

CMP

COMPETITION RULES

15th Edition--2011

*CMP Competition Rules govern the
National Trophy Rifle and Pistol Matches,
Excellence-In-Competition (EIC) Matches,
CMP Games Events (Garand, Springfield, Carbine,
Military Rifle) and other CMP-sanctioned competitions*



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About the CMP and CPRPFS

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

The CMP promotes firearms safety training and rifle practice for qualified U.S. citizens with a special emphasis on youth. The CMP delivers its programs through a network of affiliated shooting clubs and associations, through CMP-trained and certified Master Instructors and through cooperative agreements with national shooting sports and youth-serving organizations.

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

The National Matches, 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 test and celebrate the marksmanship skills of U. S. citizens. They also are a vital means of fostering the development of shooting sports leaders who can instruct youth in target shooting and promote the growth of marksmanship activities among U. S. citizens.

Introduction to CMP Competition Rules

This 2011 15th Edition of the ***CMP Competition Rules*** governs CMP National Trophy Rifle and Pistol Matches, Excellence-In-Competition (EIC) matches and other CMP-sanctioned competition programs. These rules remain in effect from the date they are issued until they are replaced by the next edition of the rules.

Authority. The CMP governs and sanctions competition events in accordance with Title 36, UCS, § 40701-40733. The authority “to conduct competitions in the use of firearms and to award trophies, prizes, badges, and other insignia to competitors” is one of the statutory “functions” of the Corporation for the Promotion of Rifle Practice and Firearm Safety. Specific authority to conduct the National Matches is given in §40725.

History of the CMP Rules. The first editions of the ***CMP Competition Rules*** were rewrites of Army Regulation 920-30 that governed the National Trophy Matches through 1996. This is the 15th edition of the ***CMP Competition Rules***. Substantive rule changes from the 14th Edition and any new rules are underlined so that they can be readily identified.

CMP as National Governing Body. The CMP is the U.S. national governing body for Service Rifle, Service Pistol, “As-Issued” Military Rifle (Garand, Springfield, Vintage Military Rifle, M1 Carbine), “As-Issued” Military Pistol (M9), Rimfire Sporter Rifle and National Match Air Rifle competitions. It fulfills this responsibility by establishing rules and sanctioning competitions for these shooting disciplines.

Applicability. ***CMP Competition Rules*** govern the National Trophy Rifle and Pistol Matches, CMP-sanctioned EIC matches and CMP-sanctioned As-Issued Military Rifle and Pistol Matches as well as any other competitions established or sanctioned by the CMP. **No match program, match director or other match official has the authority to contravene these rules except as explicitly provided for in these rules.**

Interpretation and Modification. To obtain a clarification or interpretation of any CMP rule, contact CMP Competitions, 419-635-2141, ext. 1112 or competitions@odcmp.com, to request a DCM ruling or interpretation. **The DCM can interpret unclear rules, but may not modify rules. The Programs Committee of the CPRPFS Board of Directors has the sole authority to modify**

CMP Competition Rules. In the absence of a DCM, the DCM Emeritus retains the authority of the DCM.

Definition of “Legal.” The word “legal” when used in this document means “compliant with these **CMP Competition Rules.**”

Web Site for CMP Competitions. The CMP web site at <http://www.odcmp.com> has information pages for all CMP competition programs as well as links to the latest copies of rules, match programs and program announcements for CMP competitions. From the CMP home page, click on “Competitions” and then select the item(s) you want.

CMP Competition Tracker Web Page. The CMP pioneered in using the Internet to administer competitions and post live match results for competitors and the public. The CMP Competition Tracker system was first used during the 2003 National Matches. Any shooter, match official or interested person, can view upcoming match announcements and match results in Competition Tracker. From the CMP home page, click on “Competition Tracker” or visit <http://clubs.odcmp.com>. Then select the type of competition or other activity that interests you. You can then click on “Upcoming Matches,” or “Competition Results” for any sanctioned by the CMP. This site also displays a comprehensive list of “Current Distinguished Shooters,” “Top EIC Scores” and other information that may be of interest to competitive shooters. Competitors can use Competition Tracker to enter CMP National Matches events on-line.

Where to Obtain Rules. **CMP Competition Rules** are posted on the CMP web site at <http://www.odcmp.com/Competitions/Rule-book.pdf> and may be downloaded from there without cost. Printed copies of the rules are available at a cost of \$3.00 each. Contact:

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1.0 THE NATIONAL MATCHES

1.1 Statutory Authority

An Act of Congress established the National Matches in 1903. This authorization was reestablished when the Corporation for the Promotion of Rifle Practice and Firearms Safety was created in 1996. The National Matches are conducted in accordance with Title 36, U. S. Code, § 40725-40727.

1.2 CMP National Trophy Rifle and Pistol Matches

The Civilian Marksmanship Program (CMP) National Trophy Rifle and Pistol Matches provide annual national competitions for individuals and teams. The CMP National Trophy Rifle and Pistol Matches are open to all persons, civilian or military, regardless of skill level. The matches offer competitions for prestigious National Trophies and provide incentives to develop individual and team marksmanship skills, marksmanship instruction techniques and target shooting equipment.

1.3 NRA Partnership

The National Rifle Association (NRA) National Rifle and Pistol Championships are conducted in conjunction with the CMP National Trophy Matches. The CMP and NRA will conclude appropriate agreements to identify their respective responsibilities in conducting the events that comprise the National Matches.

1.4 Uniformed 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 and NRA 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.

1.5 Place and Date

The National Matches are held annually, in July and August, at Camp Perry, Ohio.

1.6 National Matches Competitions

The National Matches encompass the CMP National Trophy Matches, National CMP Games competitions and the NRA National Rifle and Pistol Championships. The National Matches include the following events.

1.6.1 CMP National Trophy Matches

- (1) National Matches Service Pistol Warm-Up Match
- (2) President's Pistol Match
- (3) National Trophy Individual Pistol Match
- (4) National Trophy Pistol Team Match
- (5) President's Rifle Match
- (6) National Trophy Individual Rifle Match
- (7) Hearst Trophy Doubles Team Match
- (8) National Trophy Rifle Team Match
- (9) National Trophy Infantry Team Match

1.6.2 National CMP Games and Special EIC Matches Events

- (1) John C. Garand Rifle Match
- (2) Springfield Rifle Match
- (3) Vintage Military Rifle Match
- (4) CMP Rimfire Sporter Match

- (5) M16 Rifle EIC Match
- (6) M1 Carbine Match
- (7) M9 Pistol EIC Match
- (8) National Matches Air Gun Events
- (9) Vintage Sniper Rifle Team Match

1.6.3 NRA National Rifle and Pistol Championships

- (1) National Pistol Championship
- (2) National Smallbore Rifle Position Championship
- (3) National Smallbore Rifle Prone Championship
- (4) National High Power Rifle Championship
- (5) National Long Range Rifle Championship

1.7 National Matches Schools

During the National Matches, both the CMP and NRA offer special training opportunities for shooters and coaches.

1.7.1 CMP Small Arms Firing Schools

Title 36, U. S. Code (36 USC, §40701-40733), mandates the conduct of annual Small Arms Firing Schools (SAFS). Small Arms Firing Schools teach safe fire-arms handling and provide marksmanship instruction with service pistols and rifles. The U.S. Army Marksmanship Unit (USAMU) conducts the schools with assistance from members of other military rifle and pistol teams.

1.7.2 CMP National Junior Highpower Rifle Clinic

The U.S. Marine Corps Rifle Team conducts this clinic for intermediate and advanced junior highpower rifle shooters. The clinic teaches advanced competitive service rifle shooting skills.

1.7.3 CMP As-Issued Military Rifle Clinics

These clinics prepare new As-Issued Military Rifle competitors to fire the CMP Games Matches that are part of the National Matches.

1.7.4 Additional Training Opportunities

Each year, the CMP and NRA offer additional marksmanship training programs for coaches, instructors and individual shooters that are part of the National Matches and that are described in their respective National Matches Programs.

1.8 CMP National Matches Events and Entry Fees

Events on the CMP National Matches program and entry fees for the 2011 CMP matches and Small Arms Firing Schools are:

- (1) Pistol Small Arms Firing School, Juniors \$30, Adults \$45
- (2) Service Pistol Warm-Up Match, Juniors \$15, Adults \$20 (if not entered in Pistol SAFS)
- (3) President's Pistol Match, Juniors \$15, Adults \$30
- (4) National Trophy Pistol Match, Juniors \$15, Adults \$30
- (5) National Trophy Pistol Team Match, Juniors \$15, Law Enforcement \$25, Other Teams \$50
- (6) National Rimfire Sporter Match, Juniors Free, Adults \$35
- (7) Rifle Small Arms Firing School, Juniors \$30, Adults \$45
- (8) CMP-USMC Junior Highpower Rifle Clinic, Juniors only, \$30
- (9) President's Rifle Match, Juniors \$20, Adults \$35
- (10) National Trophy Rifle Match, Juniors \$25, Adults \$40
- (11) National Trophy Junior Team Match, Two-Person Junior Teams, \$15 per competitor

- (12) Hearst Doubles, Two-Person Teams, \$15 per competitor
- (13) National Trophy Rifle Team Match, Juniors \$75, Adults \$100
- (14) National Trophy Infantry Team Match, Juniors \$75, Adults \$100
- (15) John C. Garand Match, Juniors \$30, Adults \$50
- (16) Springfield Rifle Match, Juniors \$30, Adults \$50
- (17) Vintage Military Rifle Match, Juniors \$20, Adults \$30
- (18) M1 Carbine Match, Juniors \$25, Adults \$45
- (19) Vintage Sniper Rifle Match, Two-Person Teams, \$25 per competitor
- (20) Non-Firing Team Official, No Entry Fee

1.9 Entries

All entries in CMP-sanctioned National Matches events must be submitted to the CMP. To enter any CMP-sponsored National Matches event, individuals may enter on-line through the CMP web site. To make entries, start on the CMP home page, <http://www.odcmp.com>, click on the National Matches icon (Available from April until the start of the matches) or on "Competition Tracker," then on "Upcoming Matches" under "National & CMP Games." Entry also may be made on printed entry forms. Entry fees must be paid when entries are made. Entries accompanied by appropriate entry fees will be recorded and processed in the order received by the CMP. If range capacity for an event is reached, subsequent entries will be placed on a waiting list with waitlist priority determined by the date and time the paid entry was received. Note: Entries submitted on-line are recorded at the time of submission if entry fees are paid by credit card; entries sent by mail are recorded when the entry form and fees are received and processed at CMP.

1.10 Cancellations

Since CMP National Matches events may be filled to capacity with waiting lists, it is important that any competitor who must cancel an entry do so as soon as possible. There is a penalty for late cancellations and no-shows because they deprive other competitors of an opportunity to participate in matches that are filled to capacity. Cancellation requests will be processed as follows:

- (1) Cancellations received 30 days or more in advance of the first event entered receive a full refund of all fees paid.
- (2) Cancellations received between 29 days and one day prior to the first event entered receive a 50% refund of all fees paid.
- (3) No shows on the day of the match or cancellation requests received on the day of the match or after the match receive no refund unless the cancellation is caused by bereavement, a medical emergency or CMP error.

1.11 National Trophy Matches Awards

1.11.1 CMP National Trophies

Permanent National Trophies are presented to match winners in accordance with these rules and the CMP National Matches Program. The National Trophies are engraved with the winner's name and remain in CMP custody.

1.11.2 CMP Trophy Winners

The 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.

1.11.3 Special Awards

The CMP or award donors may provide additional special match awards, prizes or medals.

1.11.4 Minimum Requirements for Awards

In an individual event or award category, a minimum of five entries is required to present individual awards. In a team event or award category a minimum of three teams is required to present team awards. Awards will be given if the required minimum number of competitors completes the match in accordance with Rule 5.8.2. The DCM may waive these minimums.

1.12 Additional Information

National Matches programs published by the CMP provide additional details regarding CMP National Matches events. If there is a conflict between the **CMP Competition Rules** and the **CMP National Matches Program** regarding the conduct of any CMP competitions described in Rules 1.6.1 and 1.6.2, **CMP Competition Rules** shall prevail.

2.0 Excellence-In-Competition Matches

2.1 Purpose

Excellence-In-Competition (EIC) matches are competitions where civilian and military service rifle and pistol competitors can earn EIC credit points that count towards the awarding of Distinguished Rifleman and Distinguished Pistol Shot Badges. An annual series of CMP-sanctioned EIC matches are conducted in the United States. The top Non-Distinguished competitors in each EIC match earn EIC credit points (see Rule 10.2).

2.2 National Trophy Individual Matches

The National Trophy Individual Pistol and Rifle Matches that are held annually during the National Matches are EIC matches that are conducted by the CMP.

2.3 Military EIC Matches

The U. S. Army, U. S. Air Force, U. S. Navy, U. S. Marine Corps and U. S. Coast Guard each prescribe regulations governing the conduct of military EIC matches and the awarding of Distinguished Rifleman and Distinguished Pistol Shot Badges for members of the military services.

2.4 Other EIC Matches

Other EIC Matches include EIC matches conducted by the military services, Special EIC Matches conducted by the CMP (see Rules 9.6, 9.7 and 9.8) and CMP-sanctioned EIC matches conducted by approved sponsoring organizations. The CMP must approve and sanction all EIC matches not conducted by the military services prior to their being conducted. CMP-affiliated state associations, clubs and other organizations may apply to the CMP to conduct EIC matches in conjunction with regional, state or other competitions or as separate competitions. 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.

2.5 EIC Match Locations and Dates

EIC rifle and pistol matches must be scheduled as separate EIC matches or courses of fire that are not combined with any other competition events. All competitors in rifle EIC matches must complete the same stages on the same day; pistol EIC matches may be scheduled with separate EIC relays on two or three days if the

EIC match is conducted in conjunction with a single multi-day competition. All relays of one EIC match must be fired on the same range. Except for schedule or course of fire changes made in accordance with Rule 5.1.5, any deviation from these requirements must be approved in advance by the DCM and explained in the Match Program [Rule 5.1.4] 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://clubs.odcmp.com/matches>.

2.6 EIC Match Program

Each CMP-sanctioned EIC match must consist of a National Match Course fired as prescribed in the **CMP Competition Rules** (Rule 7.3.1 or Rule 8.3.1). Any unauthorized deviation from this rule that is not approved by the DCM in accordance with Rule 5.1.5 will be cause for disallowing the scores fired in that match.

2.7 Entry Fees

Each competitor in an EIC match, regardless of Non-Distinguished or Distinguished status, must pay a fee of \$10.00 to be remitted to the CMP after the match. These fees are used to pay the costs of administering EIC matches and the Distinguished Badge awards program. The match sponsor may charge an additional fee to cover expenses necessary to conduct the EIC match.

2.8 Junior Pistol Events

Sponsors of CMP-sanctioned pistol EIC matches may, at their option, allow junior competitors to fire .22 caliber standard pistols (Rule 6.6.3) in conjunction with EIC pistol matches. Juniors who fire the .22 caliber standard pistol are not eligible to earn EIC credit points, but match sponsors may provide special awards for juniors who fire these pistols. Match sponsors are not required to remit the \$10.00 per competitor EIC entry fee to the CMP for juniors who fire the .22 caliber standard pistol.

2.9 Entries in EIC Matches

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

2.10 EIC Match Reporting

EIC match sponsors must forward a match report, 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. 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. Official EIC match results are the results posted on the CMP web site after scorecards are returned to the CMP.

3.0 CMP Regional Games and Other CMP Sanctioned Matches

3.1 Purpose

The CMP conducts Regional CMP Games Matches and sanctions affiliated organizations to sponsor state championships and other rifle and pistol matches that offer Service Pistol, Service Rifle and CMP Games events to promote target practice and competition by as many adults and youth as possible.

3.2 Regional CMP Games

The CMP conducts Regional CMP Games that offer major competitions in CMP Games events to competitors in other areas of the U. S. In 2011, the CMP will conduct the Eastern CMP Games at Camp Butner, North Carolina and the Western CMP Games at Phoenix, Arizona. Events on the Regional CMP Games program are:

- (1) John C. Garand Match
- (2) Springfield Rifle Match
- (3) Vintage Military Rifle Match
- (4) As-Issued Military Rifle 3x30 Aggregate
- (5) M1 Carbine Match
- (6) As-Issued M1 Garand EIC Match
- (7) Rimfire Sporter Match (O, T and Tactical Classes)
- (8) Service Pistol EIC Match
- (9) As-Issued Military Pistol Match
- (10) M1 Garand Unlimited
- (11) Vintage Sniper Rifle 2-Person Team Match

3.3 State Service Pistol and Service Rifle Championships

CMP-affiliated state associations may conduct CMP-sanctioned State Service Pistol and Service Rifle Championships. Sanctioned State Championships may be conducted in cooperation with a CMP-affiliated club. State Championship programs may include, singly or in State Championship aggregates, any of these CMP Service Pistol and Service Rifle events:

3.3.1 Service Pistol Events

- (1) President's Pistol Course of Fire (40 shots, individual)
- (2) Pistol National Match Course (30 shots, individual)
- (3) Service Pistol 4x30 Team Course (4x30 shots, team)
- (4) Service Pistol 2x30 Team Course (2x30 shots, team)

3.3.2 Service Rifle Events

- (1) Presidents Rifle Course of Fire (with or without Final Stage, 30 or 40 shots, individual)
- (2) Rifle National Match Course (50 shots, individual)
- (3) Service Rifle 4x20 Course of Fire (80 shots, individual)
- (4) Service Rifle 4x50 Team Course (4x50 shots, team)
- (5) Service Rifle 2x50 Team Course (2x50 shots, team)
- (6) Service Rifle Hearst Doubles Course (2x30 shots, team)

3.4 Sanctioned Service Pistol and Service Rifle Matches

CMP-affiliated organizations may conduct CMP-sanctioned Service Pistol and Service Rifle Matches. CMP-sanctioned Service Pistol and Service Rifle match programs may include, singly or in overall match winner aggregates, any of these events:

3.4.1 Sanctioned Pistol Matches

- (1) President's Pistol Course of Fire (40 shots, individual)
- (2) Pistol National Match Course (30 shots, individual)
- (3) Service Pistol 4x30 Team Course (4x30 shots, team)
- (4) Service Pistol 2x30 Team Course (2x30 shots, team)
- (5) Presidents Rifle Course of Fire (with or without Final Stage, 30 or 40 shots, individual)

3.4.2 Sanctioned Rifle Matches

- (1) Rifle National Match Course (50 shots, individual)
- (2) Service Rifle 4x20 Course of Fire (80 shots, individual)
- (3) Service Rifle 4x50 Team Course (4x50 shots, team)
- (4) Service Rifle 2x50 Team Course (2x50 shots, team)
- (5) Service Rifle Hearst Doubles Course (2x30 shots, team)

3.5 State Championships in CMP Games Events

CMP-affiliated state associations may conduct CMP-sanctioned State Championships in CMP Games events. Sanctioned State Championships may be conducted in cooperation with a CMP-affiliated club. State Championship programs may include any of these CMP Games events:

As-Issued Military Rifle State Championship Events (for any John C Garand A or B Course)

- (1) As-Issued Military Rifle Match (any Garand, Springfield or Vintage Military Rifle)
- (2) John C. Garand Rifle Match (As-Issued M1 Garands only)
- (3) Springfield Rifle Match (M1903 rifles only)
- (4) Vintage Military Rifle Match (Vintage Military Rifles only)

Other CMP Games State Championship Events

- (1) Rimfire Sporter Match (O, T and Tactical Classes)
- (2) Standard Smallbore Pistol
- (3) M1 Carbine Match
- (4) National Match Air Rifle
- (5) Vintage Sniper Rifle (2-person teams)

3.6 Sanctioned CMP Games Events

CMP-affiliated organizations may conduct CMP-sanctioned CMP Games Matches. Match programs for CMP-sanctioned As-Issued Military Rifle or Other CMP Games Matches may include any of these events:

3.6.1 As-Issued Military Rifle Matches (for any John C Garand A or B Course)

- (1) As-Issued Military Rifle Match (any Garand, Springfield or Vintage Military Rifle)
- (2) John C. Garand Rifle Match (As-Issued M1 Garands only)
- (3) Springfield Rifle Match (M1903 rifles only)
- (4) Vintage Military Rifle Match (Vintage Military Rifles only)

3.6.2 Other Matches

- (1) Rimfire Sporter Match (O, T and Tactical Classes)
- (2) Standard Smallbore Pistol
- (3) M1 Carbine Match
- (4) Modern Military Rifle
- (5) M1 Garand Unlimited
- (6) National Match Air Rifle
- (7) Vintage Sniper Rifle Team Match (2-person teams)

3.7 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 authorization. Applications to sanction CMP EIC, State Championship and other matches can be down-

loaded from the CMP Competitions webpage at <http://www.odcmp.com/Competitions.htm>. The CMP must approve all CMP-sanctioned matches prior to their being conducted.

