the Correct Score Cannot Be Determined in Rapid Fire.** If the examination of the backing card or secondary verification system confirms that a protested rapid-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 competitor shall be given the score of the lowest value hit.
- g) **If Two or More Rapid-Fire Shots are Scored Incorrectly.** If there are two or more shots that were incorrectly scored, the competitor may accept the score of the lowest value hit for each incorrectly scored shot or the competitor may elect to refire the series.
- h) **No Backing Card.** If backing cards or a secondary verification system are not used, score value protests cannot be accepted.

### **7.6.2 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 Verifier 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.

### **7.6.3 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.

### **7.6.4 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 4.9.10 d).
- 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.

### **7.6.5 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 10 hits are indicated in a rapid-fire series: If there are 11 or 12 hits, count the highest value hits equal to the number of rounds fired by the competitor in that series. If there are 13 or more hits, the competitor shall have the option of refiring the series or accepting the score of the ten lowest value hits.

### **7.6.6 Special Circumstances with Electronic Targets**

This rule identifies actions to take if any of the following special circumstances should occur:

- 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 have been incorrectly scored.
- b) **Power Failure.** If there is a power failure and the targets stop scoring, the computer memory will have stored 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** 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** command was given. Any shots fired after the power outage and before the **CEASE FIRE** 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.
- d) **Sighter Authorized Due to Interruption.** In CMP Cup or Long-Range Matches, competitors may be authorized to fire one additional Sighter after an interruption during a slow-fire stage (Rule 4.6.7 c). If an additional Sighter is authorized on a range with electronic targets, inform the competitor and Verifier that the competitor's next shot will be recorded as a Sighting shot and that the competitor shall continue firing to complete the series. The competitor's last Record shot will be displayed on the monitor as an extra shot.

## 8.0 The National Matches

*In 1903, federal law established the National Matches. In 1996, Congress and the President reestablished this authorization when the Corporation for the Promotion of Rifle Practice and Firearms Safety (CPRPFS) was created. The CMP conducts the National Matches in accordance with Title 36, U. S. Code, § 40725-40727. The National Matches are held annually at Camp Perry, Ohio, usually in July and August.*

## **8.1 CMP National Matches**

The CMP National Matches Program includes CMP National Trophy Rifle and Pistol Matches, National CMP Games Matches and CMP National Championships in Pistol, Smallbore Rifle, Rimfire Sporter Rifle, Highpower Rifle, Long Range Rifle, Air Rifle and Air Pistol. CMP National Matches events are open to all persons, civilian or military, regardless of skill level. Authorized National Matches Highpower Rifle events are described in this rule (Rule 8.0). Detailed descriptions of these events and National Matches procedures and regulations are published in the annual **CMP National Matches Program**.

## **8.2 Armed Services Support**

The Ohio National Guard provides personnel, equipment and supplies to support the National Matches in accordance with Title 36, U. S. Code, § 40727. The Ohio National Guard licenses the CMP to use Camp Perry ranges, housing and administrative facilities. The U. S. Army Marksmanship Unit and the U. S. Marine Corps Weapons Training Battalion, in cooperation with the CMP, and with assistance from other military rifle and pistol teams, conduct schools and clinics that are part of the National Matches.

## **8.3 National Matches National Trophy Rifle Events**

The National Matches Program includes the following National Trophy and CMP Cup Matches Rifle events. Competitors in these events receive the awards described in the applicable Rule or National Matches Program.

### **8.3.1 National Trophy President's Rifle Match**

The President's Rifle Match is an individual National Trophy Service Rifle Match conducted during the annual National Matches.

- a) **Arms Allowed.** The Match is fired with Service Rifles (Rule 5.1.1, 5.1.3, 5.1.4) or Alternate Rifles (Rule 5.1.2).
- b) **Course of Fire.** The President's Rifle Course (40 shots, TABLE 3).
- c) **Awards.** The match winner is awarded the **President's Rifle Trophy**. The 100 highest scoring competitors are designated as "**The President's One Hundred**" and are awarded President's One Hundred medallions and certificates.
- d) **Junior Awards.** The high scoring junior is awarded a President's Rifle High Junior Recognition Plaque.
- e) **Special Awards.** The high scoring senior and high scoring woman are awarded President's Rifle Recognition Plaques.

### **8.3.2 National Trophy Individual Rifle Match**

The National Trophy Individual Rifle Match is a National Trophy Service Rifle event conducted during the annual National Matches. The top ten percent of Non-Distinguished competitors receive EIC Service Rifle credit points in accordance with these Rules.

- a) **Arms Allowed.** The Match is fired with Service Rifles (Rule 5.1.1, 5.1.3, 5.1.4) or Alternative Rifles (Rule 5.1.2).
- b) **Course of Fire.** The Rifle National Match Course (50 shots, TABLE 4).
- c) **Awards.** The highest scoring competitor in each category of the National Trophy Individual Rifle Match receives the award listed below:
  - **Overall Match Winner: Daniel Boone Trophy.**
  - **Reserve: Citizen Soldier Trophy.**
  - **National Guard: National Guard Association Trophy.**
  - **Police: Police Rifle Trophy.**
  - **Civilian: Nathan Hale Trophy.**
  - **Junior: Golden Eagle Trophy.**
  - **Women: Woman’s Rifle Trophy.**
  - **Army (Active, Reserve, or National Guard): Association of the U.S. Army Trophy.**
  - **Marine Corps (Active, Reserve): Coast Artillery Trophy.**
  - **Air Force (Active, Reserve or National Guard): Lieutenant Paul J. Roberts, Jr., Memorial Trophy.**
  - **Infantry (U. S. Army Active, Reserve, or National Guard): 25th Infantry Division Trophy.**
  - **Navy: Wyatt Trophy.**
  - **Senior: High Senior Recognition Plaque.**
- d) **Individual Awards.** Individual competitors in the National Trophy Individual Match receive Daniel Boone Trophy medals in accordance with Rule 10.3.6. Medals are awarded to the highest scoring 10 percent of all Non-Distinguished competitors. Gold medals are awarded to competitors earning 10 points, silver medals to competitors earning eight points and bronze medals to competitors earning six points. A Distinguished competitor is awarded the same place medal as the next Non-Distinguished competitor who places below that competitor.

### **8.3.3 National Trophy Rifle Team Match**

The National Trophy Rifle Team Match is a National Trophy Service Rifle team event conducted during the annual National Matches.

- a) **Team Composition.** Teams consist of a Team Captain, Team Coach and six (6) firing members.
- b) **Arms Allowed.** All competitors must fire Service Rifles (Rule 5.1.1, 5.1.3, 5.1.4) or Alternative Rifles (Rule 5.1.2).
- c) **Course of Fire.** Each team member fires the Rifle National Match Course (50 shots, TABLE 4). Pair firing is required in the slow-fire stages (Rule 6.7.4 c)).
- d) **Rules.** Rule 6.7 governs the National Trophy Rifle Team Match.