3.8 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 at <http://clubs.odcmp.com/matches> as soon as a match sanctioning application is approved.

3.9 Sanctioned Match Program

Each CMP sanctioned match shall consist of a course or courses of fire prescribed and conducted according to **CMP Competition Rules** (see Rules 7.0, 8.0 or 9.0 in these rules; for Rimfire Sporter, see the **CMP Guide to Rimfire Sporter**; for National Match Air Rifle, see the **CMP Guide to National Match Air Rifle**).

3.10 Entry 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.

3.11 CMP Sanctioned Match Support Services

CMP affiliated organizations that sponsor sanctioned CMP Games matches receive these support services from the CMP:

- (1) The match date, location and contact information are posted in CMP "Upcoming Matches" listings at <http://clubs.odcmp.com/matches>.
- (2) Match sponsors can order .30-06 ammunition from the CMP at special prices when it is to be used by participants in CMP-sanctioned matches or clinics.
- (3) Scorecards for recording competitor scores are provided. Completed scorecards may be returned to the CMP for entry in the CMP Competitor Tracker results system to provide an electronic match results bulletin that is available on the CMP website at <http://clubs.odcmp.com/cgi-bin/index.cgi>.
- (4) Individual scores reported to the CMP are included in National Rankings and handicap ratings that may be used to provide awards based on handicapped scores or to establish competitor classifications.
- (5) Certificates of match completion that may be completed by match sponsors and issued to participants after the match.
- (6) Gold, Silver or Bronze Shooter Achievement Award Pins for John C. Garand, Springfield, Vintage Military Rifle, M1 Carbine, Rimfire Sporter and National Match Air Rifle Matches may be ordered from the CMP at a cost of \$1.00 each. These pins may be awarded or sold to competitors who fire gold, silver or bronze achievement award cut-scores (see Rule 9.0; for Rimfire Sporter, see the **CMP Guide to Rimfire Sporter**; for National Match Air Rifle, see the **CMP Guide to National Match Air Rifle**).

3.12 Entries

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

3.13 CMP-Sanctioned Match Reporting

In order to provide an electronic results bulletin on the CMP website or to have the scores of competitors included in National Rankings and handicap ratings, spon-

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

4.0 Eligibility Requirements and Categories

4.1 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.

4.2 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 he/she:

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

4.3 Liability Agreement Required

Before an individual is permitted to participate in any CMP sanctioned competition, the sponsoring club or the CMP Competitions Department shall have on file a signed liability agreement stating that he/she:

- (1) Shall be bound by **CMP Competition Rules**,
- (2) 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, and
- (3) 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.
- (4) Agrees that photographs of the participant taken during the event and the participant's competition results may be published or reproduced by the CMP in its printed or electronic communications.

4.4 Age Limits

Any one who participates in a CMP-sponsored or sanctioned event must be capable of safely handling a rifle or pistol that is legal for the event and of safely completing the event course of fire. The following age limits are established to ensure that participants in CMP-sponsored or sanctioned competitions are capable of handling their firearms safely.

4.4.1 Pistol National Trophy and EIC Matches

CMP Pistol National Trophy and Excellence-In-Competition Matches are open to civilian and service competitors 16 years of age or older.

4.4.2 Pistol Small Arms Firing School

The Pistol SAFS is open to civilian and service members 14 years of age or older.

4.4.3 Rifle National Trophy and EIC Matches

The Rifle National Trophy and EIC matches, including the Garand, Springfield, Vintage Military Rifle and M1 Carbine Matches, are open to civilian and service competitors 14 years of age or older.

4.4.4 Rifle Small Arms Firing School

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

4.4.5 Other Sanctioned Matches

Other CMP-sanctioned matches (see Rule 3.0) should use the age restrictions identified in this section. Sponsoring clubs may also have their own age restrictions.

4.4.6 Age Restriction Waivers

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

4.5 Shooters with Medical Conditions

Shooters with medical or physical conditions, whether temporary or permanent, that do not prevent them from safely completing established courses of fire may be eligible to compete in CMP conducted or sanctioned competitions with special authorizations. Special written authorizations for shooters with such medical or physical conditions that are approved by the DCM or issued by the NRA in accordance with NRA Rules 13.1 and 13.2 will be accepted. Special authorizations are intended to make it possible for competitors with medical or physical conditions to compete with other competitors under relatively equal conditions that do not give them a special advantage over other competitors. Shooters with medical or physical conditions should contact CMP Competitions for information about special authorizations. Shooters with approved special authorizations are expected, in accordance with Rule 5.3, to fulfill all competitor responsibilities including scoring and pulling targets. Shooters with special authorizations must provide substitute target pullers for rifle events if they are unable to pull targets. Shooters with special authorizations who cannot stand prior to the start of rifle rapid-fire stages may compete in all rifle matches; they are eligible for awards in As-Issued Military Rifle Matches, but they must stand prior to the start of rapid fire stages to be eligible to earn EIC credit points (see Rule 8.1.6).

4.6 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.

4.6.1 Women

Any female competitor may compete in the women's category regardless of age or other category or sub-category status.

4.6.2 Civilian or Service

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

- (1) Civilian.** This category consists of all competitors who are not in the Active Service, Reserve or National Guard categories. Retired Service (Ac-

tive, Reserve or National Guard), Fleet Marine Corps Reserve and Police personnel are civilians. Members of the Reserve or National Guard categories are eligible to compete as Civilians if, during the current calendar year, they have not competed with that firearm in any Reserve or National Guard categories and have not received support from Service, Reserve or National Guard marksmanship programs.

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

4.6.3 Civilian Sub-Categories

Civilian competitors who qualify under Rule 4.6.2 (1) above may also register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- (1) **Junior.** Civilians may compete as Juniors through December 31 of the calendar year in which their 20th birthday occurs. In 2011, Juniors must have been born in 1991 or later. Individuals who compete in any Service category may not compete as Juniors. A competitor who meets the junior age criteria and is a member of the Service, Reserve or National Guard, who has not competed in one of those categories during the current calendar year and has not received support from Service, Reserve or National Guard marksmanship programs may compete as a Junior.
- (2) **Senior.** Civilians may compete as Seniors, beginning with the calendar year in which their 60th birthday occurs. In 2011, Seniors must have been born in 1951 or earlier. Individuals who compete in the Service category may not compete as Seniors.
- (3) **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. Military Police or other members of the Armed Services are not eligible to compete in the Law Enforcement sub-category.

4.6.4 Service Sub-Categories

Service competitors who qualify under Rule 4.6.2 (2) above may also register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- (1) **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 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.
- (2) **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. Reserve members who also are qualified as Law Enforcement and/or Civilians as defined above may alternatively register and participate in those categories if, during the current calendar year, they have not competed with that firearm in any Reserve category and have not received support from Service, Reserve or National Guard marksmanship programs.

- (3) **National Guard.** This category consists of members of the Army or Air Force National Guard. National Guard members who are also qualified as Law Enforcement and/or Civilian, as defined above, may alternatively register and participate in those categories if, during the current calendar year, they have not competed with that firearm in any National Guard category and have not received support from Service, Reserve or National Guard marksmanship programs.
- (4) **Military Services.** Active Service, Reserve and National Guard competitors represent the Army, Navy, Marine Corps, Air Force or Coast Guard and shall be eligible for awards designated for Active Service, Reserve or National Guard members of those branches of the Armed Services.
- (5) **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.
- (6) **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.

4.7 Team Member Eligibility

4.7.1 Team Composition

Teams shall consist of a team captain, team coach and firing members as indicated below:

- (1) National Trophy Pistol Team—four members, captain and coach.
- (2) National Trophy Law Enforcement Pistol Team—two members, captain and coach.
- (3) National Trophy Pistol Junior Team—two members, captain and coach.
- (4) Hearst Doubles Team—two members only, no captain or coach.
- (5) National Trophy Rifle Team—six members, captain and coach.
- (6) National Trophy Infantry Team—six members, captain and coach.
- (7) Service Rifle Four-Person Team—four members and coach.
- (8) Vintage Sniper Rifle Team—two members, no captain or coach

4.7.2 Team Captains and Firing Members

- (1) 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.
- (2) The team captain and team coach may be the same person. The team captain and/or team coach may be firing members.

4.7.3 Team Coaches

Team coaches may represent any category or sub-category.

4.7.4 Substitution of Firing Members

Team captains may substitute another shooter 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.

4.7.5 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.

4.7.6 Residency

Team captains, team coaches and firing members of State Civilian (Rule 4.8.5), Law Enforcement (Rule 4.8.9), Club Civilian (Rule 4.8.6) or Junior 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:

- (1) On state or club junior teams, this rule does not apply to team coaches.
- (2) Clubs with members from adjoining states who reside in the area where the club is located and who regularly participate in that club's activities may apply to CMP Competitions for an exception to this rule. This exception does not apply to state association teams.

4.8 Team Categories

Teams may enter the National Trophy Team Matches or other CMP-sanctioned team events in the categories listed below.

4.8.1 Active Service

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

4.8.2 Reserve

Reserve Teams may represent the reserve branch of each service.

4.8.3 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.

4.8.4 Reserve Component

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

4.8.5 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.

4.8.6 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.

4.8.7 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 4.6.3 (1).

4.8.8 At-Large Junior

Junior teams that do not meet the residency requirements in Rule 4.7.6 may compete as At-Large Junior Teams if the match program permits participation by At-Large Junior Teams.

4.8.9 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 4.6.3 (3).

4.9 New Shooters, National Trophy Team Matches

Every team entered in a National Trophy Team Match, except a Junior Team or a Law Enforcement Team, is required to have one firing member who is a new shooter. The purpose of the team new shooter requirement is to encourage participating organizations to continually recruit and develop new shooters.

4.9.1 New Shooter Definition

A new shooter is a team firing member who has not previously fired in that particular National Trophy Team Match, except that Junior, Law Enforcement, State National Guard and Out-of-Competition Team members may be granted additional new shooter eligibility in accordance with Rules 4.9 and 4.10. 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.

4.9.2 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 shooter who has not competed as a new shooter while firing as a Junior on a Civilian Team (Rule 4.11.3), 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.

4.9.3 Junior Members of Junior Teams

Juniors who fire as members of Junior Teams (Rules 4.8.7 and 4.8.8) shall not lose their eligibility to compete as new shooters on other teams.

4.9.4 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.

4.9.5 Members of Law Enforcement Teams

Law Enforcement officers who fire on Law Enforcement Pistol Teams (2-person teams) shall not lose their eligibility to compete on Law Enforcement teams, but they do lose their eligibility to compete as new shooters on Civilian or Club teams.

4.10 Out-of-Competition Teams

Teams that do not comply with eligibility, residency or new shooter requirements, or eligible teams that elect to do so, may enter and participate in any team event as Out-of-Competition Teams. Their scores will be recorded in the competition results in an Out-of-Competition category. If range capacity is reached in any team event, priority in accepting entries shall be given to eligible teams.

4.10.1 Ineligible for Team Awards

Out-of-Competition Teams are not eligible to win any team awards.

4.10.2 Eligible for Individual Awards

Scores fired by individual members of Out-of-Competition teams shall be eligible for special National Trophy Match awards that recognize individual shooter's scores in the National Trophy Team Matches.

4.10.3 New Shooter Eligibility

Participation as a firing member of an Out-of-Competition Team does not affect new shooter eligibility under Rule 4.9.

4.11 Open Individual Category

Individual competitors that do not comply with all eligibility, equipment or firing position rules (including Rule 8.1.6) 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 Category competitors. When scores are reported to the CMP, all competitors who fire in this category must be clearly identified.

5.0 General Competition Rules

5.1 Applicable Rules

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

5.1.1 CMP Competition Rules

The current edition of the ***CMP Competition Rules*** shall govern all National Trophy Rifle and Pistol Matches, CMP EIC Matches, CMP-sanctioned Service Pistol, Service Rifle and As-Issued Military Rifle Matches.

5.1.2 NRA Rules

Applicable NRA Pistol or High Power Rifle Rules shall apply in all areas that are not covered by ***CMP Competition Rules***.

5.1.3 DCM Rule Interpretations

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

5.1.4 Match Program

The ***National Match Program*** or the match program issued by an EIC or other sanctioned match sponsor provides additional information regarding the specific conditions of that particular competition. The match program may not change, set aside or alter the application of specific rules in the ***CMP Competition Rules*** or applicable ***NRA Rules***, except as permitted in CMP Rule 5.1.5.

5.1.5 Match Director's Bulletin

Match Director's Bulletins may be issued to provide additional information regarding competition conditions that were not known when the match program was published. Match Director Bulletins may not change, set aside or alter specific rules in the ***CMP Competition Rules*** or ***NRA Rules***, except that a Match Director's Bulletin may change a date of firing or a course of fire when

necessary to complete a match. Details of any changes made and the rationale for such changes must immediately be reported in writing to the CMP. The DCM must approve these changes for the competition to be considered a valid EIC or other sanctioned match.

5.1.6 Precedence in Case of Conflict

In the event of a conflict, precedence shall first be given to the ***CMP Competition Rules***, then to applicable ***NRA Rules***, then to applicable DCM rule interpretations, then to the match program and then to a match director's bulletin. Conflicting ***NRA Rules*** or statements in a match program or match director's bulletin cannot take precedence over ***CMP Competition Rules***.

5.2 Entries

5.2.1 Advance Notice

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

5.2.2 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.

5.3 Competitors' Responsibility

Every competitor who participates in a CMP competition must fulfill the following responsibilities. Failure to fulfill all of these responsibilities may result in disqualification in accordance with Rule 5.12.1 (2).

5.3.1 Safety

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

5.3.2 Knowledge of the Rules

Competitors are responsible for knowing and complying with the ***CMP Competition Rules***, applicable ***NRA Rules***, the official match program and any match director bulletins issued for the match.

5.3.3 Scorekeeping

Competitors are responsible for fulfilling scorekeeper duties as assigned. When fulfilling scoring duties, scorers serve as competition officials who are responsible for accurately recording competitors' scores. When competitors serve as scorers in rifle events, they are responsible for assisting range officers in controlling safety on the firing line.

5.3.4 Target Pulling and Scoring

When pit operated targets are used, competitors are responsible for pulling targets and accurately scoring the targets that they pull. Competitors with approved special medical authorizations who cannot pull targets must provide substitute target pullers (see Rule 4.5). When fulfilling target-pulling duties, competitors serve as competition officials who are responsible for accurately

and quickly scoring and signaling the scores of shots fired by competitors. When pit operated targets are not used, competitors may be assigned to act as scorers.

5.4 Coaching

Coaching on the firing line in accordance with these rules is permitted only during team matches and in CMP Games individual events when such coaching is limited to new and inexperienced shooters (see Rule 9.1.6).

5.5 Safety Procedures

5.5.1 Empty Chamber Indicators (ECI)

Empty Chamber Indicators (ECIs) must be placed in all rifles and pistols when they are brought onto a range. ECIs must remain in the rifles or pistols at all times, except during preparation and firing periods. A rifle or pistol being carried on a range must have an EIC inserted whether it is carried in an uncased condition or in a gun case or storage container.

5.5.2 Eye and Hearing Protection

All competitors and competition officials are strongly urged to wear appropriate eye and hearing protection when near shooting ranges during firing and when in the pits.

5.5.3 Boxed or Cased Pistols

Pistols must generally be kept in closed pistol boxes or gun cases. Pistol boxes or cases must remain closed at all times, except during preparation or firing periods.

5.5.4 Carrying of Firearms

The “carrying” of firearms is defined as physically moving or transporting firearms to and from the assembly area or firing line of a range. Pistols must be carried in closed pistol boxes or gun cases. Rifles may be carried in closed gun cases or in an uncased condition, but an ECI must remain inserted at all times while the rifle is on the range.

5.5.5 Handling of Firearms

The “handling” of firearms is defined as anything a competitor does to operate the mechanism, shoulder, aim, 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 firearm. Handling firearms 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 an ECI remains inserted. Competitors may load clips or removable magazines in the ready area.

5.5.6 Carrying Firearms to the Firing Line

After competitors are instructed to carry their rifles and equipment to the firing line, they are permitted to handle their rifles on the firing line as long as the muzzle remains pointed up or downrange and an ECI remains inserted. After arrival at the firing line and prior to the start of the preparation period, competitors may put a sling on and assume position with the rifle. Competitors may not remove the ECI, close the action or dry fire until the Range Officer announces the start of the preparation period.

5.5.7 Safety During Loading

Loading is defined as placing a cartridge in a rifle or pistol chamber, inserting a cartridge in an internal magazine of a rifle or inserting a loaded magazine in a rifle or pistol. Firearms may be loaded only when a competitor is on a firing point and only after the range officer gives the command **LOAD**.

5.5.8 Safety During Firing

During firing and until firearms are unloaded, competitors must:

- (1) Keep pistols at the raised or ready position or hold them on the bench with the pistol muzzle pointed downrange in the direction of the target.
- (2) Keep rifles pointed either up or downrange with the rifle muzzle pointed in the direction of the target.

5.5.8 Safety After Firing

As soon as a pistol firing series ends, competitors must open the pistol action, remove the magazine, insert an ECI and bench the pistol. As soon as a rifle firing series ends, competitors must open the rifle action, clear or remove the magazine (if removable), insert an ECI and ground their rifle. A Range Officer must inspect the benched pistols or grounded rifles to confirm that their actions are open, with chambers empty, magazines cleared or out and ECIs inserted. Competitors may move from their positions and remove their firearms and equipment from the firing line in accordance with instructions from the Range Officer.

5.6 Designation of Range Areas

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

5.6.1 Ready Line

Competitors and other personnel must remain behind the ready line until their assigned relay is called to the firing line. Only competitors on a relay that has been called to the firing line, competition officials, team officials (during team events only) and others on duty are allowed forward of the ready line, except by permission of a range officer. Firearms may be carried (Rule 5.5.4), but may not be handled (Rule 5.5.5) behind the ready line.

5.6.2 Firing Line

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. When firearms are brought to the firing line, they must be boxed, benched or grounded. The handling of firearms on the firing line may begin when the Range Officer calls a relay of shooters to the firing line, but ECIs may not be removed until the Range Officer begins the preparation period.

5.7 Firing Procedures

Pistol firing procedures in CMP-sanctioned matches shall be conducted according to applicable CMP and NRA Rules (NRA Rule 10.0). Rifle firing procedures in CMP-sanctioned matches shall be conducted according to ***CMP Highpower Rifle Firing Procedures and Range Commands*** published as Annex A to these rules. Vintage Sniper Rifle Team Match firing procedures shall be conducted according to ***CMP Vintage Sniper Rifle Firing Procedures and Range Commands*** published as Annex B to these rules.

5.8 Scoring and Challenge Procedures

Scoring and challenge procedures shall be conducted according to applicable CMP and NRA Rules. At any time prior to the closing of the posted challenge period for a competition event, competitors or team coaches may request that an error in score posting or calculating scores be corrected. No fee shall be charged for requesting such corrections.

5.9 National Ranking and Handicap System

The CMP provides a national ranking system that ranks competitors according to scores fired in CMP sanctioned competitions. Competitors are ranked according to their scores that are adjusted according to the importance and number of matches fired, the firing conditions and the quality of competition. CMP national rankings are used to establish national ranking lists of the top competitors and a national competitor handicap system that may be used by the CMP and CMP-sanctioned match sponsors on an optional basis for programming handicapped events and providing awards based on the application of shooters' handicap ratings to scores fired in those matches. Match sponsors may also use competitor rankings to classify competitors in competitions. National rankings and handicap ratings are provided for the following disciplines:

- (1) Service Pistol
- (2) Service Rifle
- (3) Garand-Springfield-Vintage Military Rifle (Combined)

5.10 Firing and Completing a Match

5.10.1 Fire in a Match

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

5.10.2 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 5.1.5, all firers must complete at least two stages (20 shots) in a pistol National Match Course or three stages (30 shots) in a rifle National Match Course.

5.11 Results Bulletins

Final results bulletins shall list the scores of all competitors and teams in rank order according to scores. Bulletins for team matches shall include the names and scores of all firing team members. The official final results bulletin for all National Matches and EIC Matches events shall be the electronic results bulletin that is posted on the CMP web site at <http://clubs.odcmp.com/results>. Any CMP-sanctioned match sponsor that timely submits scores to CMP may use the electronic results bulletin that is posted on the CMP web site at <http://clubs.odcmp.com/results> as its final results bulletin.

5.12 Rule Violations and Disciplinary Actions

5.12.1 Rule Violations

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

- (1) Violating range safety regulations or safety rules prescribed in CMP or NRA rules.
- (2) Failure to comply with **CMP Competition Rules**.

- (3) Falsifying or being an accessory to falsifying scores.
- (4) Refusing to obey the instructions of a match official or failure to make a correction after a warning is given (Rule 5.12.2 (1)).
- (5) Disorderly or unsportsmanlike conduct.
- (6) Interfering with or disrupting a competitor on the firing line.

5.12.2 Enforcement

In the event of rule violations, match officials will take the following actions.

- (1) **Warning.** Whenever possible, a warning and opportunity to correct a rule violation must be given before imposing any further penalties.
- (2) **Disqualification.** A competitor may be disqualified without further warning in case of a refusal to respond to a warning or for a serious violation. Any decision to disqualify 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. 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.

5.13 Protests and Protest Resolution

5.13.1 Protests

Any shooter or team that is penalized, disciplined or disqualified may protest that decision if they feel the decision was not made in accordance with CMP or NRA rules.

5.13.2 Decisions on Protests

The National Matches Protest Jury decides all protests at the National Matches. A jury or referee decides protests at CMP-sanctioned matches. Written reports on all protests filed at CMP-sanctioned matches must be forwarded to the CMP.

5.13.3 Appeal of Protest Decision

Either party involved in a protest decided by a jury or referee may appeal that decision to the DCM for review by the CMP Protest Committee. An appeal of any decision made by a jury or referee regarding a protest at an EIC or CMP-sanctioned match must be submitted to the CMP within 72 hours and will be decided by the DCM and CMP Protest Committee.

5.13.4 Protests at National Matches

A CMP Protest Committee appointed by the DCM will decide protests of actions, decisions or disqualifications made during CMP National Matches. A CMP Protest Committee appointed by the DCM will decide appeals of protests submitted from EIC or CMP-sanctioned matches. Decisions of the CMP Protest Committee are final.

5.14 Suspension from CMP Matches

In the event of a serious violation, additional action may be taken by the CMP Programs 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 DCM shall investigate the charges and all available evidence and shall present a report on this investigation, together with recommendations, to the CMP Programs Committee. Any person who may be suspended must be noti-

fied as soon as possible that suspension is being considered. Subsequent to the submission of the DCM report, the Programs Committee shall offer the competitor an opportunity for a hearing on the charges and evidence provided by the DCM investigation. The accused competitor must be given an opportunity to present evidence or contravening arguments before a final decision is made. Subsequent to a hearing on these charges, the Programs Committee shall make a final decision regarding the charges and the suspension or other punishment for the competitor if he/she is determined to be guilty of the charges against him/her. The decision of the Programs Committee regarding suspension shall be final.

6.0 Firearms, Ammunition and Equipment

Competitors in National Trophy Rifle and Pistol Matches, EIC matches or other CMP sanctioned matches must use rifles or pistols that comply with these rules.

6.1 General Service Rifle Rules

Service rifles are rifles that must be used in National Trophy Rifle Matches and CMP-sanctioned Service Rifle Matches (Rule 2.0 and Rule 8.0). The following general rules apply to all service rifles.

6.1.1 General Service Rifle Requirements

All service rifles must comply with these requirements:

- (1) **Trigger Pull:** Must be at least 4.5 pounds.
- (2) **Stocks:** Must be standard military-issue wood or synthetic material stocks or similar stocks of commercial manufacture.
- (3) **Gas system:** Must be fully operational.
- (4) **Front and rear sights:** Must be of U.S. Army design (either service or match). Front sights must have square-topped posts. Any modifications to the front sight, rear sight or rear sight hood must be specifically authorized in Rule 6.1.2.

6.1.2 Service Rifle Modifications

No modifications or alterations to the service rifle are permitted except modifications or alterations that are specifically permitted by these rules. Modifications described in this rule do not apply to As-Issued Military Rifles defined in Rule 6.3. Specific features or modifications that are permitted or prohibited on Service Rifles are:

- (1) No alteration or modification may change the external configuration of the rifle.
- (2) Rear sight windage and elevation adjustments may be modified to allow finer adjustments.
- (3) 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.
- (4) 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. No modification may interfere with the original functioning of the rifle and its safety devices.

- (5) Stocks may have any color. Metals may have any finish. Metal components may be either steel or aluminum alloy.
- (6) The application of a manufacturer's mark, service identification or other similar branding is permitted and does not constitute a prohibited alteration to the exterior dimensions of the rifle.
- (7) Permanent non-slip surface finishes may not be added to the rifle, but spray adhesives may be used on the rifle.

6.2 Specific Service Rifle Rules

Competitors may use any of the following rifles in the National Trophy Rifle Matches and CMP sanctioned EIC Matches (Rule 2.0, 3.0 and 8.0).

6.2.1 U.S. Rifle, Caliber .30, M1

The rifle must be a rifle that was issued by the U.S. Armed Forces or a commercial rifle of the same type and caliber. M1 rifles used in Service Rifle matches (Rule 8.0) may be chambered for either the .30-06 or 7.62mm NATO (.308 Win) cartridge.

6.2.2 U.S. Rifle, Caliber 7.62mm NATO (.308 Win), M14

The rifle must be a rifle that was issued by the U.S. Armed Forces or a commercial rifle of the same type and caliber. M14 rifles must be chambered for the 7.62mm cartridge and comply with the following specific requirements.

- (1) Stock dimensions must 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.
- (2) To improve operation, the spindle valve may be locked in the open position and the gas cylinder plug may be altered by making an axial hole in the center that is approximately 1/64" in diameter.
- (3) The hinged butt plate may only be used in the folded position.
- (4) The M1 Garand butt plate may be used as a substitute for the standard M14 hinged butt plate.
- (6) Magazine capacity may not exceed 20 rounds. All M14 or similar commercial rifles must be used with full-length 10 or 20 round capacity magazines. Magazines with a maximum capacity of 10 rounds may be used, provided the length of the magazine box is the same as the standard service 20-round magazine.
- (7) 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.
- (8) The rifle must comply with external and stock dimensions given in the table below:



Ref.	Maximum allowable dimensions	
(1)	Depth immediately behind stock ferrule	3 ¼"
(2)	Depth at front end of trigger housing bedding pads	4"
(3)	Depth at front toe of pistol grip	6 ⅛"
(4)	Depth at toe of stock	8"
(5)	Distance from rear of magazine (inserted and locked) across top of magazine release to toe of pistol grip	Not less than 6 ¼"
(6)	Width at front end of trigger housing bedding pads	2 ½"
(7)	Total length from tip of suppressor to butt plate	45"
(8)	Stock width immediately behind stock ferrule	2"
(9)	Stock width at rear of stock	2 ½"
(10)	Stock width at front and rear of the receiver	2 ½"
(11)	Stock depth immediately behind front stock ferrule	1 ¾"
(12)	Stock depth where tips of trigger housing bedding pads rest	2"
(13)	Stock depth from toe of pistol grip to comb of stock	4 ½"
(14)	Stock depth at butt plate	5 ½"
(15)	Total length from stock ferrule	33 ½" with butt plate, min. 32 ½")

6.2.3 U.S. Rifle, Caliber 5.56mm, M16

The rifle must be an M16A2 or M16A4 rifle issued by the U.S. Armed Forces or a commercial rifle of the same type and caliber. M16 rifles must be chambered for the 5.56mm cartridge and comply with the following specific requirements:

- (1) Modification to make automatic fire impossible without removing, replacing or altering parts is allowed.
- (2) Metal or synthetic (polymer) magazines with standard service 20 or 30-round box magazine dimensions must be attached during the firing of all courses and in all positions. A 10-round magazine with the same external dimensions as a standard service 20-round box magazine may be used. A dummy magazine with a ramp for single shot loading may be used if this magazine has the same external dimensions as the standard service 20-round box magazine. Standard service 20-round magazines are straight, without curves. Standard service 30-round magazines are curved.
- (3) The front sight post may be fixed or lockable.
- (4) To stabilize the rear sight assembly, it may be fitted with one or more pins extending down into the receiver or with stabilizing projections extending forward no more than 5/16" into the top groove of the carrying handle.
- (5) The flash suppressor and bayonet lug may be removed or the rifle may be manufactured without a flash suppressor or bayonet lug. A vented barrel extension may be attached. Barrel length may not exceed 20 inches, as measured to the end of the rifling in the barrel.

- (6) A screw may be inserted in the back radius of the pistol grip where it joins the lower receiver. This screw may extend into the rear lock-down lug of the upper receiver for the purpose of securing the upper and lower receivers. The screw head may not protrude above the original surface of the receiver. Both ends of the original takedown pin must remain in place so that the original outside configuration is not changed.
- (7) Upper receivers may not be changed during the firing of any match.
- (8) An external device may be attached to prevent selector lever movement to the auto position.
- (9) The front sling swivel may be attached to the front ferrule of the hand guard or front tip of the "tube" (in the case of a floating barrel system) as long as it remains in the 6 o'clock position and is no more than ½ inch from the original sling swivel location.
- (10) The M16A1 rifle (short) butt stock or pistol grip or the commercial equivalents. A fixed-length aftermarket stock that reduces the length of pull to no less than 10 inches may also be installed on an M16A2 or M16A4 rifle or a commercial equivalent rifle. Any aftermarket stock must have the same external characteristics as the A2 or A1 stocks except for the shorter length. Collapsible stocks of the type used on M16 M4/M4A1 Carbines are not permitted. The same butt-stock must be used for all stages of a competition.
- (11) If an M16 A4 or a commercial equivalent rifle with a removable carry handle is used, the rifle must be equipped with a carry handle and rear sight that has the same configuration as the carry handle on the M16 A2 (height, type of sight, etc.). No optical sights are permitted. The carry handle must be attached to the rifle in such a way that the sight radius remains the same as the M16A2 rifle. A higher front sight base (.060") or lower rear sight base/ carry handle (.060") may be used to allow proper zeroing of the rifle from 100 to 1,000 yards.
- (12) A standard hand guard or tube without an accessory rail must be used. The sling swivel can attach to the front ferrule of the hand guard or the front tip of the tube in accordance with Rule 6.2.3 (10).
- (13) A DVC-T-30 or commercial equivalent case deflector may be attached.
- (14) The M16A4 quad rail or commercial equivalent hand-guard may be used. The quad rail must be 12" in length and have four rails at the 12, 3, 6 and 9 o'clock positions running the entire length of the hand-guard. The diameter of the rail must be at least 2" and not more than 2.5". The front sling swivel must be attached to the front end of the hand-guard. The standard A-frame front sight must be fixed in the as-issued position on the barrel. Plastic covers may be used on the mounting rails on the hand-guard.
- (15) California residents only may use rifles where a Bullet Button AR-15 Magazine Lock or similar device that is legal according to California laws has replaced the conventional magazine catch.

6.3 As-Issued Military Rifle Rules

The following rules apply to all rifles that are used in CMP-sanctioned CMP Games Matches for as-issued military rifles (Rule 3.0 and Rule 9.0).

6.3.1 As-Issued Military Rifle Requirements

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

- (1) All as-issued military rifles must be rifles that were commonly issued to U. S. Armed Forces or to foreign military personnel.
- (2) The rifle must be in as-issued condition, with a standard stock and sights.
- (3) The rifle must conform to the weight and dimensional specifications of the standard-issue service rifle. Weights, including bayonets, may not be attached or added to the rifle, but issue oilers or cleaning kits may be placed in the stock.
- (4) Commercial or replica versions of as-issued military rifles are not permitted.
- (5) Rebarreling with a barrel of as-issued dimensions is permitted. A replacement barrel must have the same exact contours and cuts as the original as-issued barrel.
- (6) Only government-issue parts or government or commercial parts of the exact same weight and dimensions may be used.
- (7) Sights must be of the same types that were on rifles issued to regular military personnel. Special purpose sights designed for sniping or competition are not permitted.
- (8) Rifles may be accurized only by the careful assembly of standard parts.
- (9) The use of flash suppressors, cheek pads, recoil pads, or stock extensions are prohibited.
- (10) Bayonets may not be attached to As-Issued Military Rifles during competitions.
- (11) Stocks must be as-issued stocks or replacement stocks with the same dimensions. Laminated stocks and stocks made of synthetic materials are prohibited. Broken or cracked as-issued stocks may be repaired with the use of epoxies or other chemical adhesives, provided the original as-issued stock dimensions are not changed and no epoxy, adhesive or reinforcing material is used in or on any of the bedding surfaces for the rifle action or barrel.

6.3.2 As-Issued M1 Garand

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

- (1) These rifles must be as issued by the U.S. Armed Forces, with standard stock and sights.
- (2) Trigger pulls may not be less than 4.5 pounds, except that the M1941 Johnson may have a trigger pull of not less than 3.5 pounds.
- (3) "NM" rifles, or rifles with NM parts, including NM sights, may not be used in the rifle, except that NM operating rods may be used.
- (4) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited.
- (5) As-issued M1 Garands must be chambered for the .30-06 cartridge. No rifles chambered for the 7.62mm NATO (.308) cartridge may be used.
- (6) M1C and M1D Garands, with telescopes detached, are considered to be As-Issued M1 Garands, provided that they comply with other requirements for As-Issued M1 Garands.

6.3.3 As-Issued M1903 Springfield

The rifle must be a standard issue service rifle that was issued by the U.S. Armed Forces and be in as-issued condition. Permitted rifles are the Caliber

.30 U. S. Model 1903 and Model 1903 A3 Springfield rifles, except that Caliber .30 U. S. Model 1903 Springfield rifles manufactured by Springfield Armory with serial numbers of 810,000 or lower or by Rock Island Arsenal with serial numbers of 285,506 or lower may not be used in any CMP-sanctioned competition.