- e) **Target Markers.** When the Match is conducted on ranges with pit-operated targets, each team must provide two Target Markers to work in the pits. They must be physically able to pull and mark targets for Highpower Rifle matches. Failure to provide capable Target Markers may disqualify a team. Both Target Markers must go to the pits to their team's assigned target. Before firing starts, the Chief Target Officer randomly assigns one puller to their own team's firing point and the other to another team's firing point. Firing is not interrupted for pit changes.
- f) **Scorers.** Each team must provide a Scorer to score the team on their right. A designated Scorer, a team member who is not firing or the Team Captain may perform Scorer duties.
- g) **Team Awards.** The firing members, coach, and Team Captain of the highest scoring team in each category of the National Trophy Rifle Team Match receive trophy plaques for the National Trophy listed. The second-place team in each category receives silver medals and the third-place team receives bronze medals.
- **Overall Team Champion: National Trophy.**
  - **Reserve Component: Hilton Trophy.**
  - **Civilian: Soldier of Marathon Trophy.**
  - **Junior: Minuteman Trophy.**
- h) **National Trophy Team Match Individual Awards.** The highest scoring individual in each category of the National Trophy Rifle Team Match receives the award listed below:
- **Highest-Scoring Competitor: Pershing Trophy.**
  - **Highest-Scoring Army Competitor** (Active, Reserve, or National Guard): **Rattlesnake Trophy.**
  - **Highest-Scoring Air Force Competitor** (Active, Reserve, or National Guard): **General Thomas White Trophy.**
- i) **National Civilian Rifle Team Awards.** The National Civilian Rifle Team consists of the six highest-scoring individual Civilian competitors and the coach and captain of the highest-scoring Civilian team in the National Trophy Team Match. Each member of the National Civilian Rifle Team is awarded an **Elihu Root Gold Medal.**

#### **8.3.4 National Trophy Infantry Team Match**

The National Trophy Infantry Team Match is a National Trophy team event conducted during the annual National Matches.

- a) **Team Composition.** Teams consist of a Team Captain, Team Coach and six (6) firing members.
- b) **Arms Allowed.** All competitors must fire Service Rifles (Rule 5.1.1, 5.1.3, 5.1.4) or Alternative Rifles (Rule 5.1.2).
- c) **Course of Fire.** Team members fire the Infantry Team Match Course (384 shots per team, TABLE 6).
- d) **Rules.** Rule 6.8 governs the National Trophy Infantry Team Match.

- e) **Team Awards.** The firing members, coach, and team captain of the highest scoring team in each category of the National Trophy Infantry Team Match receive trophy plaques for the National Trophy listed. The second-place team in each category receives silver medals and the third-place team receives bronze medals.
- **Overall Team Champion: Infantry Trophy.**
  - **Reserve Component: Celtic Chieftain Trophy.**
  - **Civilian: Leatherneck Trophy.**
  - **Junior: Junior Infantry Team Trophy.**

### **8.3.5 National Trophy At-Large Rifle Team Matches**

The National Trophy Rifle Team Match and the National Trophy Infantry Team Match are accompanied by At-Large Team Match events for teams that do not comply with eligibility, residency, or new shooter requirements for National Trophy Team Matches, or eligible teams that elect to compete in the At-Large events (Rule 3.9).

- a) **Course of Fire.** There are two National Trophy Rifle Team Matches. In the National Trophy Rifle Team event, each team member fires the Rifle National Match Course (50 shots, TABLE 4). Pair firing is required in the slow-fire stages (Rule 6.7.4 c). In the National Trophy Infantry Team Match, team members fire the Infantry Team Match Course (384 shots per team, TABLE 6).
- b) **Arms Allowed.** All competitors must fire Service Rifles (Rule 5.1.1, 5.1.3, 5.1.4) or Alternative Rifles (Rule 5.1.2).
- c) **National Trophy At-Large Team Match Awards.** The highest scoring team in the National Trophy At-Large Team Match receives a CMP Recognition Plaque.

### **8.3.5 Hearst Doubles Rifle Team Match**

The Hearst Doubles Rifle Team Match is a National Trophy Service Rifle event conducted during the annual National Matches.

- a) **Team Member Eligibility.** Each team consists of two members. Rule 3.8 regarding team affiliation or composition does not apply. Any two competitors may form a Hearst Doubles Team.
- b) **Squadding.** Each team will fire together on one target. Three teams will be squadded on each target. The teams will be squadded so that one team fires, one team pulls targets, and one team scores and assists in conducting firing.
- c) **Arms Allowed.** All competitors must fire Service Rifles (Rule 5.1.1, 5.1.3, 5.1.4) or Alternative Rifles (Rule 5.1.2).
- d) **Course of Fire.** Each team member fires the President Rifle Course, Stages 1-3 (30 shots, Table 3). Pair firing is required in the slow-fire stages (Rule 6.7.4 c)).
- e) **Rules.** The Hearst Doubles Rifle Team Match is a National Trophy Event; there are no sighters and rapid-fire series start from standing (6.2.3 b)).

- f) **Coaching.** Hearst Doubles teams may not have non-firing coaches with them on the firing line, but team members may coach each other.
- g) **Team Awards.** The two-person team with the highest total score in the Hearst Doubles Match receives the William Randolph Hearst Trophy.

### 8.3.6 National Trophy Junior Rifle Team Match

The National Trophy Junior Team Match is a National Trophy Event conducted during the annual National Matches.

- a) **Team Composition.** Each team consists of two members. Team members must be juniors who comply with Rule 3.6.3 a) and Rule 3.6.7 (Junior Team) or Rule 3.6.8 (At-Large Team). State or Club teams must represent a CMP-affiliated state association or club in accordance with Rules 3.7.5 or 3.7.6. Team firing members and the Team Captain must comply with Rule 3.6.9 residency requirements. Teams that do not meet Rule 3.6.9 state association or club residency requirements may compete in an At-Large Category.
- b) **Arms Allowed.** All competitors must fire Service Rifles (Rule 5.1.1, 5.1.3, 5.1.4) or Alternative Rifles (Rule 5.1.2).
- c) **Course of Fire.** Each team member fires the Rifle National Match Course (50 shots, TABLE 4). Pair firing is required in the slow-fire stages (Rule 6.7.4 c)).
- d) **Rules.** The National Junior Rifle Team Match is a National Trophy Service Rifle event; there are no sighters and rapid-fire series start from standing (6.2.3 b)).
- e) **Team Awards.** The two-person team with the highest total score in the National Junior Rifle Team Match receives the Freedom's Fire Trophy. Other awards will be given to State or Club and At-Large Teams in accordance with the award schedule in the CMP National Matches Program.