- (1) Rifles must be as issued by the U.S. Armed Forces, with standard stock and sights.
- (2) Trigger pulls on the M1903 Springfield may not be less than 3.5 pounds.
- (3) Sights must be of the same types that were on rifles issued to regular military personnel. Special purpose sights designed for sniping, target practice or competition are not permitted.
- (4) Sights with USMC dimensions for aperture diameter and front sight blade thickness are permitted on both M1903 and M1903A3 rifles. The rear sight aperture may be enlarged by drilling or reaming and a wider front sight blade may be installed. The A3 rear sight must remain as issued except for the larger aperture. The top of the front sight blade must not be wider than 0.100". The rear sight aperture must not be larger than 0.100".
- (5) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited.
- (6) Only U.S. Government Issue parts or non-U. S. Government or commercial parts of the exact same weight and dimensions may be used.
- (7) Springfield rifles may be fired with as-issued front sight covers in place on the rifle. Legal sight covers include the common front sight covers made by Springfield Arsenal, Rock Island Arsenal, and Remington, and the higher Marine Corps front sight cover made for the Marine Corps front sight. Commercial equivalents of those covers may be used. No sight cover may be higher than 1.6" when measured from the bottom of the barrel.

6.3.4 Other As-Issued U. S. Military Rifles

The rifle must be a manually operated rifle that was issued by the U.S. Armed Forces and be in as-issued condition. Permitted rifles are the Caliber .30 U. S. Model 1917 and U. S. Krag.

- (1) These firearms must be as issued by the U.S. Armed Forces, with standard stock and sights.
- (2) Trigger pulls may not be less than 4.5 pounds.
- (3) Sights must be of the same types that were on rifles issued to regular military personnel, except that as-issued aperture rear sights on U. S. Krag rifles may be enlarged to a maximum of 0.100" and the front sight may be retrofitted with a blade with the same profile as the as-issued sight that is not wider than 0.100".
- (4) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited.
- (5) Only U.S. Government Issue parts or non-U. S. Government or commercial parts of the exact same weight and dimensions may be used.
- (6) As-issued M1917 rifles must be chambered for the .30-06 cartridge. U. S. Krag rifles must be chambered for the .30-40 Krag cartridge.

6.3.5 As-Issued M1 Carbine

The firearm must be a U. S. M1 or M1A1 Carbine chambered for the Caliber .30 Carbine cartridge that was issued by the U.S. Armed Forces, manufactured by Inland, IBM, Irwin-Pedersen, National Postal Meter, Quality Hardware, Rock-

Ola, Saginaw Steering Gear, Standard Products, Underwood or Winchester. Carbines made by any other manufacturer may be fired out-of- competition (see Rules 4.11 and 6.2.7) if permitted by the match sponsor.

- (1) Carbines must be as issued by the U.S. Armed Forces, with standard stock and sights.
- (2) Trigger pulls may not be less than 4.5 pounds.
- (3) Carbines must conform to the weight and dimensions of the standard issue M1 Carbine. Weight may not be added.
- (4) M1 Carbines may be equipped with any stock made for an M1 or M2 Carbine.
- (5) Standard-issue 15-round magazines or magazines with the same shape, length and configuration must be used. 30-round magazines may not be used.
- (6) Only U.S. Government Issue parts or non-U. S. Government or commercial parts of the exact same weight and dimensions may be used.
- (7) Sights must be of the same types that were on rifles issued to regular military personnel.
- (8) Rebarreling with a barrel of as-issued dimensions is permitted. Replacement barrels must have the same exact contours and cuts as the as-issued barrel.
- (9) The use of shims made of any material in the action and barrel bedding areas of the stock is prohibited.
- (10) As-issued M1 Carbines must be chambered for the Caliber .30 Carbine cartridge.

6.3.6 As-Issued Foreign Military Rifle

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

- (1) These firearms must be as issued by the foreign government, with a standard stock and sights.
- (2) Trigger pulls may not be less than 3.5 pounds.
- (3) Rifles must conform to the weight and dimension specifications of the standard issue service rifle. Weights may not be added to the rifle.
- (4) Only Government Issue parts or commercial parts of the exact same weight and dimensions may be used.
- (5) Sights must be of the same types that were on rifles issued to regular military personnel. Special purpose sights designed for sniping or target practice are not permitted.
- (6) Rifles that were issued with sharp-edged, inverted V (“barleycorn”) front sights may be retrofitted with flat-topped post front sights of military type. Retrofitted front sights may not have copper bead or colored aiming elements. Retrofitted front sights may not be wider than 0.100”.
- (7) Rifles that were issued with side-mounted front sling swivels may be retrofitted with sling swivels of military type (not quick detachable) that are positioned in the 6 o’clock location, relative to its original sling swivel location (may not be moved forward or rearward from that point). If the issue swivel was narrower than 1 1/4” the retrofit swivel may be 1 ¼”. The as-issued sling may be replaced with a standard U. S. military sling (Rule 6.9.1).

- (8) Rifles may be accurized only by the careful assembly of standard parts.
- (9) Rebarreling with a barrel of as-issued dimensions is permitted.
- (10) Shims made of wood, fabric, paper, metal or other similar material, of types that were originally installed by military arsenals in these rifles and that are placed between the stock and the action, barrel or trigger assembly are permitted.
- (11) All as-issued rifles must be chambered for the cartridge for which they were originally chambered.

6.4 Unlimited and Special Military Rifles

Match sponsors may, at their option, offer competition events or special category competitions for modified or special military rifles that do not comply with Rule 6.3 for as-issued military rifles. Scores fired with rifles in these classes must be recorded and ranked separately from as-issued military rifle scores (Rule 6.3) and must not be reported to CMP as scores fired with as-issued military rifles. Recognized Modified and Special Military Rifle Classes that may be used in CMP-sanctioned CMP Games Matches (Rule 3.0 and Rule 9.0) are:

6.4.1 Unlimited M1 Garand Rifles

An Unlimited M1 Garand is an M1 Garand-type rifle that does not comply with Rule 6.3 for As-Issued M1 Garands. Unlimited M1 Garands may be fired in a sanctioned match if an Unlimited M1 Garand event or category is included in the match program. Unlimited M1 Garands must have an M1 Garand external configuration, may weigh no more than 10.5 pounds and must have a trigger pull of at least 4.5 pounds. Unlimited M1 Garands include, but are not limited to the following:

- (1) National Match M1 Garands or M1 Garands with "NM" parts other than NM operating rods.
- (2) M1 Garands modified to fire the 7.62mm NATO cartridge.
- (3) M1 Garands with accurizing modifications such as glass bedding, sight adjustments finer than one minute of angle, modified upper hand guards, etc.
- (4) Commercial, replica or foreign manufactured M1 Garands.
- (5) M1 Garands with U. S. Government glass bedding or shims.

6.4.2 Modern Military Rifle

Semi-automatic military-type rifles of U. S. or foreign manufacture that fulfill these requirements may be fired if a Modern Military Rifle event or category is included in the match program:

- (1) Must be semi-automatic military or military-type rifles. The weight and exterior configuration of these rifles must be the same as that of the original military rifle.
- (2) Magazines with a capacity of more than 30 rounds may not be used. The magazine may not be used to support the rifle in a firing position (may not rest on the ground or arm).
- (3) Rifles must generally be standard production or as-issued rifles with no special accurizing.
- (4) Sights must be military-type sights. Optical sights are permitted only if the match program specifically permits optical sights.

6.4.3 Vintage Sniper Rifle

The rifle must be a manually operated or semi-automatic rifle of U. S. or foreign manufacture that was either an original military rifle issued for sniping in 1953

or earlier or a commercial replica rifle of the same type and caliber. Vintage Sniper Rifles and Sights must be listed in Table I below and must fulfill these requirements:

- (1) The bore diameter may be no larger than 8mm (.315 caliber).
- (2) Must be in as-issued condition. No fiberglass stocks, special bedding (glass bedding, etc.), match triggers or other special accurizing are permitted.
- (3) Rebarreling with a barrel of as-issued dimensions is permitted. A replacement barrel must have the same exact contours and cuts as the original as-issued barrel.
- (4) Triggers on semi-automatic rifles must have a trigger pull of at least 4.5 lbs. Triggers on manually operated rifles must have a trigger pull of at least 2.5 lbs.
- (5) A strap-on, lace-on or detachable wooden cheek-piece may be used if it was original to the rifle when used for sniping purposes.
- (6) Sights must be original issue optical sights with as-issued reticles or sights may be commercial replicas of as-issued optical sights. In addition, specific non-issue scopes that are listed in Table I may be used. Such non-issue scopes may only be used on the rifles for which they are specifically listed. Replica or non-issue sights may have only crosshair, post or post with crosshair reticles. Scope mounts and rings may be original or reproduction replicas. Scope rings may be sleeved or modified to accept a non-original scope diameter.

Legal Rifles and Scopes (Table 1)

Rifles	Scopes
United States: .30-06 cal. M1903A4 (03 or 03A3 receiver, 03A3 hand-guard, no sights, C stock or scant-type stock)	M73B1 (Weaver 330C 2.5X telescope), M73B2, M81, M82, M84 Non-issue scopes: Lyman Alaskan, Weaver K2.5
United States: .30-06 cal. 1941A1 Springfield (C stock, Standard 1903 sights with Unertl type scope on Unertl type mounts and bases)	Winchester A5, Winchester B5, Winchester B3 USMC original issue: Unertl 8X Sniper Telescope Leatherwood Malcolm 3X or 6X Non-issue scopes: Unertl, Lyman or Fekker 8X scope with up to a 1.5" objective; Leatherwood Malcolm 3X or 6X Note: All scopes must have external adjustment and no recoil spring.
United States: .30.06 cal. M1C .30-06 cal. M1D	M81 (Lyman), M82, M84 Non-issue: Stith-Kollmorgan 4X, Lyman Alaskan
Belgium: .30-06, 7mm, 7.65mm, 8mm SAFN/M1949 (semi auto) (Used by several countries)	OPI 4X scope, Echo mount

Legal Rifles and Scopes (Table 1)

Rifles	Scopes
Germany: 8x57mm Gew. 98 8x57mm Kar. 98	ZF4, ZF39, ZF41 Non-issue: Weaver K4
Germany: Gew. 43 or Kar. 43 (semi-auto)	ZF4
Great Britain and Commonwealth Countries .303 cal. No. 1, Mk III Series SMLE	Aldis, Periscopic Prism scope, Winchester A5, William Malcolm 3X or 6X
Great Britain and Commonwealth Countries .303 cal. Enfield No. 3 Mark I (T) or Pattern 1914 (T) or P-14 (T)	M1918 Telescope, Aldis, Periscopic Prism scope, Winchester A5, William Malcolm 3X
Great Britain and Commonwealth Countries .303 cal. No. 4 Mark I (T)	No. 32 (M32 variants) Non-issue: Lyman Alaskan, Weaver K2.5 or K3
Japan: 6.5mm Type 38 Sniper Rifle 6.5mm Type 97 Sniper Rifle 6.5mm Type 99 Sniper Rifle	Original scopes only
Sweden: 6.5mm M41 series Sniper Rifles	Ajack 4x90mm (German), Aga 3x65mm (M42 or M44) Non-issue: Weaver K4
Switzerland: 7.5mm M1931/42 Sniper Rifle 7.5mm M1931/43 Sniper Rifle	1.8X in M1931/42, 2.8X in M1931/43, 3.5X in M1931/55
USSR: 7.62mm M1891/30 Mosin Nagant	PE, PU
USSR: 7.62mm Tokarev M 1938 (SVT-38) (semi-auto) 7.62mm Tokarev M 1940 (SVT-40) (semi-auto)	PU
Yugoslavia & Czechoslovakia: 7.92mm M1948 (YUG) 7.92mm VZ 24 24, 24" or 30" barrels (CZE)	ZF4, ZF39 variants, ZF41 Non-issue: Weaver K4

6.5 General Pistol Rules

The following general rules apply to all pistols that are used in CMP sanctioned matches.

6.5.1 General Pistol Requirements

All pistols must comply with the following specific requirements:

- (1) Standard stock of wood or synthetic material or a similar stock of commercial manufacture that retains the “as-issued” profile and that does not interfere with the functional or maintenance features of the pistol. Metal grips and Pachmayr-style wrap-around grips are not permitted. The stock must be functionally identical for right or left-hand use.
- (2) The trigger pull must be at least 4 pounds. If a trigger shoe is attached, the trigger weight must be suspended at the center-point of the trigger when the trigger is checked.
- (3) Pistols may have only open sights with a non-adjustable front sight. The rear sight may be adjustable, but must have an open “U” or rectangular notch.
- (4) No external alterations, additions or changes to the configurations or appearance of the pistol may be made unless those specific alterations, additions or changes are explicitly permitted by these rules.

6.5.2 Permitted Pistol Features

No modifications or alterations to the service pistol are permitted except modifications or alterations that are specifically permitted by these rules. Any pistol may have the following specific features or modifications:

- (1) A higher front sight may be used to accommodate the height of the adjustable rear sight. A dovetailed front sight must be fixed and contoured to the slide.
- (2) The fore strap and rear of the grip may be checkered or stippled.
- (3) Trigger shoes and trigger stops, internal or external.
- (4) External finish may be blued, Parkerized or bright. All other external alterations, additions or changes to the appearance or configuration of the assembled arm are prohibited, except as permitted in these rules.
- (5) Holes, filled or unfilled, that are drilled in the slide to facilitate optical sight mounting are not considered external alterations and are permitted.
- (6) Internal modifications to improve functioning and accuracy (e.g., a special match barrel may be fitted). However, the modifications may not interfere with the proper functioning or safety devices of the firearm.
- (7) All safety features must remain in place and operate properly.
- (8) The application of a manufacturer’s mark, service identification or other similar branding is permitted and does not constitute a prohibited alteration to the exterior dimensions of the pistol.

6.6 Pistols Permitted and Specific Requirements

Competitors may use any of the following U. S. service pistols in the National Trophy Pistol Matches and CMP-sanctioned Service Pistol Matches.

6.6.1 U.S. Pistol, Caliber .45, M1911 or M1911A1

The pistol must be a pistol that was issued by the U.S. Armed Forces or a commercial pistol of the same type and caliber. The pistol must also comply with the following specific requirements.

- (1) The stock must not cover the mainspring housing or prevent holstering in the standard service holster. The stock must not be more than 1.300” wide between right and left extremities.
- (2) Barrel length may not exceed 5.100.”
- (3) The trigger may be extended, adjustable and vented.
- (4) The mainspring housing may be straight or arched, checkered or stippled. The mainspring housing may not be covered with any material.

- (5) The slide may have the curved “relief cut” (Gold Cup dimple) at the rear of the ejection port.
- (6) The ejection port may be lowered to aid in ejection.
- (7) A flat surface may be milled immediately in front of and behind the dovetail to aid in securely mounting adjustable rear sights.
- (8) A cut may be made at the extreme rear of the slide to allow for rear sight clearance and vertical movement. The original dovetail slot may be milled off and a new dovetail cut.
- (9) The distance between sights, measured from the apex of the front sight to the rear face of the rear sight, must not be more than 7.25”.
- (10) All pistol hammers must have a functioning captive half-cock notch that prevents the hammer from falling when the trigger is pulled in the half-cock position or be a series 80-type pistol with a series 80 hammer and fully functional firing pin block or have a series 80-type hammer with a half-cock shelf that does not allow the hammer to fall more than .090”.

6.6.2 U.S. Pistol, 9mm, M9 or M9A1

The pistol must be a pistol that was issued by the U.S. Armed Forces or a commercial pistol of the same type and caliber. The pistol must also comply with the following specific requirements.

- (1) The pistol may have either a standard M9/M9A1 slide (with accessory rail built into the receiver in front of the trigger guard) or the M92FS–type slide or a non-standard (i.e. Brigadier) slide.
- (2) Barrel length of no less than 4.9” or longer than 5.0.”
- (3) Overall length of no less than 8.52” or longer than 8.62.”
- (4) A specially designed barrel may be used, providing it does not measure more than .700 inch outside diameter and meets the length measurements of the issued barrel. This barrel dimension may be achieved with the use of a larger barrel or a sleeve fitted to the end of the barrel. Threading the barrel to fit the sleeve is permitted.
- (5) The distance between sights, measured from the apex of the front sight to the rear face of the rear sight, must not be more than 7.5 inches.
- (6) The stock must not be more than 1.500” wide between left and right extremities.
- (7) The trigger may be extended, adjustable and vented.
- (8) The fore strap and rear of the grip may be covered with a non-slip adhesive tape, but the tape may not be continuously wrapped around the grip.
- (9) The double action capability of the firing mechanism must be operable.

Legal and Illegal Service Pistol Modifications (Table 2)

Modifications to M1911 .45 cal. and M9 9mm type pistols

Pistol Features	Legal	Not Legal	Notes
External Finish	X		<i>May be blued, parkerized or bright; may be any color, external dimensions of pistol may not be changed.</i>
Holes In Slide <u>or</u> Frame	X		<i>Filled or unfilled holes used for optical sight mount may be present on slide or frame; optical sight mounts must be removed.</i>

Legal and Illegal Service Pistol Modifications (Table 2)

Modifications to M1911 .45 cal. and M9 9mm type pistols			
Pistol Features	Legal	Not Legal	Notes
Slide Serrations	X		<i>Serrations on the rear (as-issued) and front of the slide are permitted</i>
Replacement Grips	X		<i>Grips, right and left, must be mirror image grips, with no thumb rest. Any type of grip screw (slotted, Phillips, hex, etc.) is permitted.</i>
Pachmayr style wrap-around grips		X	<i>Pachmayr-style wrap-around grips are not legal</i>
Wrap-around grips with finger grooves		X	
Palm swell grips		X	<i>Grip profile as seen from the side or rear must be straight; like as-issued grips.</i>
Metal Grips		X	<i>Heavy grips cannot be used to add weight to the pistol</i>
Trigger, Extended	X		
Trigger, Adjustable	X		
Trigger, Vented	X		
Trigger Shoe	X		
Trigger Pull			<i>Must lift 4 pounds. If a trigger shoe is attached, the trigger weight must be suspended at the center-point of the trigger when the trigger is checked.</i>
Replacement sights	X		<i>Front sight may be higher than as-issued sight, but must be non adjustable. Rear sight may be adjustable, but must have open U or square notch.</i>
Colored sights, sights with dots	X		<i>OK as long as sight does not gather or enhance light.</i>
Combat style Hammer		X	
Beavertail grip safety		X	<i><u>A M1911 pistol with a beavertail grip safety may not be used, however, a pistol that has been modified for a beavertail safety may be used if the beavertail safety is replaced with an as-issued grip safety.</u></i>

Legal and Illegal Service Pistol Modifications (Table 2)

Modifications to M1911 .45 cal. and M9 9mm type pistols			
Pistol Features	Legal	Not Legal	Notes
Covered Main-spring housing		X	<i>Grips [stock] cannot cover mainspring housing</i>
Tape on fore strap and rear of grip	X		<i>Non-slip adhesive tape may be used; may not be wrapped around the grip.</i>
Accurail	X		<i>OK as long as rail does not protrude out of rear of slide</i>
Full-Length recoil guide		X	
Gold Cup Dimple	X		
Lower ejection port	X		
Rear sight cut milled into slide	X		<i>Original dovetail may be milled off and dovetail slot recut (lowered)</i>
Ribs		X	
Extended slide stop		X	
Extended thumb safety		X	
Finish [bright, nickel, colored, stainless, etc]	X		<i>Any finish is permitted as long as external dimensions of slide and frame are not changed.</i>
Extended magazine release		X	
Extended Magazine well funnel		X	<i>Interior edge of magazine well may be beveled, but frame may not be extended.</i>
Magazine base pads		X	
Colt Gold Cup Old style	X		
Colt Gold Cup Enhanced "O" Model		X	<i>Has eye cut out behind trigger guard</i>

Legal and Illegal Service Pistol Modifications (Table 2)

Modifications to M1911 .45 cal. and M9 9mm type pistols			
Pistol Features	Legal	Not Legal	Notes
Colt Series 80 Hammer without captive half-cock notch safety	X		<i>OK as long as firing pin block is operational or if the half-cock shelf does not allow the hammer to fall more than .090".</i>
Cone Conversions		X	
Modifications to M9-Type Pistols			
Pistol Features	Legal	Not Legal	Notes
Non-Standard Slide	X		<i>Brigadier slide is permitted; other non-standard slides are not.</i>
Taurus M92 Pistol		X	<i>Does not have same safety configuration as M9</i>
External barrel bushing or nose-piece		X	<i>Changes external configuration of pistol</i>

6.6.3 Standard Smallbore Pistol, Caliber .22 Rimfire

The Standard Smallbore Pistol may be used in matches that are specifically designated for this pistol. This pistol may not be used in National Trophy or EIC Matches, except that Juniors must fire this pistol in National Trophy or EIC matches when they compete only for junior awards. The pistol must comply with the following specific requirements.

- (1) The pistol may be any .22 caliber rimfire pistol, either semi-automatic or revolver.
- (2) The pistol may have standard, orthopedic or specially shaped grips.
- (3) The pistol must have the same type of sights as a service pistol. An adjustable rear sight may be used. Optical sights are not permitted.
- (4) The pistol must have a trigger pull of at least two pounds.

6.7 Special Firearm Regulations

6.7.1 Availability of Firearms

Firearms are issued or provided for Small Arms Firing School participants and for competitors in M9 Pistol EIC and M16 Rifle EIC Matches. In all other competitions, competitors must provide their own firearms for use in CMP competitions.

6.7.2 Firearm Inspections

Competitors are responsible for ensuring that their firearms are safe and meet all applicable requirements of Rules 6.1 through 6.4. 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, if the rule violation could give the competitor an unfair advantage. Warnings (Rule 5.12.2 (1)) may be given if an unfair advantage is not gained. *Note: Failure to make a correction after being given a warning is a violation (Rule 5.12.1 (4)).*

6.7.3 Weighing Triggers

Service rifles and pistols and as-issued military rifles must comply with minimum trigger pull weights that are specified in Rules 6.1, 6.2, and 6.3. When trigger pull is 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.

6.7.4 Sharing Firearms

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

6.7.5 Disabled Firearms

Disabled firearms may be replaced if a substitution can be made without delaying that stage of the match. The replacement firearm must comply with these rules and be of the same type and caliber as the disabled firearm. A range officer must confirm that the firearm is disabled before it may be replaced.

6.7.6 Authority to Bar Unsafe Firearms or Ammunition

Each competitor shall be responsible for the safe condition and use of his/her firearm and ammunition. In CMP-sponsored or sanctioned competitions, the DCM, Match Director or their designees are authorized to bar from use any firearm or ammunition that he, in his sole discretion, determines to be in an unsafe condition or to pose an unreasonable risk of personal injury or property damage.

6.8 Ammunition

6.8.1 Rifle Ammunition

If the match sponsor does not issue ammunition, rifle competitors may use any safe ammunition. If the match sponsor issues ammunition, competitors must use that ammunition and may not substitute any other ammunition. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used.

6.8.2 Pistol Ammunition

- (1) 45 Cal. Pistol. Competitors with .45 cal. pistols may use any safe ammunition with 230-grain, full metal jacket, round nosed bullets.
- (2) 9mm Pistol. Competitors with 9mm pistols may use any safe ammunition with 115 to 125 grain, full metal jacket, round nosed bullets.
- (3) Standard Smallbore Pistol. Junior competitors firing smallbore pistols may use any safe .22 cal. rimfire ammunition.

6.9 Slings

6.9.1 Standard U. S. Military Slings

Slings used on all service rifles and all as-issued military rifles, except M1 Carbines or as-issued foreign military 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.

6.9.2 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" and no thicker than 3/16". Leather slings may have no more than two keepers no wider than 7/8" each and made of leather no thicker than 3/16". Stitching, brads, rivets, or staples may be used to join keeper ends. The overlap at the joining area may be no more than 1 1/8" and must be on the flat, i.e.; may not go around the curved edge of the keeper.

6.9.3 Sling Attachment

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

6.9.4 Prohibited Sling Features

Sling cuffs and padded or lined slings may not be used. The use of hooks, button, straps or similar devices fastened to the shooting coat to hold the sling in place is not permitted. The shooting coat may have hooks, buttons or straps as long as they are not used to hold the sling in place. Cartridge cases may not be used to hold the sling or sling keeper in place.

6.9.5 M1 Carbine Slings

M1 Carbines used in M1 Carbine Matches may only be equipped with issue Carbine-type web or leather slings (single strap, no arm loop) that are fixed at both attachment points. M1 Carbines are not required to have slings, but if a sling is attached or used, it must be an issue Carbine-type sling, except that Carbines fired in M1 Garand Matches may be used with a standard M1 web sling. Issue Carbine-type slings are single straps not wider than 1.0 inch and not longer than 48 inches from the Lift-the-Dot closure to the sling tip that is attached to the butt stock and attached to the oiler.

6.9.6 As-Issued Foreign Military Rifle Slings

As-issued foreign military rifle slings may be a sling that was originally used with this type of rifle. Alternatively, a leather or web sling that complies with Rules 6.9.1 and 6.9.2 may be attached and used with as-issued foreign military rifles.

6.9.7 How Slings Are Used

- (1) Service Rifles.** Slings must remain attached to service rifles at all times. 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 to the rifle in the parade configuration and may not be used to support the position, except that in the 200-yard stage of the Infantry Team Match, the sling may be used as a hasty sling (without arm loop, but with the sling wrapped around the arm, Rule 8.5.3). In sitting or kneeling and prone, the sling must be attached at the forward sling swivel, but does not have to remain attached at the rear sling swivel.
- (2) As-Issued Military Rifles.** Slings are not required, but when used, M1907 or M1 slings may be configured with arm loops and used for support in the prone and sitting or kneeling positions. In the standing position, slings may either remain attached to the rifle in the parade configuration and not used to support the position or the sling may be removed. This rule is not applicable when Carbines are used in M1 Carbine Matches.

- (3) **As-Issued M1 Carbines.** Slings are not required, but when used, issue Carbine-type slings may only be used as a hasty sling (without arm loop, with arm wrapped around sling) in the prone, sitting or kneeling positions. In the standing position the sling, if attached, must be in the parade configuration and may not be used for support. This rule is not applicable when M1 Carbines are used in M1 Garand Matches.

6.10 Shooting Mats

Ground cloths or shooting mats may be used in all CMP-sanctioned rifle matches except the National Trophy Infantry Team Match (Rule 8.5).

6.11 Targets

6.11.1 Pistol Targets.

The following targets or a DCM-approved target with the same scoring ring dimensions are required for CMP pistol courses of fire (Tables 1 and 2).

- (1) 50 yards. NRA B-6 target.
- (2) 25 yards. NRA B-8 target.

6.11.2 Highpower Rifle Targets

The following targets or a DCM-approved target with the same scoring ring dimensions are used for all CMP courses of fire (Tables 5, 6, 8 and 9) except the National Trophy Infantry Team Match (Table 7). National Trophy Infantry Team Match targets are described in Rule 8.5.2 (1).

- (1) 200 yards. 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.
- (2) 300 yards. Same target as in (1) above, with the X, 10, 9 and 8 rings black or the NRA SR-3 target.
- (3) 500 yards. Standard U.S. Army mid-range (MR) (500 yards or meters) competitive rifle target with the X, 10, 9 and 8 rings black or the NRA MR target.
- (4) 600 yards. Standard U.S. Army mid-range (MR) (600 yards or meters) competitive rifle target with the X, 10, 9, 8 and 7 rings black or the NRA MR-1 target.
- (5) 100 yards, M1 Carbine Match. Standard U. S. Army short-range (SR) target reduced for firing at 100 yards (SR-1 Target).
- (6) 100 yards, As-Issued Military Rifle Matches. Standard U. S. Army short-range (SR) target reduced for firing at 100 yards (SR-1 Target).

7.0 Pistol National Trophy and EIC Matches Program

7.1 General Competition Conditions

7.1.1 Arms Allowed

The Service Pistol (Rules 6.5 and 6.6) must be used by all competitors except junior competitors who are competing for junior trophies and awards. The Standard Smallbore Pistol (Rule 6.6.3) must be used by junior competitors who are competing for junior awards.

7.1.2 Target Assignments

Competitors and teams in the National Trophy and EIC matches must be assigned to available relays and firing points on the basis of random draws.

7.1.3 Tie Breaking

- (1) Ties in individual competitions shall be broken by the highest X-count, then by the highest score on the last stage, then by the highest score in the next to the last stage, etc.
- (2) Ties in team competitions shall be broken by totaling the scores of all team members and applying individual tie-breaking procedures to those totals.
- (3) Ties in aggregate events shall be broken by applying Rule 7.1.3 (1) to the aggregate score and then to the last match fired, etc.

7.2 President's Pistol Match

The President's Pistol Match is a National Trophy Match conducted during the annual National Matches. The President's Pistol Match course of fire may be used in other CMP-sanctioned matches.

7.2.1 Course of Fire

The President's Pistol Match Course of Fire (Table 3) is used.

President's Pistol Match Course of Fire (Table 3)						
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit	Scoring
First	50 yds.	Slow	Standing	2 series of 10 shots	10 min. per series	After each series
Second	25 yds.	Timed	Standing	2 series of 5 shots	20 sec. per series	After 10 shots
Third	25 yds.	Rapid	Standing	2 series of 5 shots	10 sec. per series	After 10 shots

7.2.2 National Trophy President's Pistol Match Awards

The match winner is awarded the President's Pistol Trophy. The 100 highest scoring competitors are designated as "The President's One Hundred." They are awarded President's One Hundred medallions and certificates. The high scoring junior firing a Standard Smallbore Pistol is awarded a President's Pistol Junior Plaque.

7.3 National Trophy Individual Pistol Match

The National Trophy Individual Pistol Match is a National Trophy Match conducted during the annual National Matches. The Service Pistol National Match Course may be used in other CMP-sanctioned matches.

7.3.1 Course of Fire

The Pistol National Match Course of Fire (Table 4) is used.

Pistol National Match Course of Fire (Table 4)

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit	Scoring
First	50 yds.	Slow	Standing	1 series of 10 shots	10 min. per series	After 10 shots
Second	25 yds.	Timed	Standing	2 series of 5 shots	20 sec. per series	After 10 shots
Third	25 yds.	Rapid	Standing	2 series of 5 shots	10 sec. per series	After 10 shots

7.3.2 National Trophy Individual Pistol Match Awards

Individual competitors in the National Trophy Individual Match receive General Custer Trophy medals in accordance with Rule 10.2.5. The highest scoring competitor in each category of the National Trophy Individual Pistol Match receives the award listed below:

- (1) Overall Match Winner. General Custer Trophy
- (2) Air Force. Curtis LeMay Trophy
- (3) Reserve. U.S. Army Reserve Memorial Trophy
- (4) National Guard. National Guard Association Trophy
- (5) Police. Ancient Archer Trophy
- (6) Civilian. Citizen's Military Pistol (Silver Bowl) Trophy
- (7) Junior. G. P. "Perry" DeFino Trophy. Juniors must fire the Standard Smallbore Pistol (see Rule 6.4.3) to be eligible for this award.
- (8) Women. Woman's Pistol Trophy
- (9) Senior. Senior Pistol Trophy

7.4 National Trophy Pistol Team Matches

The National Trophy Pistol Team Match is a National Trophy Match conducted during the annual National Matches. Other team matches for four or two-person teams may be conducted as part of the National Trophy Pistol Matches, State Service Pistol Championships or other CMP-sanctioned Service Pistol Competitions.

7.4.1 Four-Person Teams

The team consists of a captain, coach and four members who fire for the team's score.

7.4.2 Two-Person Teams

The team consists of a captain or coach and two members who fire for the team's score.

7.4.3 Junior Team Composition

The team consists of a captain, coach and two Junior members who fire for the team's score. Two-person junior teams must fire the Standard Smallbore Pistol (see Rule 6.4.3) to be eligible for junior team awards.

7.4.4 Course of Fire

The Pistol National Match Course of Fire (Table 4) is used for each firing member.

7.4.5 Competition Conditions

- (1) Team Targets. All teams must be assigned the same number of targets. Four person teams are normally assigned two targets; two-person teams are normally assigned one target.

- (2) Firing Order. Team captains or coaches may assign firing members to fire on any team target in any order. The firing order may change between stages, but the scorekeeper must be notified.

7.4.6 National Trophy Team Awards

The highest scoring team in each category of the National Trophy Pistol Team Match receives the award listed below. The firing members, coach and team captain of the second place team in each category receive silver medals and the firing members coach and captain of the third place team receive bronze medals.

- (1) Overall Team Champion, for four-person teams. Gold Cup Trophy
- (2) Reserve Component, for four-person teams. U.S. Coast Guard Memorial Trophy.
- (3) Law Enforcement, for two-person teams. American Indian Trophy
- (4) Civilian, for four-person teams. Oglethorpe Trophy
- (5) Junior, for two-person teams. Junior Pistol Team Trophy.

7.4.7 National Trophy Individual Awards

The highest scoring individual in each category of the National Trophy Pistol Team Match receives the award listed below:

- (1) Highest-Scoring Individual. Military Police Corps Trophy.
- (2) Highest-Scoring Individual Army Competitor (Active, Reserve, or National Guard). General Mellon Trophy.
- (3) Highest-Scoring Individual Air Force Competitor (Active, Reserve, or National Guard). General Carl Spaatz Trophy.

7.4.8 National Civilian Pistol Team Awards

Each member of the National Civilian Pistol Team is awarded an Elihu Root gold medal. The team consists of the four highest-scoring individual civilian competitors and the coach and captain of the highest-scoring civilian team in the National Trophy Pistol Team Match.

7.5 NTI/NTT Aggregate

7.5.1 Course of Fire

The NTI/NTT course of fire consists of and aggregate total of individual scores fired in the Pistol National Match Course and the Pistol Team 30-shot course.

7.5.2 National Trophy Match Awards

The individual competitors with the highest aggregate scores in the National Trophy Individual Pistol Match (Rule 7.3) and the National Trophy Pistol Team Match (Rule 7.4) in the categories listed below receive the following awards.

- (1) Active Army. General Patton Trophy
- (2) Navy (Active or Reserve). Fleet Admiral Nimitz Trophy
- (3) Marine Corps (Active or Reserve). McMillan Trophy
- (4) Civilian. Anheuser-Busch Trophy

7.6 President's/NTI Aggregate

7.6.1 Course of Fire

The President's/NTI course of fire consists of an aggregate of individual scores fired in the 40-shot President' Pistol Course and the 30-shot Pistol National Match Course.

7.6.2 Awards

The Woman competitor with the highest President's/NTI aggregate score in the National Trophy Pistol Matches receives the Rose B. Krelstein Trophy.

7.7 National Service Pistol Aggregate

7.7.1 Course of Fire

The National Service Pistol Aggregate is a 1000-point aggregate consisting of individual scores fired in the 40-shot President's Match Course, the 30-shot National Trophy Match Course and a 30-shot two or four-person team course.

7.8 Service Pistol Excellence-in-Competition Matches

Pistol EIC Matches are CMP-sanctioned matches where Non-Distinguished competitors can earn EIC credit points and all competitors can earn awards (see also Rule 2.0). Pistol EIC Matches include the National Trophy Individual Pistol Match, Pistol EIC Matches sanctioned by the CMP and conducted by CMP affiliated state associations and clubs and Pistol EIC Matches conducted by the Armed Services.

7.8.1 Course of Fire

The Pistol National Match Course of Fire (Table 4) is fired by all competitors.

7.8.2 EIC Matches Awards

- (1) **EIC Credit Points.** Eligible Non-Distinguished competitors are awarded EIC credit points in accordance with Rule 10.2.
- (2) **National Trophy Individual Pistol Match.** Place medals are awarded to the highest scoring 10 percent of all Non-Distinguished competitors as determined according to Rule 10.2.6. 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.
- (3) **CMP-Sanctioned EIC Matches.** The top three finishers in each CMP-sanctioned EIC match with a minimum of six eligible Non-Distinguished competitors or ten total competitors regardless of Distinguished status, are awarded Gold, Silver and Bronze EIC Match place medals.

7.9 State Championship and Other Service Pistol Matches

State Championship and other Service Pistol Matches may be sanctioned by the CMP and conducted by CMP-affiliated state associations and clubs.

7.9.1 Courses of Fire

Events included in a State Service Pistol Championship or other Service Pistol Match programs shall be selected by the match sponsor and approved by the CMP. Events that may be included are:

- (1) President's Pistol Course of Fire (40 shots, individual)
- (2) Pistol National Match Course (30 shots, individual)
- (3) Service Pistol 4x30 Team Course (4x30 shots, team), or
- (4) Service Pistol 2x30 Team Course (2x30 shots, team)
- (5) National Service Pistol Aggregate [total of scores fired in (1), (2) and (3) or (4)]

7.9.2 Awards

- (1) State associations may provide awards for State Championships. Sponsoring organizations may provide awards for other Service Pistol competitions.
- (2) Beginning in 2010, the CMP will provide State Champion medallions to the winner of all State Championships that use the 1000-point Service Pistol Aggregate (Rule 7.7.1).