### 8.3.7 Special National Trophy Rifle Match Aggregates

- a) **NTI/NTT Aggregate and Awards.** The NTI/NTT aggregate consists of individual scores fired in the National Trophy Individual Rifle Match (Rule 8.3.2) and the National Trophy Rifle Team Match (Rule 8.3.3). Competitors with the highest total scores in this aggregate receive the following awards:
  - **Active Army: U.S. Forces Command Rifle Trophy.**
  - **Navy (Active or Reserve): Admiral Arleigh A. Burke Trophy.**
  - **Marine Corps (Active or Reserve): General Shepherd Trophy.**
  - **Civilian: Pietroforte Trophy.**
- b) **President/NTI Aggregate.** The Civilian competitor with the highest aggregate score in the President's Rifle Match (Rule 8.3.1, Stages 1-4) and the National Trophy Individual Rifle Match (Rule 8.3.2) will receive the **Alice Bull Trophy.**

- c) **President/NTI/NTT Aggregate.** Individual competitors with highest aggregate scores in Stages 1-4 of the President's Rifle Match (Rule 8.3.1), National Trophy Individual Rifle Match (Rule 8.3.2) and National Trophy Rifle Team Match (Rule 8.3.3) receive the following awards:
- **Overall Individual Champion: Mountain Man Trophy.**
  - **Marine Corps (Active or Reserve): GySgt Carlos Hathcock II Trophy.**
- d) **Deneke Trophy Junior Aggregate.** The Deneke Trophy Junior Aggregate consists of the individual scores fired by Juniors in Stages 1-3 of the President's Rifle Match (Rule 8.3.1), the National Trophy Individual Rifle Match (Rule 8.3.2) and the National Trophy Junior Team Match (Rule 8.3.6). Members of state, club or at-large teams are eligible to compete for this award.
- **National Junior Service Rifle Team** This honorary team consists of the six highest-scoring individual Junior competitors in the Deneke Trophy Junior Aggregate in the National Trophy Rifle Matches, plus the coach and captain of the highest-scoring team in the National Trophy Junior Team Match.
  - Members of the National Junior Service Rifle Team are awarded **Col. William L. "Bill" Deneke medallions** and will have their names inscribed on the **Col. William L. "Bill" Deneke Trophy**. The team consists of the six highest-scoring individual junior competitors in an aggregate of stages 1-3 of the President's Rifle Match (Rule 8.3.1), the National Trophy Rifle Match (Rule 8.3.2) and the National Trophy Junior Team Match (Rule 8.3.6), plus the coach and captain of the winning team in the National Trophy Junior Team Match.

### 8.3.8 CMP Cup Matches

CMP Cup Rifle Matches are individual Highpower Rifle Events that are conducted during the annual National Matches.

- a) **Arms Allowed.** The Matches are fired with Service Rifles (Rule 5.1.1, 5.1.3, 5.1.4), Alternative Rifles (Rule 5.1.2), Long Range Service Rifles (Rule 5.1.6) or Match Rifles (Rule 5.1.5).
- b) **Course of Fire.** Competitors will fire the CMP Standard Course or CMP Long Course (TABLE 5) each day a CMP Cup Match is scheduled.
- c) **Rules.** Rule 6.5 governs CMP Cup Matches. Two (2) sighting shots are allowed before each stage. Rapid-fire series start in position (6.2.3 c) and 6.2.4 b)).
- d) **Awards.** Awards will be provided according to a schedule published in the National Match Program.

### 8.3.9 Long Range 1000-Yard Matches

The CMP Long Range 1000-Yard Matches are individual and team Highpower Rifle events that are conducted during the annual National Matches.

- a) **Arms Allowed.** Matches are fired with Service Rifles (Rule 5.1.1 - 5.1.4 and 5.1.6), Long Range Service Rifles (Rule 5.1.6) and/or Match Rifles (Rule 5.1.5). The Match Program will specify whether Match Rifles may be fired with metallic or any sights. The Match Program may also permit or require the use of “Palma” rifles as defined in ICFRA Rules.
- b) **Course of Fire.** Competitors will fire the CMP Long Range 1000 Yard Course (TABLE 7) in each 1,000-yard match.
- c) **Rules.** Rule 6.10 governs CMP Long Range Matches. Unlimited sighting shots are allowed before each Camp Perry 1000 Long Range Match.
- d) **Awards.** Awards will be provided according to a schedule published in the National Match Program.

### **8.3.10 Long Range Palma Match**

The Long-Range Palma Match is an individual Highpower Rifle Event that is conducted during the annual National Matches and is conducted according to ICFRA Rules.

- a) **Arms Allowed.** The Match is fired with Service Rifles (Rule 5.1.1 - 5.1.4 and 5.1.6), Long Range Service Rifles (Rule 5.1.6) and/or Match Rifles (Rule 5.1.5). The Match Program may also authorize the use of “Palma” rifles as defined in ICFRA Rules.
- b) **Course of Fire.** Competitors will fire 15 shots each at 800, 900 and 1000 yards (TABLE 7).
- c) **Rules.** Rule 6.10 governs CMP Long-Range Matches. Unlimited sighting shots are allowed before the 800-yard stage; two (2) sighting shot are allowed before the 900 and 1000-yard stages.
- d) **Awards.** Awards will be provided according to a schedule published in the National Match Program.

### **8.3.11 Long-Range Aggregate**

The CMP Long-Range Aggregate consists of scores fired in the Long-Range 1000-yard individual matches and the Long-Range Palma Match during the National Matches. Competitors in all National Matches categories where the regular prone position (Rule 6.1.3) is used, including Service Rifle and Palma Rifle, who compete in all these events will be ranked in the National Matches Long-Range Aggregate. The competitor who has the highest total score in this aggregate will receive the CWO Coats Brown Trophy.

### **8.4 National Matches Schools**

During the National Matches, the CMP offers instructional schools and special training opportunities for shooters and coaches. Detailed descriptions of the schools and clinics offered are found in the CMP National Matches Program.

### **8.5 CMP National Matches Entry Fees**

Entry fees for all CMP National Matches events shall be published in the CMP National Matches Program.

## 9.0 Excellence-In-Competition Matches

### 9.1 Purpose

Excellence-In-Competition (EIC) Matches are Highpower Rifle, Service Pistol, 22 Rimfire Pistol, Service Revolver, Smallbore Rifle Position and Prone, Air Rifle and Air Pistol competitions where civilian and military competitors can earn EIC credit points that count towards the awarding of Distinguished Rifleman, Distinguished Pistol Shot, Distinguished 22 Rimfire Pistol, Distinguished Service Revolver, Distinguished Marksman, Distinguished Smallbore Rifle, Distinguished Air Rifle, Distinguished Air Pistol and Distinguished Action Pistol Badges. The highest-ranking Non-Distinguished competitors in EIC Matches earn EIC credit points in accordance with Rule 9.2 or 10.3. The number of EIC Matches in which a competitor may participate in any calendar year is limited in accordance with Rule 10.3.2 or 10.4.3.

### 9.2 Types of EIC Matches

*Two types of EIC Matches are available to Civilian and Service competitors, Regular and Special EIC Matches:*

#### 9.2.1 Regular EIC Matches

In Regular EIC Matches, the top Non-Distinguished competitors are awarded 10, 8 or 6 points in accordance with Rule 10.3. Regular EIC Matches are:

- a) National Trophy Individual Matches conducted by the CMP during the National Matches;
- b) Regular EIC Matches conducted by the CMP during CMP Competition Games;
- c) CMP-Sanctioned EIC Matches conducted by CMP-affiliated clubs authorized to organize EIC Matches; and
- d) Military EIC Matches conducted by the U. S. Army, U. S. Air Force, U. S. Navy, U. S. Marine Corps and U. S. Coast Guard Military in accordance with regulations prescribed by the respective Armed Services.

#### 9.2.2 Special EIC Matches

Special EIC Matches may only be conducted by the CMP according to these rules or by the Armed Services in accordance with their respective regulations. The top 10 percent of competitors in Special EIC Matches who have earned no previous EIC points are awarded a one-time, "introductory" 4-point EIC credit. Competitors may earn only one four-point EIC credit in Service Pistol, one four-point EIC credit in 22 Rimfire Pistol and one four-point EIC credit in Service Rifle. Rules governing Special EIC Matches that are conducted by the CMP are found in the ***CMP Competition Rules for CMP Games Rifle and Pistol Matches***. Special EIC Matches are:

- a) CMP Pistol and M16 Special EIC Matches conducted by the U. S. Army during the Pistol and Rifle Small Arms Firing Schools at the National Matches;

- b) Special EIC Matches conducted by the CMP during CMP Competition Games and Marksmanship 101 Courses;
- c) As-Issued John C Garand (Rule G5.6.2) Springfield Rifle (G5.6.3), and M1911 Pistol (Rule G8.2.3) Matches conducted by the CMP; and
- d) Special Service (Combat) EIC Matches conducted during Armed Services Championships.

### **9.3 Regulations for CMP-Sanctioned EIC Matches**

#### **9.3.1 CMP-Sanctioned EIC Matches**

CMP-affiliated state associations, clubs and other organizations may apply to the CMP to conduct EIC matches in conjunction with regional, state championship or other competitions or as separate competitions. The CMP must approve and sanction all EIC matches conducted by CMP-affiliated organizations prior to their being conducted. Only one EIC match may be scheduled to take place in conjunction with a state or regional championship or during one series of competition events. EIC matches may be conducted in the United States or U. S. territories or at U. S. military installations in other countries.

#### **9.3.2 EIC Match Locations and Dates**

EIC rifle matches must be scheduled and conducted as separate EIC events or courses of fire and may not be combined with any other competition events. Except for schedule or course of fire changes made in accordance with Rule 4.1.5, any deviation from these requirements must be approved in advance by CMP Competitions and explained in the Match Program (Rule 4.1.3) so that all potential competitors may be notified prior to the competition. Information regarding the location and dates of approved EIC matches is published on the CMP web site at <http://ct.thecmp.org>.

#### **9.3.3 EIC Match Program**

Each CMP-sanctioned EIC match must consist of a National Match Course fired as prescribed in these rules (TABLE 4). All competitors in Highpower Rifle EIC matches must complete the same stages on the same day. Any unauthorized deviation from this rule that is not approved by CMP Competitions in accordance with Rule 4.1.5 will be cause for disallowing the scores fired in that match.

#### **9.3.4 Arms Allowed**

Competitors in EIC Matches must fire the Service Rifle (Rule 5.1.1, 5.1.3, 5.1.4), or the Alternative Rifle (Rule 5.1.2) to be eligible to earn EIC credit points (Rule 10.2). Match sponsors may allow competitors to fire Match Rifles (Rule 5.1.5) in EIC Rifle Matches; Match Rifle competitors may compete for separate awards, or they may compete in an Open Individual Category (Rule 3.10), but they are not eligible to earn EIC credit points.

### **9.3.5 Course of Fire**

All competitors in Service Rifle EIC Matches must fire the Rifle National Match Course (50 shots, TABLE 4). All competitors in Special EIC (4-point) Matches must fire the M16 Rifle EIC Match Course (**CMP Games Rulebook**, 40 shots, TABLE 6). Sighters are not authorized in EIC Matches, except in Special EIC Matches. All rifle competitors must start rapid-fire series in standing in accordance with 6.2.3 b) and 6.2.4 a).

### **9.3.6 Entry Fees**

Each competitor in an EIC match, regardless of Non-Distinguished or Distinguished status, must pay a fee of \$15.00 to be remitted to the CMP after the match. The match sponsor may charge an additional fee to cover expenses necessary to conduct the EIC match.

### **9.3.7 Entries in EIC Matches**

Entries in all CMP-sanctioned EIC matches must be made through the EIC match sponsor and not the CMP.

### **9.3.8 EIC Match Reporting**

EIC match sponsors must forward a match report, with scorecards and CMP fees for all competitors who fire in EIC matches, to the CMP within five (5) days following the completion of the competition. EIC Match Sponsor Reports must list scores fired by competitors with Distinguished Marksman authorizations separately so that their scores can be evaluated according to Rule 10.4.2. Reports, scorecards, and fees not received within 30 days will invalidate the EIC match. The CMP, not the match sponsor, will determine EIC credit point winners and post scores for each EIC match on the CMP Competitor Tracker web site as soon as possible after scorecards are received from EIC match sponsors. The official final EIC match results are the results determined by the CMP after scorecards are returned to the CMP.

### **9.3.9 EIC Credit Points**

Eligible Non-Distinguished competitors are awarded EIC credit points in accordance with Rule 10.2.

### **9.3.10 CMP-Sanctioned EIC Match Awards**

The three highest-ranking competitors regardless of Distinguished status will be awarded gold, silver, and bronze CMP place medals. CMP gold, silver and bronze Achievement Pins are awarded to all competitors who exceed CMP Achievement Award scores in accordance with Rule 4.11.3 (TABLE 2) regardless of Distinguished status.

## 10.0 Distinguished Badge Program

### 10.1 DISTINGUISHED RIFLEMAN BADGES

Gold Distinguished Badges are the highest individual awards authorized by the U.S. Government for excellence in marksmanship competitions. Distinguished Badges are awarded by the CMP and the respective military commands in accordance with 36 USC §40722 [3]. The CMP only issues Distinguished Badges to competitors who earn them according to CMP Competition Rules. The name of the recipient, the year the badge was earned, and the badge serial number are engraved on each badge. The first Distinguished Badges were awarded by the U.S. Army in 1884. The current Distinguished Badge Program offers opportunities for competitors to earn these prestigious badges in [12](#) different Distinguished Badge programs. The chart (TABLE 9 below) describes the Distinguished Badge programs administered by the CMP under authority granted to it by Federal law. The regulations that follow govern the awarding of Distinguished Rifleman Badge.