8.0 Rifle National Trophy, EIC and Other Sanctioned Matches Program

8.1 General Competition Conditions

8.1.1 Arms Allowed

All National Trophy Rifle Matches and EIC matches described in this rule must be fired with the Service Rifle as defined by Rules 6.2.1, 6.2.2 or 6.2.3.

8.1.2 Target Assignments

Individual competitors in National Trophy, EIC, State Championship or other CMP-sanctioned Service Rifle matches must be assigned to available relays and firing points on the basis of random draws. Teams in the National Trophy and National Trophy Infantry Team matches may be squadded by match officials to ensure that teams of similar ability fire under relatively equal conditions.

8.1.3 Rifle Shooting Positions

Rifle shooting positions must comply with NRA Rule 5 regarding shooting positions.

8.1.4 Sighting Shots

Sighting shots are not allowed in any Rifle National Trophy, EIC, CMP-sanctioned State Championship or other CMP-sanctioned Service Rifle Match.

8.1.5 Loading and Reloading Rifles

- (1) **Slow-Fire Loading.** In all slow-fire stages, the rifle will be loaded with only one cartridge at a time. The rifle must remain pointed downrange while loading; a rifle may not be loaded while resting on a shooting stool.
- (2) **Rapid-Fire Loading.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors with M16/M14 type rifles must stand with actions closed on empty chambers or must close their rifle actions on empty chambers and insert a magazine loaded with two rounds. Any competitor with an M1 Garand must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the magazine. When the targets rise or the command **TARGETS** is given, competitors must drop down into position and then cycle 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.
- (3) **Infantry Trophy Loading.** Team Captains will direct loading and reloading in coordination with range officer commands to **LOAD AND BE READY**.

8.1.6 Standing Prior to Rapid Fire Stages

When the preparation period prior to a rapid-fire stage ends, shooters are commanded **ON THE FIRING LINE STAND**. All competitors who wish to be eligible to earn EIC credit points or win National Trophy Match awards are required to stand and begin each rapid-fire stage from the standing position. If a competitor is unable to stand or has a medical authorization to remain in position, those competitors may begin rapid-fire stages in position. Competitors who do not begin rapid-fire stages from the standing position will have their scores recorded in the Open Individual Category (Rule 4.11) and are not eligible to earn EIC points or win National Trophies. They may, however, be eligible to

win other awards in accordance with the match program. Shooters who begin rapid-fire stages in the firing position must follow the same loading commands and procedures that are specified in Rule 8.1.5 (2). 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 and shoulder the rifle until after the firing time begins (targets rise or the command **TARGETS** 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.

Special Exception: In recognition of their extreme sacrifice to our country, military or former military members who were awarded the Purple Heart for injuries sustained in combat that resulted in partial or complete loss (or replacement) of lower extremities, will be allowed to remain in position for rapid fire stages, and still be eligible to earn EIC points and win National Trophies. Competitors who start rapid-fire stages in position must load on command. They may not shoulder the rifle until the targets rise and they may not fire a shot until after a shooter who was standing fires the first shot.

8.1.7 Tie-Breaking

- (1) Ties in individual events shall be broken by the highest number of Xs, then the highest numerical score at the longest range, then the highest number of Xs at the longest range, then the highest numerical score at the next longest range, etc.
- (2) Ties in team events shall be broken by applying the individual tie-breaking procedure (Rule 8.1.7 (1)) to the totals of the scores of all team members.
- (3) Ties in aggregate events shall be broken by applying Rule 8.1.7 (1) to the aggregate score and then to the last match fired, etc.

8.1.8 Pair Firing in Team Matches

Pair firing must be used in the slow fire stages of all team matches. 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 is scored as a miss.

8.2 President's Rifle Match

The President's Rifle Match is a National Trophy Match conducted during the annual National Matches. The President's Rifle Match 30 or 40 shot courses of fire may be used in other CMP-sanctioned matches.

8.2.1 Course of Fire

The President's Rifle Match Course of Fire (Table 5) is used.

President's Rifle Match Course of Fire (Table 5)					
Stage	Dis- tance	Type of Fire	Firing Position	Number of Shots	Time Limit
First	200 yds.	Slow	Standing	10	10 min.
Second	300 yds.	Rapid	Prone from Standing	10	70 sec.
Third	600 yds.	Slow	Prone	10	10 min.
Final Stage (for top 20 competitors in Stages 1-3)					
Final	600 yds.	Slow, each shot timed separately	Prone	10	50 sec. for each shot

8.2.2 Final Stage Procedures

All competitors fire the first three stages. Scores fired in stages 1-3 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. The top 20 final stage competitors will have a ten-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...COMMENCE FIRING.** 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; COMMENCE FIRING.** 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.

8.2.3 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. The match winner is awarded the President’s Rifle Trophy. The 100 highest scoring competitors in the match are designated as “The President’s One Hundred.” They are awarded President’s One Hundred medallions and certificates.

8.3 National Trophy Individual Rifle Match

The National Trophy Rifle Match is a National Trophy Match that is conducted during the annual National Matches. The Rifle National Match course of fire may be used in other CMP-sanctioned matches.

8.3.1 Course of Fire

The Rifle National Match Course of Fire (Table 6) is used.

Rifle National Match Course of Fire (Table 6)					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
First	200 yds.	Slow	Standing	10	10 min.
Second	200 yds.	Rapid	Sitting or Kneeling from Standing	10	60 sec.
Third	300 yds.	Rapid	Prone from Standing	10	70 sec.
Fourth	600 yds.*	Slow	Prone	20	20 min.

*The DCM 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.

8.3.2 National Trophy Matches Awards

Individual competitors in the National Trophy Individual Match receive Daniel Boone Trophy medals in accordance with Rule 8.9.2 below. The highest scoring competitor in each category of the National Trophy Individual Rifle Match receives the award listed below:

- (1) Overall Match Winner. Daniel Boone Trophy
- (2) Reserve. Citizen Soldier Trophy
- (3) National Guard. National Guard Association Trophy
- (4) Police. Police Rifle Trophy
- (5) Civilian. Nathan Hale Trophy
- (6) Junior. Golden Eagle Trophy
- (7) Women. Woman's Rifle Trophy
- (8) Army (Active, Reserve, or National Guard). Association of the U.S. Army Trophy
- (9) Marine Corps (Active, Reserve). Coast Artillery Trophy
- (10) Air Force (Active, Reserve or National Guard). Lieutenant Paul J. Roberts, Jr., Memorial Trophy
- (11) Infantry (U. S. Army Active, Reserve, or National Guard). 25th Infantry Division Trophy
- (12) Navy. Wyatt Trophy
- (13) Senior. Special award provided by CMP

8.4 National Trophy Rifle Team Match

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

8.4.1 Team Composition

The team consists of a captain, a coach and six members who fire for the team's score.

8.4.2 Course of Fire

The National Match Rifle Course of Fire (Table 6) is used for each firing member.

8.4.3 Competition Conditions

- (1) **Pair Firing.** All teams must use pair firing in the slow fire stages of the National Trophy Rifle Team Match. The time limit for three pairs of shooters to complete the 200-yard standing stage is 66 minutes. The time limit for three pairs of shooters to complete the 600-yard prone stage is 126 minutes.
- (2) **Team Targets.** All teams must be assigned the same number of targets. Each team normally is assigned one target.
- (3) **Firing Order.** Team captains may assign pairs (slow fire stages) or members (rapid fire stages) to fire in any order. The firing order may change between stages, but the scorekeeper must be notified.
- (4) **Target Pullers.** For the National Trophy Team Match, each team must provide two target pullers to work in the pits. Target pullers must be experienced and physically able to handle targets for highpower rifle matches. Failure to provide capable target pullers may disqualify a team. Both target pullers must go into the pits to their team's assigned target. Before the firing starts, the chief pit officer randomly assigns one puller to the firing point of his or her own team and the other to the firing point of another team. Firing shall not be interrupted for pit changes.

- (5) **Station of Team Captain.** When a team is on the firing line, the captain may be stationed in front of the ready line and slightly behind the coach so that the captain can observe team operations and score keeping. Except during a National Trophy Infantry Team Match, captains who are not occupying the coach's station may not assist in coaching. The captain may talk with the coach, but may not talk directly with shooters during firing.
- (6) **Station of Team Coach.** The coach's station is slightly behind or beside the shooter(s). Only one person may occupy the coach's station at any time. Any member of the team, including the captain may occupy the coach's station.
- (7) **Scorers.** Each team must provide one scorer to score the team on their right. A designated scorer, team member who is not firing or the team captain may perform scorer duties.

8.4.4 National Trophy Team Match Awards

The highest scoring team in each category of the National Trophy Rifle Team Match receives the award listed below. The firing members, coach and team captain of the second place team in each category receive silver medals and the firing members, coach and captain of the third place team receive bronze medals.

- (1) Overall Team Champion. National Trophy
- (2) Reserve Component. Hilton Trophy
- (3) Civilian. Soldier of Marathon Trophy
- (4) Junior. Minuteman Trophy

8.4.5 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:

- (1) Highest-Scoring Competitor. Pershing Trophy
- (2) Highest-Scoring Army Competitor (Active, Reserve, or National Guard): Rattlesnake Trophy
- (3) Highest-Scoring Air Force Competitor (Active, Reserve, or National Guard): General Thomas White Trophy

8.4.6 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.

8.5 National Trophy Infantry Team Match

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

8.5.1 Team Composition

The team consists of a captain, a coach and six members who fire for the team's score.

8.5.2 Course of Fire

The Infantry Team Match Course of Fire (Table 7) is used for each team of six firing members.

- (1) 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.

- (2) 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 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. 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.

Infantry Team Match Course of Fire (Table 7)

Stage	Distance	Firing Position	Time Limit
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.

8.5.3 Competition Conditions

- (1) Slings. A sling may be used for support in all positions.
- (2) Ammunition. Each team is permitted 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.
- (3) Targets. Each team is assigned a block of eight adjoining targets. Gaps in the target line separate one team's targets from those of another.
- (4) Coaching. During the Infantry Team Match, both the team captain and the team coach may coach and talk directly with the shooters and they may touch the shooters' rifles.
- (5) Malfunctions. No alibis are accepted for misfires, disabled firearms or other failures of range or team equipment.
- (6) Score Recording. An assistant range officer is assigned to each team to enforce safety regulations and record the team's scores. A designated team representative (verifier) may accompany this officer downrange to verify scores.

8.5.4 Scoring

- (1) All scores are recorded on the firing line at the end of each stage.
- (2) Hits outside the silhouettes are not scored or marked.
- (3) Hits on the silhouettes count 4 points at 600 yards, 3 points at 500 yards, 2 points at 300 yards and 1 point at 200 yards.
- (4) A bonus for distribution is calculated at each range. The bonus is determined by counting the number of silhouette targets that contain six 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.

- (5) Ties are broken according to the highest team score at 600 yards, then at 500 yards, etc.

8.5.5 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:

- (1) 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.
- (2) After the preparation period starts, the captain and coach may use binoculars that do not exceed 10X50 in power and objective lens diameter.
- (3) The assistant range officer or verifier may carry one telescope downrange and may use it only to check and verify scores.
- (4) 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.

8.5.6 National Trophy Infantry Team Match Awards

The highest scoring team in each category of the National Trophy Infantry Team Match receives the award listed below. The firing members, coach and team captain of the second place team in each category receive silver medals and the firing members, coach and captain of the third place team receive bronze medals.

- (1) Overall Team Champion. Infantry Trophy
- (2) Reserve Component. Celtic Chieftain Trophy
- (3) Civilian. Leatherneck Trophy
- (4) Junior. Junior Infantry Team Trophy

8.6 Hearst Doubles Rifle Team Match

The Hearst Doubles Team Match is a two-person team event conducted during the annual National Matches.

8.6.1 Team Composition

Each team consists of two members. Rule 4.6 regarding team affiliation or composition does not apply for this match. Any two competitors may form a Hearst Doubles Team.

8.6.2 Course of Fire

The President's Rifle Match Course of Fire, Stages 1-3, (Table 5) is used for each firing member.

8.6.3 Competition Conditions

- (1) **Pair Firing.** All teams must use pair firing in the slow fire stages of the Hearst Doubles Rifle Team Match.
- (2) **Firing Procedures.** Each two-person team has 20 minutes to fire the 200-yard standing and 600-yard prone stages of this event. 300-yard rapid-fire stages will be fired separately in the order designated by each team.
- (3) **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.

- (4) **Coaching.** Hearst Doubles teams may not have non-firing coaches with them on the firing line, but team members may coach each other during the three stages of the match.

8.6.4 National Trophy Hearst Doubles Team Match Awards

The two-person team with the highest total score in the Hearst Doubles Match receives the William Randolph Hearst Trophy.

8.7 National Trophy Junior Team Match

The National Trophy Junior Service Rifle Team Match is a two-person team event for Junior competitors that is conducted during the National Matches.

8.7.1 Team Conditions

- (1) Each team consists of two firing members, a Team Coach and a Team Captain. The two firing members must be Juniors in accordance with Rule 4.6.3 (1).
- (2) State or Club teams must represent a CMP-affiliated state association or club in accordance with Rule 4.8.7. Team firing members and the Team Captain must be in compliance with Rule 4.7.6 residency requirements.
- (3) At-large teams that do not meet Rule 4.8.7 state association or club residency requirements may compete in an At-Large Category.

8.7.2 Competition Conditions

- (1) **Course of Fire.** The Rifle National Match Course of Fire (Table 6) is used for each firing member.
- (2) **Pair Firing.** Pair firing must be used in the slow fire stages of the National Trophy Junior Team Match.
- (3) **Firing Procedures.** Each two-person team has 20 minutes to fire the 200-yard standing stage and 40 minutes to fire the 600-yard prone stage. 200 and 300-yard rapid-fire stages will be fired separately in the order designated by each team.
- (4) **Squadding.** Each team will fire together on one target. Two teams will be squadded on each target.
- (5) **Coaching.** Coaching is permitted during all stages of the match.

8.7.3 National Trophy Junior Team Match Awards

The State or Club Team with the highest score in the National Trophy Junior 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.

8.8 National Trophy Rifle Individual Championship Awards

8.8.1 NTI/NTT Aggregate

Individual competitors with the highest aggregate scores in the National Trophy Individual Rifle Match (Rule 8.3) and the National Trophy Rifle Team Match (Rule 8.4) in the categories listed below receive the following awards:

- (1) Active Army. U.S. Forces Command Rifle Trophy
- (2) Navy (Active or Reserve). Admiral Arleigh A. Burke Trophy
- (3) Marine Corps (Active or Reserve). General Shepherd Trophy
- (4) Civilian. Pietroforte Trophy

8.8.2 President's/NTI Aggregate

The Civilian competitor with the highest aggregate score in the President's Rifle Match (Rule 8.2, Stages 1-3) and the National Trophy Individual Rifle Match (Rule 8.3) receives the Alice Bull Trophy.

8.8.3 President's/NTI/NTT Aggregate

Individual competitors with highest aggregate scores in Stages 1-3 of the President's Rifle Match (Rule 8.2), National Trophy Individual Rifle Match (Rule 8.3) and National Trophy Rifle Team Match (Rule 8.4) receive the following awards:

- (1) Overall Individual Champion. Mountain Man Trophy
- (2) Marine Corps (Active or Reserve). GySgt Carlos Hathcock II Trophy.

8.8.4 Deneke Trophy Junior Aggregate

- (1) The Deneke Trophy Junior Aggregate consists of the individual scores fired by Juniors in Stages 1-3 of the President's Rifle Match (Rule 8.2), the National Trophy Individual Rifle Match (Rule 8.3) and the National Trophy Junior Team Match (Rule 8.7). Members of state, club or at-large teams are eligible to compete for this award.
- (2) The National Junior Service Rifle 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.
- (3) Members of the National Junior 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 8.2), the National Trophy Rifle Match (Rule 8.2) and the National Trophy Junior Team Match (Rule 8.7), plus the coach and captain of the winning team in the National Trophy Junior Team Match.

8.9 Excellence-in-Competition Rifle Matches

Rifle EIC Matches are CMP-sanctioned matches where Non-Distinguished competitors can earn EIC credit points and all competitors can earn awards (see also Rule 2.0). Rifle EIC Matches include the National Trophy Individual Rifle Match, Rifle EIC matches sanctioned by the CMP and conducted by CMP affiliated state associations and clubs and Rifle EIC matches conducted by the military services.

8.9.1 Course of Fire

The Rifle National Match Course of Fire (Table 6) is used.

8.9.2 EIC Matches Place Medals

- (1) **National Trophy Individual Match.** Place medals are awarded to the highest scoring 10 percent of all Non-Distinguished competitors as determined according to Rule 10.2.6. 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 individual.
- (2) **Other EIC Matches.** For other EIC matches, the top three finishers in each EIC match with a minimum of six eligible Non-Distinguished competitors or ten total competitors regardless of Distinguished status are awarded Gold, Silver and Bronze EIC Match place medals.

8.10 State Championship and Other Service Rifle Matches

State Championship and other Service Rifle Matches may be sanctioned by the CMP and conducted by CMP-affiliated state associations and clubs.

8.10.1 Courses of Fire

The events included in a State Service Rifle Championship or other Service Rifle Match programs shall be selected by the match sponsor and approved by the CMP. Events that may be included are:

- (1) President's Rifle Course, stages 1-3 (30 shots, individual)
- (2) Rifle National Match Course (50 shots, individual)
- (3) Service Rifle Standard Match (4x20 shots, individual)
- (4) Service Rifle 4x50 Team Course (4x50 shots, team), or
- (5) Service Rifle 2x30 Team Course (2x30 shots, team)

8.10.2 Awards

- (1) State associations may provide awards for State Championships. Sponsoring organizations may provide awards for other Service Pistol competitions.
- (2) Beginning in 2010, the CMP will provide State Champion medallions to the winners of CMP-sanctioned State Championships that use courses of fire listed in Rules 3.3.2 or 3.4.2.