**TABLE 9-- CMP DISTINGUISHED BADGE PROGRAMS**

<b>Badge Title</b>	<b>Awarded for Excellence in:</b>
U. S. Distinguished International Shooter Badge	ISSF Championships, while competing as a member of the USA National Team; or WSPS Championships while competing as a member of the USA National Team.
Distinguished Rifleman*	Highpower Service Rifle NT and EIC competitions
Distinguished Pistol Shot	Service Pistol NT and EIC competitions
Distinguished 22 Rimfire Pistol	22 Rimfire Pistol EIC competitions
Distinguished Service Revolver	Service Revolver EIC competitions
Distinguished Marksman*	NT and EIC Service Rifle or Pistol competitions
Junior Distinguished	Junior three-position air rifle competition in either the precision or sporter categories
Distinguished Smallbore Rifle Position	Smallbore Rifle three-position EIC competitions
Distinguished Smallbore Rifle Prone	Smallbore Rifle prone EIC competitions
Distinguished Air Rifle	Air Rifle EIC competitions
Distinguished Air Pistol	Air Pistol EIC competitions
<a href="#">Distinguished Action Pistol</a>	<a href="#">Action Pistol competitions</a>

*\*Regulations for these badges are found in this rulebook. Regulations for other Distinguished Badges are found in their respective rulebooks.*

## **10.2 Distinguished Badge Program Administration**

### **10.2.1 Military Badge Program Administration**

The respective Armed Services administer Distinguished Rifleman Badge and Distinguished Pistol Shot Badge programs for Active Service, Reserve and National Guard personnel in accordance with applicable Service regulations. Service members (Active and Reserve) must earn these badges in accordance with the regulations of their respective Service. The Distinguished Rifleman and Distinguished Pistol Shot Badges and the Distinguished International Shooter Badge are authorized for wear on military uniforms.

### **10.2.2 Civilian Badge Program Administration**

The CMP administers Distinguished Rifleman and Distinguished Pistol Shot Badge programs for civilians in accordance with Title 36 USC §40722 (3) and these Rules. The CMP administers the U. S. Distinguished International Shooter Badge and Distinguished Marksman Badge programs and the Distinguished Badge programs for 22 Rimfire Pistol, Smallbore Rifle Position, Smallbore Rifle Prone, Service Revolver, Air Rifle and Air Pistol for all competitors in accordance with Title 36 USC §40722 (3) and these Rules.

### **10.2.3 Master Files for Distinguished and EIC Records**

The CMP maintains master files of all Civilian and Service Distinguished Badge winners. This file records the badge number, name of the recipient and date of the award. The CMP also maintains, for the Badge programs that it administers, master files of all competitors who earn EIC credit points that count towards Distinguished designation. These files are posted on the CMP web site at <http://ct.thecmp.org>.

## **10.3 Distinguished Rifleman Badge**

In addition to general CMP eligibility requirements (see Rule 3.0), the following eligibility requirements apply for participants in Service Rifle EIC Matches:

### **10.3.1 EIC Match Eligibility for Military Competitors**

Non-Distinguished military competitors may compete to earn EIC credit points in the National Matches and CMP-sanctioned EIC matches, but the military services may restrict the number and type of EIC matches where military shooters are eligible to earn EIC credit points. To earn EIC credit points that count towards the awarding of the Distinguished Rifleman Badge, competitors must shoot in regular, legal positions and start rapid-fire stages from standing in accordance with Rule 6.2.3 b) and 6.2.4 a). Non-Distinguished military competitors, who according to their service regulations cannot be credited with points earned in the National Matches or CMP-sanctioned EIC Matches, shall

be counted as ineligible competitors in determining the total number of Non-Distinguished competitors.

### **10.3.2 EIC Match Eligibility for Non-Distinguished Civilians**

The number of EIC matches in which Non-Distinguished Civilians may compete for EIC points is limited. In any calendar year, Non-Distinguished Civilians, in Service Rifle, may compete in:

- a) One National Trophy Individual Match.
- b) A maximum of five (5) CMP-sanctioned Service Rifle EIC Matches, except that in years when there is no National Trophy Individual Match, a maximum of six (6) CMP-sanctioned EIC Matches may be fired. The scores of any competitor who fires in more than five (5) EIC Matches in one calendar year, except as authorized in this rule, will not be counted in determining EIC credit points. Non-Distinguished Civilians may not elect to fire an EIC Match in the Open Individual Category (Rule 3.10, OIC, out of competition) until they have completed five EIC Matches in competition during the calendar year. If a Non-Distinguished Civilian fires in six or more EIC Matches during one calendar year, their scores in the first five EIC Matches will be used to determine the distribution of EIC Credit points (Rule 10.3.4). The competitor will be ineligible to earn EIC credit points in the sixth and any subsequent EIC Match and will be listed as an Out-of-Competition (Rule 3.10, out-of-competition) OIC competitor.
- c) A service-sponsored EIC match may be fired and counted in lieu of one of the five (5) CMP-sanctioned EIC Matches if civilian entries are accepted in that match. Civilian shooters who fire in military EIC Matches will be credited with earning EIC points in accordance with Rule 10.3.4 c) if they place in the top 10 percent of all Non-Distinguished military and civilian shooters in that match.
- d) Civilian or service shooters who do not have any EIC credit points in that event, also may enter and compete in Special EIC Matches (Rule 1.4.2) sponsored by the CMP, or in Special EIC Matches sponsored by a branch of the Armed Services, where a maximum of four EIC credit points may be earned. Civilian military academy cadets who earn four EIC credit points in Special Service (Combat) EIC Matches will be credited with those points. These special introductory EIC Matches do not count as one of the five (5) regular CMP-sanctioned EIC Matches specified above.

### **10.3.3 EIC Match Eligibility for Distinguished and Ineligible Non-Distinguished Competitors**

Distinguished and ineligible Non-Distinguished (see Rule 10.3.2 b) competitors may compete for CMP Achievement Pins in as many EIC matches as they wish. If range capacity is limited, preference for entries in CMP-sanctioned EIC

matches other than the National Trophy Individual Matches must be given to Non-Distinguished competitors.

#### **10.3.4 Criteria for Earning EIC Credit Points**

Eligible Non-Distinguished Civilians may earn credit points that count for Distinguished Rifleman designation in the following matches:

- a) National Trophy Individual Pistol and Rifle Matches.
- b) CMP-sanctioned EIC matches.
- c) EIC matches conducted by a branch of the U. S. Armed Forces in accordance with applicable Service regulations governing EIC matches. Civilians who place among the top ten percent of the Non-Distinguished competitors in any Service EIC match may, by submitting a request and match results bulletin to CMP, be awarded with EIC credit points for that match if that is the only Service-sponsored EIC match they have fired in that calendar year (Rule 10.3.2 c).
- d) Special EIC Matches sponsored and conducted by the CMP in accordance with ***CMP Competition Rules***. Only one four-point EIC credit may be counted towards the Distinguished Rifleman Badge designation.
- e) To be eligible to earn EIC credit points, competitors must shoot legal Service Rifles (Rules 5.1.1-5.1.4) in regular, legal positions (Rule 6.1) and start Service Rifle rapid-fire stages from standing (Rule 6.2.4 a)).