9.0 CMP Games Events and Special EIC Matches

9.1 General Competition Conditions

9.1.1 CMP Games Events

The CMP Games Matches program offers competitions for competitors firing "as-issued" military rifles or pistols over courses of fire that make these matches accessible to large numbers of target shooters regardless of their level of experience and skill. CMP Games events approved for the National Matches program or for sanctioned club matches are:

- (1) **As-Issued Military Rifle Match.** Match sponsors may conduct mixed As-Issued Military Rifle Matches in which competitors may choose to fire any As-Issued Military Rifle authorized in Rules 6.3.2 (As-Issued M1 Garand), 6.3.3 (As-Issued M1903 Springfield), 6.3.4 (Other As-Issued U. S. Rifles) and 6.3.6 (As-Issued Foreign Military Rifles). Rifles authorized by Rule 6.4 (Unlimited M1 Garands and/or Modern Military Rifles) may be used in these matches only if the match program specifically authorizes Rule 6.4 rifles. Scores fired with Rule 6.4 rifles may be eligible for awards only in accordance with the sponsor's match program. Scores reported to the CMP must identify the specific rifle fired by that competitor.
- (2) **John C. Garand Match.** John C. Garand Matches may be restricted to Rule 6.3.2 As-Issued M1 Garands or they may include As-Issued and Unlimited M1 Garands (Rule 6.4.1).
- (3) **Springfield Rifle Match** (Rule 6.3.3)
- (4) **Vintage Military Rifle Match** (Rules 6.3.4 and 6.3.6)
- (5) **M1 Carbine Match** (Rule 6.3.5)
- (6) **Modern Military Rifle** (Rule 6.4.2)
- (7) **Rimfire Sporter Match** (Rimfire Sporter rules are printed in a separate publication, *CMP Guide to Rimfire Sporter*).

(8) National Match Air Rifle (National Match Air Rifle rules are printed in a separate publication, ***CMP Guide to National Match Air Rifle***).

(9) Vintage Sniper Rifle Team Match (Rule 6.4.3)

9.1.2 CMP Special EIC Matches

CMP Special EIC Matches are EIC matches where only “as-issued” U. S. military rifles or pistols are fired and where only competitors who have previously earned no EIC points can earn “introductory” four-point EIC credits. Competitors may earn only one four-point EIC credit in pistol and one four-point EIC credit in rifle. Special EIC Matches may only be conducted during the National Matches in conjunction with Small Arms Firing Schools or Regional CMP Games. The objective of Special EIC Matches is to introduce new competitors to service rifle and pistol competitions and to encourage them to actively pursue earning a Distinguished Rifleman or Distinguished Pistol Shot Badge. Special EIC Matches are:

- (1) M16 Rifle EIC Match.
- (2) As-Issued M1 Garand EIC Match.

9.1.3 Ammunition

Match sponsors may issue ammunition or permit competitors to use their own ammunition. If the match sponsor issues ammunition, all competitors must use the issued ammunition; they may not use other ammunition. Competitors who do not fire issued ammunition must be disqualified.

9.1.4 Spotting Scopes

Competitors may use spotting scopes for shooting or scoring. Scorers' scopes must be turned away from the target during the rapid-fire stages when scorers must observe their firers and count shots fired.

9.1.5 Equipment for Rifle Events

Cloth, canvas or leather shooting jackets may be used. Standard military-issue web or leather slings or slings of this same type are permitted. Shooting gloves or mitts and ground cloths or shooting mats may be used.

9.1.6 Individual Coaching

Coaching by scorers or other shooters to assist new and inexperienced shooters is permitted. Such coaching should be limited to controlling safety and providing assistance to get into position, adjust a sling, load or unload and make sight adjustments. Coaching experienced or advanced shooters by calling wind or rapid-fire shot locations, etc., is contrary to the spirit of As-Issued Military Rifle rules and is not permitted.

9.1.7 Target Assignments

Match sponsors are encouraged to arrange competitor squadding so that experienced shooters and new shooters are squadded together on the same firing point. Experienced shooters should coach and assist new shooters and help to ensure safety. Random squadding is not required in these events. Individual firing point assignments normally are issued on the range immediately prior to the start of firing.

9.1.8 Sighting Shots

Sighting shots, as specified in the course of fire, may be fired by each competitor in CMP Games and Special EIC Matches at the beginning of each event. Sighting shots may be fired in any position, with or without a support. Competitors may fire fewer than the specified number of sighting shots if they notify

their scorers that they are starting record shots. No artificial support may be used during the firing of record shots.

9.1.9 Standing Prior to Rapid Fire Stages

When the preparation period prior to a rapid-fire stage ends, shooters are commanded to stand. All competitors are required to stand if they are able and begin each rapid-fire stage from the standing position. Competitors who have a valid physical condition or disability that prevents them from moving from standing to the firing position safely may request permission from the Range Officer to begin rapid-fire stages in the firing position. These competitors are eligible for awards in As-Issued Military Rifle Matches. Shooters who do not stand must load on command. They may not shoulder the rifle until the firing time begins (targets rise or the **TARGETS** command is given) and they may not fire a shot until after a shooter who was standing fires the first shot.

9.1.10 Loading During Rapid Fire Stages

Special attention must be paid to safely and properly loading and reloading rifles during rapid-fire stages. These reloading procedures must be followed in CMP Games events:

- (1) **M1 Garand.** After the commands **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, any competitor with an M1 Garand must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the magazine. When the targets rise or the command **TARGETS** is given, competitors must drop down into position and then cycle 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 rounds, they must reload with a full clip of eight rounds, and complete the series within the time limit.
- (2) **Bolt Action Rifles.** After shooters stand and are given the command **LOAD**, they must load five rounds in the magazine and leave the bolt open (do not chamber a round). After the firing time begins (targets rise or the command **TARGETS** is given), shooters must get into position, close the bolt to chamber the first round, fire five rounds, then reload five rounds and complete the series within the time limit.
- (3) **M1 Carbine.** After shooters stand and are given the command **LOAD**, they must close the bolt on an empty chamber and insert a magazine with five rounds; competitors may not chamber a round while standing. After the firing time begins, shooters must get into position, cycle the bolt to chamber the first round, fire five shots, reload a second magazine with five rounds and complete the series within the time limit.
- (4) **Shooters Who Start in Position.** Shooters who are authorized by the range officer to start rapid-fire in position in accordance with Rule 9.1.9 shall follow these same loading procedures while remaining in the prone, sitting or kneeling position. No cartridge may be loaded in the rifle chamber and the rifle may not be shouldered until after the targets rise or the command **TARGETS** is given. No shot may be fired until a competitor who was standing fires the first shot.

9.1.11 No Alibis or Refires

All CMP Games and Special EIC Matches are no-alibi events. There are no refires for rifle, pistol or ammunition malfunctions. Competitors may attempt to

clear malfunctions and continue firing, provided they to handle their firearms in a safe manner while clearing their firearms. The only exception to the no alibi rule is that in the case of a range alibi affecting multiple targets, a refire may be allowed. Match officials may, at their discretion, refire individual range alibis providing this does not require the firing of an additional relay.

9.1.12 Scoring

The following scoring and tie-breaking rules apply in CMP Games and Special EIC Matches.

- (1) Competitors who fire crossfire shots in slow fire stages will be scored a miss for each crossfire shot. If a competitor receives a crossfire shot 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.
- (2) Competitors who have excessive hits on their targets will receive the scores of the highest value shots on their targets equal to the number of shots they fired. The scorer must count and verify the number of shots fired.
- (3) Competitors who have insufficient hits on their targets during rapid fire stages due to not firing all ten rounds or crossfires will receive the scores of the highest value hits on their targets equal to the number of shots they fired on their target.
- (4) Ties (same score and X-count) will be broken according to the score of the last stage fired, then the next to the last stage, etc.

9.1.13 Achievement Awards

To provide competitors with incentives to participate and improve, the CMP provides Achievement Medals and Pins to be presented to competitors in CMP Games events who equal or exceed established Achievement Award scores. Achievement Award cut-scores are determined on the basis of previous National CMP Games Matches scores. Gold, silver and bronze achievement awards are presented to approximately the top 40 percent of all competitors. Achievement Award scores are calculated so that approximately the top one-sixth of the top 40 percent of all shooters receive gold awards, the next two-sixths receive silver awards and the remaining three-sixths receive bronze awards. Achievement Award scores are given in the specific rules for each CMP Games event. If extreme weather conditions cause all scores in a match to be lower than normal, the DCM may adjust bronze award scores downward in National or Regional CMP Games Matches or the match director may adjust bronze award scores downward in CMP-sanctioned matches, but bronze award scores may not be adjusted lower than the 40th percentile competitor.

9.2 John C. Garand Match

The National John C. Garand Match is a CMP Games event conducted during the annual National Matches. Any CMP affiliated club may conduct sanctioned Garand Matches in accordance with Rule 3.0 by applying these rules.

9.2.1 Course of Fire

The course of fire for the National John C. Garand Match is the As-Issued Military Rifle Match Course A (Table 8). John C. Garand matches conducted by other match sponsors may use either Course A or Course B (Tables 8 or 9).

As-Issued Military Rifle Match Course A (Table 8)

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. ¹	Slow ²	Any ³	5	15 min. for sighting & prone slow ⁴
First	200 yds.	Slow ²	Prone	10	
Second	200 yds.	Rapid ⁵	Prone from Standing	10	80 sec. ⁶
Third	200 yds.	Slow ²	Standing	10	10 min.

¹ The 200 yard SR target, Rule 6.7.2 (1), is used for all stages. Alternatively, all stages may be fired at 100 yards instead of 200 yards. The NRA SR-1 reduction of the SR target is used for all three stages if firing is done at 100 yards.

² In slow-fire, shooters must load and fire only one round at a time.

³ Sighting shots may be fired in any position. A support or supported position may be used. Sighting shots are not counted in the match score.

⁴ Shooters will be given a combined time limit of 15 minutes to fire up to five sighting shots and 10 record shots in the prone position.

⁵ In rapid-fire, shooters must follow the loading procedures specified in Rule 9.1.10.

⁶ The time limit for the rapid-fire stage is 80 seconds for both semi-automatic rifles (M1 Garand) and manually operated rifles (Springfield and Vintage Military Rifle).

As-Issued Military Rifle Match Course B (Table 9)

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. ¹	Slow ²	Any ³	5	25 min. for sighting & prone slow ⁴
First	200 yds.	Slow ²	Prone	20	
Second	200 yds.	Rapid ⁵	Prone from Standing	10	80 sec. ⁶
Third	200 yds.	Rapid	Sitting or Kneeling from Standing	10	70 sec.
Fourth	200 yds.	Slow ²	Standing	10	10 min.

¹ The 200 yard SR target, Rule 6.7.2 (1), is used for all stages. Alternatively, all stages may be fired at 100 yards instead of 200 yards. The NRA SR-1 reduction of the SR target is used for all three stages if firing is done at 100 yards.

² In slow-fire, shooters must load and fire only one round at a time.

³ Sighting shots may be fired in any position. A support or supported position may be used. Sighting shots are not counted in the match score.

⁴ Shooters will be given a combined time limit of 25 minutes to fire up to five sighting shots and 20 record shots in the prone position.

⁵ In rapid-fire, shooters must follow the loading procedures specified in Rule 9.1.10.

⁶ The time limit for the rapid-fire stage is 80 seconds for both semi-automatic rifles (M1 Garand) and manually operated rifles (Springfield and Vintage Military Rifle).

9.2.2 Rifles

All rifles used in the National John C. Garand Match must be “as-issued” M1 Garands that comply with Rule 6.3.2 or Unlimited Garands that comply with Rule 6.4.1.

9.2.3 National Garand Match Awards

The highest scoring competitor who fires an As-Issued M1 Garand that complies with Rule 6.3.2 in the National Garand Match receives the John C. Garand Trophy.

9.2.4 Achievement Awards

- (1) **National Garand Match.** The CMP provides gold, silver and bronze achievement medals for presentation to National Garand Match competitors who equal or exceed Achievement Award Scores listed below.
- (2) **Regional CMP Games Matches.** The CMP provides gold, silver and bronze achievement medals for presentation to Eastern and Western CMP Games competitors who equal or exceed Achievement Award Scores listed below.
- (3) **Sanctioned CMP Games Matches.** Gold, silver and bronze achievement pins may be ordered from the CMP Competitions Department for presentation to sanctioned Garand Match competitors who equal or exceed Achievement Award Scores.
- (4) **Achievement Award Scores.** Garand Match achievement award cut-scores for 2011 are:

Medal:	Course A	Course B
Gold:	281 and above	466 and above
Silver:	273 -280	455-465
Bronze:	264 -272	436-454

9.3 Springfield Rifle Match

The Springfield Rifle Match is a CMP Games event conducted during the annual National Matches. Any CMP-affiliated club may conduct CMP Springfield Rifle Matches by following these rules.

9.3.1 Course of Fire

The course of fire for the National Springfield Rifle Match is the As-Issued Military Rifle Match, Course A (Table 8). Springfield Rifle matches conducted by other match sponsors may be either Course A or Course B (Tables 8 or 9).

9.3.2 Rifles

All rifles used in Springfield Rifle Matches must be as-issued U. S. Model 1903 or U. S. Model M1903A Springfield rifle series rifles that comply with Rule 6.3.3.

9.3.3 National Springfield Rifle Match Awards

The highest scoring competitor in the National Springfield Rifle Match receives the Springfield Rifle Trophy.

9.3.4 Achievement Awards

- (1) **National Springfield Rifle Match.** The CMP provides gold, silver and bronze achievement medals for presentation to National Springfield Rifle Match competitors who equal or exceed Achievement Award Scores listed below.
- (2) **Regional CMP Games Matches.** The CMP provides gold, silver and bronze achievement medals for presentation to Eastern and Western CMP Games competitors who equal or exceed Achievement Award Scores listed below.
- (3) **Sanctioned CMP Games Matches.** Gold, silver and bronze achievement pins may be ordered from the CMP Competitions Department for presentation to sanctioned Springfield Rifle Match competitors who equal or exceed Achievement Award Scores.

- (4) **Achievement Award Scores.** Springfield Rifle achievement award cut-scores for 2011 are:

Medal:	Course A	Course B
Gold:	281 and above	466 and above
Silver:	273 -280	455-465
Bronze:	264 -272	438-454

9.4 Vintage Military Rifle Match

The Vintage Military Rifle Match is a CMP Games event conducted during the annual National Matches. Any CMP-affiliated club may conduct CMP-Sanctioned Vintage Military Bolt Rifle Matches by following these rules.

9.4.1 Course of Fire

The course of fire for the National Vintage Military Bolt Rifle Match is the As-Issued Military Rifle Match, Course A (Table 8). Vintage Military Rifle matches conducted by other match sponsors may be either Course A or Course B (Tables 8 or 9).

9.4.2 Rifles

All rifles used in Vintage Military Rifle Matches must be as-issued U. S. Model 1917 rifles or U. S. Krag rifles that comply with Rule 6.3.4 or manually-operated, as-issued foreign military rifles that comply with Rule 6.3.6.

9.4.3 National Vintage Military Rifle Match Awards

The highest scoring competitor who fires an as-issued Vintage Military Rifle (Rule 6.3.4 or Rule 6.3.6) receives a CMP Recognition Plaque.

9.4.4 Achievement Awards

- (1) **National Vintage Military Rifle Match.** The CMP provides gold, silver and bronze achievement medals for presentation to National Vintage Military Rifle Match competitors who equal or exceed Achievement Award Scores listed below.
- (2) **Regional CMP Games Matches.** The CMP provides gold, silver and bronze achievement medals for presentation to Eastern and Western CMP Games competitors who equal or exceed Achievement Award Scores listed below.
- (3) **Sanctioned CMP Games Matches.** Gold, silver and bronze achievement pins may be ordered from the CMP Competitions Department for presentation to sanctioned Vintage Military Rifle Match competitors who equal or exceed Achievement Award Scores.
- (4) **Achievement Award Scores.** Vintage Military Rifle achievement award cut- scores for 2011 are:

Medal:	Course A	Course B
Gold:	278 and above	463 and above
Silver:	270 -277	450-462
Bronze:	258 -269	428-449

9.5 M1 Carbine Match

The M1 Carbine Match is a CMP Games event conducted during the annual National Matches and Regional CMP Games. Any CMP-affiliated club may conduct CMP M1 Carbine Matches by following these rules.

9.5.1 Course of Fire

The course of fire for the M1 Carbine Match is the M1 Carbine Match Course of Fire (Table 10).

M1 Carbine Match Course of Fire (Table 10)

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	100 yds. ¹	Slow ²	Any ³	10 max. ⁴	10 min.
1st	100 yds.	Slow ²	Prone	10	5 min.
2nd	100 yds.	Rapid ⁵	Prone from Standing ⁶	10	60 sec.
3rd	100 yds.	Rapid ⁵	Sitting or Kneeling from Standing ⁶	10	60 sec.
4th	100 yds.	Slow ²	Standing ⁷	10	10 min.

1. The SR-1 highpower rifle target (200 yard SR target reduced for firing at 100 yards) is used for all stages of fire; all firing is done at 100 yards.
2. In all slow fire stages with the M1 Carbine, competitors may load from a magazine. No more than five rounds may be loaded in a single magazine. If the Carbine is taken down from the shoulder between shots, care must be taken to keep the muzzle pointed downrange while resting with a loaded rifle.
3. Sighting shots may be fired in prone or any safe position. A rest or support may be used for sighters, but not in any other position.
4. Competitors may fire a maximum of 10 sighting or practice shots. Competitors may elect to fire fewer than 10 sighting shots. **When pit-operated targets are used, the Sighting and Prone Slow-Fire stages may be combined. With pit-operated targets, the first stage will be five (5) sighters and ten (10) shots for record in the prone position with a time limit of 15 minutes.**
5. Loading in rapid fire stages is done after competitors stand on their firing points. On the command "**LOAD**," competitors must close the bolts with the chamber remaining empty and then insert a magazine with five rounds. Competitors may not load a round in the chamber while standing.
6. After competitors have closed their bolts and inserted magazines, the command **TARGETS** is given. After this command, competitors may get into the prone or sitting/kneeling position. After they are in the firing position, they must open and close their bolts to load the first round, fire five shots, remove the empty magazine, load the second magazine with five rounds and fire the second five shots.
7. Since starting with five rounds in a magazine is permitted in slow fire series with the M1 Carbine, special care must be taken to control the muzzle when the Carbine is taken down to rest between shots. While doing this, the Carbine should normally be cradled in the arms with the muzzle directed downrange towards the targets.