#### **10.3.5 Recognition of EIC Match Results**

For EIC credit points earned in a CMP-sanctioned EIC match to be recognized, the match must:

- a) Comply with ***CMP Competition Rules***.
- b) Use a National Match Course of Fire (TABLE 4) or a Special CMP EIC Match Course of Fire (See ***CMP Competition Rules for CMP Games Rifle and Pistol Matches, Rule G6.5.2, TABLE 6***).
- c) Be one of the eligible EIC matches permitted for that competitor (Rule 10.3.2).
- d) Be completed at all stages. If any stage is not completed due to circumstances beyond the match sponsor's control, the match sponsor must petition the CMP for a waiver in accordance with Rule 4.1.5.
- e) Have at least six (6) eligible Non-Distinguished competitors who fire recorded shots in at least two stages of competition in Pistol EIC Matches or three stages of competition in Rifle EIC Matches (10). *Note: 10% of six competitors equals 0.6 legs. 0.6 rounds up to 1.0 in accordance with rounding Rule 10.3.6.*

#### **10.3.6 Determining EIC Credit Points**

The highest scoring 10 percent of all Non-Distinguished competitors who fire recorded shots in at least two stages of the competition in three stages of a rifle National Match Course (Rule 6.4) in EIC Matches are awarded EIC credit points in accordance with this formula (TABLE 10, EIC Credit Point Table), provided that the score fired by the competitor equals or exceeds the EIC Minimum Credit Score (MCS, Rule 10.3.7):

- a) Highest one-sixth of the top 10 percent: Gold medal or 10 points.
- b) Next highest two-sixths of top 10 percent: Silver medal or eight points.
- c) Remaining three-sixths of top 10 percent: Bronze medal or six points.
- d) In computing the awarding of EIC points, fractions of 0.6 or higher are rounded to the next higher number (For example, for 76 Non-Distinguished competitors there would be 8 medals awarded.  $10\% = 7.6$  which rounds up to 8.).
- e) All Civilian competitors who earn a medal in a National Trophy Individual Match receive ten points.
- f) All eligible competitors who earn EIC credit points in a Special EIC Match receive four points.
- g) Former Military. If a service member does not become Distinguished while in the service, the CMP will accept points earned in military EIC Matches as credit points towards Civilian Distinguished designation.

**TABLE 10 -- EIC Credit Point Table**

<b>Eligible Non-Distinguished Competitors</b>	<b>Legs</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
1 to 5	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
6 to 15	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>
16 to 25	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>
26 to 35	<b>3</b>	<b>0</b>	<b>1</b>	<b>2</b>
36 to 45	<b>4</b>	<b>1</b>	<b>1</b>	<b>2</b>
46 to 55	<b>5</b>	<b>1</b>	<b>1</b>	<b>3</b>
56 to 65	<b>6</b>	<b>1</b>	<b>2</b>	<b>3</b>
66 to 75	<b>7</b>	<b>1</b>	<b>2</b>	<b>4</b>
76 to 85	<b>8</b>	<b>1</b>	<b>3</b>	<b>4</b>
86 to 95	<b>9</b>	<b>1</b>	<b>3</b>	<b>5</b>
96 to 105	<b>10</b>	<b>2</b>	<b>3</b>	<b>5</b>
Etc.				

### **10.3.7 EIC Minimum Credit Scores**

To receive EIC credit points, the score fired by the competitor must fulfill the requirements of Rule 10.3.6 (top 10%, etc.) and equal or exceed the EIC Minimum Credit Score (MCS) for that discipline. The Minimum Credit Score for Service Rifle is: 455 x 500. Minimum Credit Scores will not be adjusted for weather or other conditions. If an EIC course of fire is shortened in accordance with Rules 4.1.5 and 4.8.2 and approved by the CMP, the MCS requirement will not apply for that match.

### **10.3.8 Silver and Bronze EIC Badges**

The CMP awards bronze EIC badges to Civilian competitors after they have earned at least six points towards Distinguished designation. The CMP awards silver EIC badges to Civilian competitors after they have earned at least 20 points.

### **10.3.9 Awarding of Distinguished Badges**

The CMP awards the Distinguished Rifleman Badge when a Civilian competitor earns 30 or more points in this discipline and has earned at least one eight or ten-point award.

## ***10.4 Distinguished Marksman Badges***

The Distinguished Marksman Badge is a Distinguished Badge that may be earned by competitors with limitations or disabilities that require them to compete with adaptive firing positions, adaptive equipment, or special techniques to complete an EIC rifle or pistol courses of fire. The Distinguished Marksman Badge may be earned in any CMP Rifle or Pistol discipline where EIC Matches are sponsored or sanctioned. The awarding of the Distinguished Marksman Badge is governed by this Rule:

### **10.4.1 Competitor Eligibility**

A competitor with a permanent disability or impairment who is approved by the CMP to participate in the Distinguished Marksman Program in accordance with Rule 3.5.2 b), is eligible to compete in EIC Matches and earn EIC credit points that count towards the awarding of the Distinguished Marksman Badge in accordance with Rule 10.4.2.

### **10.4.2 Criteria for Earning EIC Credit Points**

Competitors with Distinguished Marksman authorizations (Rule H2.5.2 b) may earn EIC credit points as follows:

- a) A competitor who competes in an EIC Service Rifle Match who fires a score that equals or exceeds the Minimum Credit Score (MCS, Rule 10.3.7, 455 x 500) for this discipline will receive six (6) EIC credit points.
- b) A competitor who competes in a National Trophy Individual Match who fires a score that equals or exceeds the Minimum Credit Score (MCS, Rule

10.3.7, 455 x 500) for this discipline will receive ten (10) EIC credit points.

*Note: This provision is retroactive to the 2022 National Matches.*

- c) A competitor who competes in a Special EIC Match (Rule 1.4.2 & 9.2.2) who fires a score equal to or exceeding the lowest score that earned a 4-point EIC credit in that Match will receive four (4) EIC credit points.
- d) If a competitor fires a score in an EIC or National Trophy Rifle Match that equals or exceeds the score fired by a competitor who received eight (8) or ten (10) EIC points in that Match, that competitor will also receive that same number of EIC credit points.
- e) If a competitor earned fewer than 30 EIC Distinguished Rifleman credit points before becoming disabled and eligible for this program, those EIC credit points may be credited as Distinguished Marksman credit points.

#### **10.4.3 Limited EIC Match Eligibility**

Competitors who are approved to participate in the Distinguished Marksman Program may compete for EIC points in a maximum of one National Trophy Individual Match and five (5) CMP-sanctioned Service Rifle EIC matches in any calendar year, except that in years when there is no National Trophy Individual Match, a maximum of six (6) CMP-sanctioned EIC matches may be fired

#### **10.4.4 Awarding of Distinguished Marksman Badges**

The CMP will award the Distinguished Marksman Badge when an authorized competitor earns 30 or more points in Service Rifle EIC Matches in accordance with Rule 10.4.2.

## **11.0 NATIONAL RECORDS**

### **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/>.

### **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 reviews results lists and recommendations from eligible competitions to determine whether a score is a National Record. When a new or equaled record is established, the Roster of National Records will be updated. Any competitor or other person who believes that a possible National Record is worthy of recognition is encouraged to contact CMP Competitions at [competitions@thecmp.org](mailto:competitions@thecmp.org) (*please provide relevant details and a results list*).

### **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, the tie will not be broken, and they will be recognized as National Record co-holders.

### **11.2.4 Continue to Fire.**

[If a competitor fires a 200-20X score in a 20-shot National Record category, they may continue to fire single shots or 10-shot rapid-fire series until they fire a single shot that does not score as an X or a 10-shot series that does not score 100-10X. The competitor's score shall be recorded as 200-20X + #X. In an event where there is more than one competitor who fires 200-20X, the National Record shall be awarded to the competitor who fired the largest number of additional Xs.](#)

## **11.3 Highpower Rifle National Records**

Highpower Rifle National Records will be recognized for Service Rifles (Rules 5.1.1-5.1.4) [and Match Rifles \(Rule \(Rule 5.1.5\)\)](#) in Open, Women, Junior and Senior categories for the following CMP Highpower Rifle events that are fired using [CMP Highpower Rifle Competition Rules](#):

- President's Rifle Course (30 shots)
- President's Rifle Match (40 shots, with Final)
- National Match Course (50 shots)
- 2-person team event, National Match Course (2 x 50 shots)
- 4-person team event, National Match Course (4 x 50 shots)
- 6-person team event, National Match Course (6 x 50 shots)
- [20-shot stages in the 80-shot CMP Standard Course and the 100-shot Long Course](#)
- [60-shot Mid-Range Course](#)
- [20-shot stage Long-Range](#)
- [100-shot Long Course \(5x20\)](#)
- [80-shot Standard Course \(4x20\)](#)

#### ***11.4 Mid- and Long-Range Rifle National Records***

Mid- and Long-Range National Records will be recognized for appropriate rifle categories. Open National Records only will be recognized.

## INDEX:

25th Infantry Division Trophy .....	78
Active Service Category .....	13
Active Service Team Category .....	15
Additional CMP Disciplinary Action .....	40
Admiral Arleigh A. Burke Trophy .....	81
Affiliation, Team .....	14
Age Limits .....	10
Age Restriction Waivers .....	10
Aggregate Awards, Rifle President/NTI .....	82
Aggregate Awards, Rifle President/NTI/NTT .....	82
Alice Bull Trophy .....	82
Ammunition, NTIT .....	66
Appeal of Protest Decision .....	40
Armed Services Support .....	77
Arms Allowed, EIC Matches .....	85
Association of the U.S. Army Trophy .....	78
At-Large Junior Team Category .....	15
Authority to Bar Unsafe Firearms or Ammunition .....	49
Awarding of Distinguished Badges .....	92, 93
Awards, Rifle NTI Awards .....	78
Carrying Rifles .....	7
Carrying Rifles to the Firing Line .....	7
Celtic Chieftain Trophy .....	80
Changing Firearms .....	49
Chief Range Officer .....	19
Chief Statistical Officer .....	20
Chief Target Officer .....	20
Citizen Soldier Trophy .....	78
Civilian Badge Program Administration .....	88
Civilian Category .....	12
Club Civilian Team Category .....	15
Club Matches .....	3
CMP Competition Program .....	1
CMP National Trophy and CMP Games Matches .....	77
CMP-Recognized Rifle and Pistol Events .....	3
CMP-Sanctioned Match Reporting .....	5
Coaching .....	24
Coaching, Hearst Doubles .....	64, 81

Coaching, NTIT ..... 66

Coast Artillery Trophy ..... 78

Col. William L. “Bill” Deneke medallions ..... 82

Competition Conditions, Hearst Doubles ..... 81

Competition Conditions, NTIT ..... 66

Competition Conditions, Rifle NTT ..... 63

Competition Officials ..... 19

Competition Rules and Procedures ..... 18

Competitions Conducted by the CMP ..... 1

Competitions Sanctioned by the CMP ..... 1

Competitor Responsibilities ..... 23

Completed Match ..... 26

Course of Fire, NTIT ..... 65

Course of Fire, Rifle NTT ..... 63, 79, 80, 81, 82

Criteria for Earning EIC Credit Points ..... 89

Daniel Boone Trophy ..... 78

Daniel Boone Trophy medals ..... 79

Deneke Trophy Junior Aggregate ..... 82

Determining EIC Credit Points ..... 90

Disabilities ..... 11

Disabled Firearms ..... 49

Distinguished Marksman Badge ..... 92

Distinguished Marksman Program, Competitor Eligibility ..... 92

Distinguished Marksman Program, Criteria for Earning EIC Credit Points ..... 92

Distinguished Marksman Program, EIC Match Limitations ..... 93

Distinguished Rifleman Badge ..... 88

Distinguished Smallbore Rifle Badges ..... 86

Early Shot After LOAD ..... 30

Early Shot Before LOAD ..... 30

EIC Badges ..... 92

EIC Match Eligibility for Distinguished Shooters ..... 89

EIC Match Eligibility for Military Competitors ..... 88

EIC Match Eligibility for Non-Distinguished Civilians ..... 88

EIC Match Locations and Dates ..... 85

EIC Match Program ..... 85

EIC Match Reporting ..... 86

Electronic Devices ..... 52

Electronic Target Technical Officer ..... 20

Eligibility Affidavit Required ..... 9

Elihu Root Gold Medals, Rifle ..... 80

Enforcement of Rule Violations .....	38
Entries .....	23
Entries in EIC Matches .....	86
Entries, Advance Notice .....	23
Entry Fees, EIC Matches.....	86
Entry Fees, National Matches .....	83
Excellence-In-Competition Matches .....	2, 84
Eye Protection .....	8
F-Class Matches.....	68, 69
Field Glasses, NTIT .....	67
Final Rankings and Awards, Rifle President's Match .....	60
Final Results List .....	34
Final Stage Procedures, Rifle President's Match .....	59
Fire in a Match.....	26
Firearm Inspections .....	49
Firing Line.....	24
Firing Order, Rifle NTT .....	64
Firing Points.....	24
Firing Procedures .....	25
Fore-end riser blocks for Precision Air Rifles .....	47
General Eligibility, CMP Matches .....	9
General Shepherd Trophy .....	81
General Thomas White Trophy .....	80
Going Downrange.....	8
Golden Eagle Trophy.....	78
GySgt Carlos Hathcock II Trophy .....	82
Handling Rifles .....	7
Hearst Doubles Rifle Team Match.....	80
Highpower Rifle Long Range Matches .....	67
Highpower Rifle Rules .....	40
Highpower Rifle Targets .....	53
Hilton Trophy .....	79
How Slings Are Used.....	51
Individual Awards, Rifle NTT .....	79
Infantry Category .....	13
Infantry Trophy .....	80
Infantry Trophy Loading.....	58
Infantry Trophy Rifle Targets .....	54
Junior Category .....	12
Junior Infantry Team Trophy .....	80
Junior Team Category .....	15

Jury.....	22
Kneeling Position.....	55
Kneeling Rolls.....	52
Knowledge of the Rules.....	23
Late Shot.....	30
Law Enforcement Category.....	13
Law Enforcement Team Category.....	15
Leatherneck Trophy.....	80
Liability Agreement.....	10
Lieutenant Paul J. Roberts, Jr., Memorial Trophy.....	78
Loading and Reloading Rifles.....	57
Malfunctions, NTIT.....	66
Master Distinguished and EIC Files.....	88
Match Awards, Hearst Doubles.....	81
Match Awards, Pistol NTI.....	78
Match Awards, President's Pistol.....	78
Match Director.....	19
Match Director's Bulletin.....	18
Match Entries.....	23
Match Program.....	18
Match Rifle Rule.....	46
Match Rifle Slings.....	50
Medical Conditions.....	11
Military Badge Program Administration.....	87
Minuteman Trophy.....	79
Mountain Man Trophy.....	82
Nathan Hale Trophy.....	78
National Civilian Rifle Team.....	80
National Guard Association Trophy.....	78
National Guard Category.....	13
National Guard Team Category.....	15
National Junior Service Rifle Team.....	82
National Matches.....	1, 77
National Matches Schools.....	83
National Records.....	93
National Trophies.....	37
National Trophy.....	79
National Trophy Individual Rifle Match.....	60, 61
National Trophy Infantry Team Match.....	65
National Trophy Junior Team Match.....	81
National Trophy Rifle Team Match.....	63

New Shooters, National Trophy Team Matches .....	15
NTI/NTT Aggregate, Service Rifle .....	81
Open Individual Category .....	17
Other Shooting Clothing .....	51
Out-of-Competition Teams .....	16
Pair Firing in Team Matches, Service Rifle .....	64
Pair Firing, Rifle NTT .....	64
Pershing Trophy .....	79
Pietroforte Trophy .....	82
Pistol Team Matches .....	79
Police Rifle Trophy .....	78
Preliminary Results List .....	33
President's Rifle Match .....	59
Procedures for CMP Match Sanctioning .....	4
Prohibited Sling Features .....	50
Prone Position .....	55
Protest Committee .....	40
Protest Decisions .....	39
Protests .....	39
Protests at National Matches .....	40
Purpose, EIC Matches .....	84
Range Alibis .....	26
Range Design .....	24
Range Impact Area .....	25
Range Officers .....	19
Range Safety Flag .....	25
Rapid-Fire Loading .....	57
Rattlesnake Trophy .....	80
Ready Line .....	24
Recognition of EIC Match Results .....	90
Regular EIC Matches .....	84
Regulations for CMP-Sanctioned EIC Matches .....	85
Removable Fore-end Riser Blocks for Precision Air Rifles .....	47
Removing Rifles from Firing Line .....	8
Requirements for Awards .....	37
Reserve Category .....	13
Reserve Component Category .....	13
Reserve Component Team Category .....	15
Reserve Team Category .....	15
Residency, Team .....	14
Results List Corrections .....	33

Rifle Event Regulations ..... 55

Rifle Firing Positions ..... 55

Rule Interpretations ..... 18

Rule Violations..... 38

Rules Conflicts..... 19

Safety ..... 23

Safety After Firing ..... 8

Safety During Loading ..... 7

Safety Emergency ..... 8

Safety Enforcement..... 8

Sanctioned EIC Matches ..... 85

Sanctioned Match Authorization ..... 5

Sanctioned Match Fees ..... 5

Sanctioned Match Information and Promotion ..... 5

Sanctioned Match Requirements ..... 5

Score Challenges, Paper Targets ..... 29

Score Complaints, Electronic Targets ..... 29

Score Recording, NTIT ..... 66

Scorer, Verifier and Target Marker Responsibilities ..... 23

Scorers, Rifle NTT ..... 65, 79

Scoring Officers ..... 20

Scoring Shots on Electronic Targets ..... 28

Scoring Shots on Paper Targets ..... 28

Scoring, NTIT ..... 66

Senior Award, Rifle NTI ..... 78

Senior Category ..... 12, 13

Service Category ..... 12

Sharing Firearms ..... 49

Shooting Clothing and Accessories..... 51

Shooting Glove ..... 51

Shooting Jackets ..... 51

Shooting Kits ..... 52

Shooting Mats..... 52

Shooting Stools ..... 52

Short Range Service Rifle Courses..... 62

Sighting Shots, Service Rifle ..... 56

Signaling Shot Values (Pit Operated Targets)..... 28

Sitting Position ..... 55

Sling Attachment ..... 50

Sling Configuration ..... 50

Slings..... 50

Slings, NTIT .....	66
Slow-Fire Loading .....	57
Soldier of Marathon Trophy .....	79
Special Awards .....	37
Special EIC Matches .....	84
Spotting Scopes .....	52
Squadding, Hearst Doubles.....	80
Standard U. S. Military Slings.....	50
Standing Position.....	55
Standing Prior to Rapid Fire Stages .....	58
State Championships .....	2
State Civilian Team Category .....	15
Station of Team Captain, Rifle NTT.....	64
Station of Team Coach, Rifle NTT.....	64
Substitution of Firing Members .....	14
Target Assignments, Service Rifle .....	56
Target Line .....	24
Target Markers, Rifle NTIT .....	66
Target Markers, Rifle NTT .....	64, 79
Target Officers .....	20
Targets, NTIT .....	66
Team Awards, National Trophy Junior Team Match .....	81
Team Awards, Pistol NTT .....	79, 80, 81
Team Captains and Firing Members .....	14
Team Categories .....	14
Team Coaches .....	14
Team Composition, National Trophy Junior Team Match .....	81
Team Composition, NTIT .....	65
Team Composition, Rifle NTT .....	63, 79, 80, 81, 82
Team Targets, Rifle NTT .....	63
Telescopes, NTIT .....	67
Tie-Breaking, Rifle .....	33
Trophy Winners .....	37
Types of EIC Matches .....	84
U.S. Forces Command Rifle Trophy.....	81
Waiver and Liability Agreement Required .....	10
Weighing Triggers .....	49
Wind Flags.....	25
Woman's Rifle Trophy .....	78
Women Category.....	12
Wyatt Trophy .....	78





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or downloaded from  
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