9.5.2 Rifles

All rifles used in M1 Carbine Match must be as-issued U. S. military M1 Carbines that comply with Rule 6.3.5.

9.5.3 National M1 Carbine Awards

The highest scoring competitor in the National M1 Carbine Match receives the Carbine Club M1 Carbine Trophy.

9.5.4 Achievement Awards

- (1) **National M1 Carbine Match.** The CMP provides gold, silver and bronze achievement medals for presentation to National M1 Carbine Match competitors who equal or exceed Achievement Award Scores listed below.
- (2) **Regional CMP Games Matches.** The CMP provides gold, silver and bronze achievement medals for presentation to Eastern and Western CMP Games competitors who equal or exceed Achievement Award Scores listed below.
- (3) **Sanctioned CMP Games Matches.** Gold, silver and bronze achievement pins may be ordered from the CMP Competitions Department for presentation to sanctioned M1 Carbine Match competitors who equal or exceed Achievement Award Scores.
- (4) **Achievement Award Scores.** M1 Carbine achievement award scores for 2011 are:

Gold: 350 and above
 Silver: 338 - 349
 Bronze: 318 – 337

9.6 M16 Rifle EIC Match

The M16 Rifle EIC Match is a Special EIC Match conducted during the National Matches in conjunction with the Rifle Small Arms Firing School. The top 10 percent of eligible competitors in this match receive EIC credit points in accordance with these rules.

9.6.1 Eligibility

Only Non-Distinguished civilian and military competitors who have not previously earned any rifle EIC credit points are eligible to receive EIC credit points in this event. Military personnel may be subject to additional restrictions in the number of civilian EIC matches that they may shoot. Distinguished competitors or competitors who have previously earned service rifle EIC credit points may fire in this match out-of-competition. Entry preference may be given to eligible competitors if range capacity for the match is exceeded.

9.6.2 Rifles

As-issued rack grade M16 rifles will be provided by the CMP. Rifles will be drawn by block officers and placed on the firing points to be used by the shooters squadded on those points. Magazines will be provided with each rifle.

9.6.3 Ammunition

5.56mm commercial ammunition will be provided by the CMP and issued on the firing line. All competitors must use issued ammunition.

9.6.4 Slings

Military web slings will be attached to the rifles and may be used in the prone and sitting positions. No other slings may be used.

9.6.5 Other Equipment

Shooters are permitted to bring and use their own shooting jackets, gloves, spotting scope and shooting mats.

9.6.6 Course of Fire

All firing is done at 200 yards. Shooters will complete the entire course of fire before leaving the firing line. The course of fire is the M16 Rifle EIC Match Course of Fire (Table 11).

M16 Rifle EIC Match Course of Fire (Table 11)					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. ¹	Slow ²	Any ³	5 ⁴	15 min. for sighting & prone slow ⁵
First	200 yds.	Slow	Prone	10	
Second	200 yds.	Rapid ⁶	Prone from Standing	10	60 sec. ⁷
Third	200 yds.	Rapid ⁶	Sitting or Kneeling from Standing	10	60 sec. ⁷
Fourth	200 yds.	Slow ²	Standing	10	10 min.

M16 Rifle EIC Match Course of Fire (Table 11)

- 1 The 200 yard SR target, Rule 6.7.2 (1), is used for all stages.
- 2 In slow-fire, shooters must load and fire only one round at a time.
- 3 Sighting shots may be fired in any position. A support or supported position may be used. Sighting shots are not counted in the match score.
- 4 Shooters may elect to fire fewer than five sighting shots. They must notify the scorer if they elect to start record firing after firing fewer than five sighting shots.
- 5 Shooters will be given a combined time limit of 15 minutes to fire up to five sighting shots and 10 record shots in the prone position.
- 6 In rapid-fire, shooters must follow the loading procedures specified in Rule 8.1.5 (2). Shooters must stand, with bolts closed on empty chambers or close their bolts on empty chambers and insert clips loaded with 2 rounds. After they are down in position, they may cycle bolts to chamber the first round, fire 2 shots, insert magazines loaded with 8 rounds and fire the remaining shots.
- 7 When this course of fire is used for As-Issued M1 Garand EIC Matches, the rapid fire time limits are 70 seconds.

9.6.7 EIC Points and Awards

The top 10% of all eligible competitors who complete two or more stages of the match and turn in scorecards will receive an “introductory” leg counting four (4) EIC points and CMP M16 EIC medals.

9.7 M9 Pistol EIC Match

The M9 Pistol EIC Match is a CMP Special EIC Match conducted during the National Matches in conjunction with the Pistol Small Arms Firing School. The top 10 percent of eligible competitors in this match receive EIC credit points in accordance with these rules.

9.7.1 Eligibility

Only Non-Distinguished civilian and military competitors who have not previously earned any pistol EIC credit points are eligible to receive EIC credit points in the event. Military personnel may be subject to additional restrictions in the number of civilian EIC matches that they may shoot. Distinguished competitors or competitors who have previously earned service pistol EIC credit points may fire in this match out-of-competition, however, entry preference may be given to eligible competitors if range capacity for the match is exceeded.

9.7.2 Pistols

As-issued M9 service pistols will be provided by the CMP. Pistols will be drawn by block officers and placed on the firing points to be used by the shooters squadded on those points. Magazines will be provided with each pistol. No other pistols or magazines may be used.

9.7.3 Ammunition

9mm commercial ammunition will be provided by the CMP and issued on the firing line. All competitors must use issued ammunition.

9.7.4 Course of Fire

All firing is done at 25 yards. Shooters will complete the entire course of fire before leaving the firing line. The course of fire is the M9 Pistol EIC Match Course of Fire (Table 12).

M9 Pistol EIC Match Course of Fire (Table 12)

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	25 yds. ¹	Slow	Two or one-handed standing ²	5 ³	5 min.
First	25 yds.	Slow	Two or one-handed standing ²	10 ³	5 min.
Second	25 yds.	Timed	Two or one-handed standing ²	5 + 5 ³	20 + 20 sec.
Third	25 yds.	Rapid	Two or one-handed standing ²	5 + 5 ³	10 + 10 sec.

¹ The 25 yard pistol target (NRA B-8) will be used for all stages.

² Shooters may elect to fire while using either two hands or one hand.

³ Shooters will load clips with five rounds for all stages.

9.7.5 EIC Points and Awards

The top 10% of all eligible competitors who complete two or more stages of the match and turn in scorecards will receive “introductory” legs counting four (4) EIC points and CMP M9 EIC medals.

9.8 As-Issued M1 Garand EIC Match

The As-Issued M1 Garand Match is a Special EIC Match conducted during Regional CMP Games competitions. The top 10 percent of eligible competitors in this match receive EIC credit points in accordance with these rules.

9.8.1 Eligibility

Only Non-Distinguished civilian and military competitors who have not previously earned any rifle EIC credit points are eligible to receive EIC credit points in the event. Military personnel may be subject to additional restrictions in the number of civilian EIC matches that they may shoot. Distinguished competitors or competitors who have previously earned service rifle EIC credit points may fire in this match out-of-competition, however, entry preference may be given to eligible competitors if range capacity for the match is exceeded.

9.8.2 Rifles

Only as-issued U. S. military Caliber .30 U. S. M1 Garand rifles that comply with Rule 6.3.2 may be fired in this match.

9.8.3 Ammunition

.30-06 military-type ball ammunition will be provided by the CMP and issued on the firing line. All competitors must fire issued ammunition.

9.8.4 Course of Fire

All firing is done at 200 yards. Shooters will complete the entire course of fire before leaving the firing line. The course of fire is the As-Issued M1 Garand EIC Match course of fire is the M16 EIC Match course of fire (Table 9), except that the rapid-fire time limits are 70 seconds each.

9.8.5 EIC Points and Awards

The top 10% of all eligible competitors who complete two or more stages of the match and turn in scorecards will receive an “introductory” leg counting four (4) EIC points and CMP As-Issued M1 Garand EIC medals.

9.9 Vintage Sniper Rifle Team Match

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

9.9.1 Team Composition

Each team consists of two members who alternately function as shooter and spotter. Rule 4.6 regarding team affiliation or composition does not apply for this match. Any two competitors may form a Vintage Sniper Rifle Team.

9.9.2 Rifles

Rifles must comply with Rule 6.4.3. Anyone who wishes to use a sniper rifle or scope in a CMP-sanctioned Vintage Sniper Rifle Match that is not listed in Table I may contact CMP Competitions (competitions@odcmp.com, 419-635-2141, ext. 1114) and request a ruling on whether it is an eligible rifle or scope. Documentation regarding the rifle or scope and its use for military sniper purposes must be provided with every request. One team may share a single rifle, but may use no more than two rifles. The team may use their rifles as they choose (one rifle for both shooters, one rifle for one distance, one rifle for one shooter, etc.).

9.9.3 Shooting Equipment

All shooting equipment and clothing legal for use in CMP or NRA highpower rifle competition may be used, except that slings must be U. S. military M1907 leather or M1 web slings or slings that were originally issued with the rifle or reproductions of those slings. Allowable equipment includes shooting mats, coats, gloves, slings, spotting scopes, etc. Both the shooter and the spotter may have their equipment on the team's firing point during firing. No mechanical or adjustable rests, bipods or rear rests or other means of support may be used. Front bag rests may not provide a channel in which to rest the rifle.

9.9.4 Firing Conditions

- (1) Each team is assigned one firing point.
- (2) One team member serves as the shooter while the other serves as the spotter. Both the shooter and the spotter must take their positions on the firing point. The spotter may be prone, seated or standing behind or alongside the shooter. The spotter may call wind and coach the shooter. Team members must change roles after 10 shots.
- (3) Teams are normally divided into three relays with one relay firing, one relay scoring and one relay in the pits. Pit changes will be scheduled at the discretion of the Match Director; the relay rotation system should be published in the competition program. In sanctioned club matches, two relays may be used with one relay firing and one relay in the pits pulling targets and scoring.
- (4) All firing is done from the regular prone or prone supported position. While firing in the prone position, competitors may use a M1907, M1 or original issue sling or they may use a front bag rest such as a sand bag or beanbag in a supported prone position. Shooters may not use both a sling and a rest or support.

9.9.5 Course of Fire

- (1) The course of fire consists of five minutes of sighting shots and 10 shots for record for each team member at 300 yards on the 300-yard highpower

- target and five minutes of sighting shots and 10 rounds for record for each team member at 600 yards on the 600-yard highpower target. Each team fires a total of 40 shots for record.
- (2) A three-minute preparation period precedes the firing at each stage. After the preparation period ends, teams are given a five-minute sighting period when they can fire unlimited sighting shots. Each sighting shot will be pulled and scored without delay. Each relay will have only one sighting period before the 300-yard stage and one sighting period before the 600-yard stage. Teams may shoot their sighters from one or both rifles; one or both shooters may fire sighters.
 - (3) After the five-minute sighting period ends, the targets are withdrawn for one minute, spotters are removed and the targets are raised to half-mast.
 - (4) While the targets are at half-mast, and 10 seconds before the first exposure, the command **LOAD AND STANDBY** will be given. After 10 seconds, targets will be exposed for 20 seconds. During this exposure, the team member who is shooting must fire one shot.
 - (5) After the 20-second target exposure, targets are pulled and scored. After 20 seconds, targets are raised for another 20-second exposure with the spotter and scoring disc for the previous shot in them. The scorer will announce the value of the shot unless directed not to do this by the firing team.
 - (6) This sequence will continue until the first shooter has fired 10 record shots. The Range Officer will announce **TENTH AND LAST SHOT FOR RECORD** prior to the 10th exposure. After the 10th exposure, the Range Officer will command **CEASE FIRING...CLEAR ALL RIFLES AND INSERT ECIs.**
 - (7) After 10 exposures, targets will be withdrawn and remain in the pits for two minutes (with the last shot disc and scoring disc still in the target). During this time, team members will switch roles (the spotter becomes the shooter and vice-versa). 10 seconds prior to the first target exposure for the second shooter, the command **REMOVE ECIs, LOAD AND STANDBY** will be given. When the targets reappear, the second shooter must fire the first of his 10 rounds. This sequence continues until the second shooter has also fired 10 record shots.
 - (8) Total team scores and X-counts for 40 shots will determine the final placements of all competing teams. The highest score at 600 yards will break ties not broken by X-counts.
 - (9) Vintage Sniper Rifle Team Match firing procedures shall be conducted according to **CMP Vintage Sniper Rifle Firing Procedures and Range Commands** published as Annex B to these rules.

10.0 Distinguished Badges

10.1 Distinguished Badge Program

Distinguished Badges are the highest individual awards authorized by the U. S. Government for excellence in marksmanship competition. They are awarded by the CMP in accordance with 36 USC §40722 [3] and by the respective services in accordance with service regulations. The CMP and the military commands responsible for the awarding of Distinguished Badges coordinate their respective

badge regulations and the establishment of a master file of Distinguished Badge winners (see 10.1.3 below).

10.1.1 Military Badge Program Administration

Distinguished Badge programs for military personnel are administered by the respective services in accordance with applicable service regulations.

10.1.2 Civilian Badge Program Administration

Badge programs for civilians are administered by the CMP. The CMP issues Distinguished Badges only to shooters who earn them according to **CMP Competition Rules**. All Distinguished Badges issued by the CMP are serial numbered and are, without exception, accounted for on an individual badge basis. The name of the recipient, the year the badge was earned and the badge serial number are engraved on the badge. Replacement or duplicate Distinguished Rifleman and Distinguished Pistol Shot Badges for civilians and Distinguished International Shooter Badges for all competitors who earned them are available from the CMP at a cost to be established by the DCM. The CMP maintains a master file of all replacement or duplicate badges issued.

10.1.3 Master Distinguished and EIC Files

The CMP maintains a master file of all civilian and military Distinguished Rifleman, Distinguished Pistol Shot and Distinguished International Shooters Badge winners. This file records the badge number, name of the recipient and date of the award. The CMP also maintains master files of all competitors who earn EIC credit points towards Distinguished designation. These files are posted on the CMP web site at http://clubs.odcmp.com/cgi-bin/report_distinguished.cgi?distType=RIFLE.

10.2 Distinguished Rifleman and Distinguished Pistol Shot Badges

In addition to general CMP eligibility requirements (see Rule 4.0), these eligibility requirements apply for EIC matches only.

10.2.1 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. 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.

10.2.2 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 either rifle or pistol, may compete in:

- (1) One National Trophy Individual Match.
- (2) A maximum of three CMP-sanctioned EIC matches. The scores of any competitor who fires in more than three EIC matches in one calendar year will not be counted in determining EIC credit points.
- (3) A service-sponsored EIC match may be fired and counted in lieu of one of the three 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 10.2.6 if they

place in the top 10 percent of all Non-Distinguished military and civilian shooters in that match.

- (4) Civilian or service shooters who do not have any EIC credit points in that event, also may enter and compete in Special EIC Matches (Rules 9.4, 9.5, 9.6) 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 three regular CMP-sanctioned EIC matches specified in 10.2.2 (2) above.

10.2.3 EIC Match Eligibility for Distinguished Shooters

Distinguished shooters may compete in as many EIC matches as they wish and their scores will count towards national rankings (see Rule 5.9). If range space is limited, preference for entries in CMP-sanctioned EIC matches other than the National Trophy Individual Match must be given to Non-Distinguished competitors.

10.2.4 Criteria for Earning Badges

Non-Distinguished Civilians may earn credit points toward Distinguished designation in the following matches:

- (1) National Trophy Individual Pistol and Rifle Matches.
- (2) CMP-sanctioned EIC matches.
- (3) 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 (see Rule 10.2.2 (3)).
- (4) Special EIC Matches sponsored and conducted by the CMP in accordance with these rules. Only one four-point EIC credit may be counted towards either the rifle or pistol Distinguished designation.

10.2.5 Recognition of EIC Match Results

In order for Distinguished credit points earned in a CMP-sanctioned EIC match to be recognized, the match must:

- (1) Comply with ***CMP Competition Rules***.
- (2) Use a National Match Course of Fire (Table 4 or Table 6) or a Special CMP EIC Match Course of Fire (Table 9, Table 11 or Table 12).
- (3) Be one of the eligible EIC matches permitted for that competitor (Rule 10.2.2).
- (4) Have at least six (6) eligible Non-Distinguished competitors who fire recorded shots in at least two stages of the competition (Rule 5.10.1). Note: 10% of six competitors equals 0.6 legs. 0.6 rounds up to 1.0 in accordance with rounding rule 10.2.6 (4).
- (5) Be completed at all stages. If any stage is not competed due to circumstances beyond the match sponsor's control, the match sponsor must petition the DCM for a waiver in accordance with Rule 5.1.5.

10.2.6 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 (Rule 5.8.1) in EIC

Matches are awarded EIC credit points in accordance with this formula (see Table 13 below):

- (1) Highest one-sixth of the top 10 percent: Gold medal or 10 points.
- (2) Next highest two-sixths of top 10 percent: Silver medal or eight points.
- (3) Remaining three-sixths of top 10 percent: Bronze medal or six points.
- (4) 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.).
- (5) All Civilian competitors who earn a medal in a National Trophy Individual Match receive ten points.
- (6) All eligible competitors who earn EIC credit points in a Special EIC Match receive four points.
- (7) 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.

Service Rifle and Pistol EIC Credit Points (Table 13)				
Eligible Non-Distinguished Competitors	Legs	Gold	Silver	Bronze
1 to 5	0	0	0	0
6 to 15	1	0	0	1
16 to 25	2	0	1	1
26 to 35	3	0	1	2
36 to 45	4	1	1	2
46 to 55	5	1	1	3
56 to 65	6	1	2	3
66 to 75	7	1	2	4
76 to 85	8	1	3	4
86 to 95	9	1	3	5
96 to 105	10	2	3	5
Etc.				

10.2.7 EIC Badges

- (1) **Civilian Competitors.** 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.
- (2) **Military Competitors.** Competitors in the Active Service, Reserve and National Guard categories are awarded EIC badges in accordance with the regulations of their respective service.

10.2.8 Awarding of Distinguished Badges

The CMP awards the Distinguished Pistol Shot Badge or the Distinguished Rifleman Badge when a Civilian competitor earns 30 or more points with the firearm concerned and has earned at least one eight or ten-point award. Competitors in the Active Service, Reserve and National Guard categories earn

credit points towards Distinguished designation and are awarded their badges in accordance with the regulations of their respective service.

10.3 Distinguished International Shooter Badge

10.3.1 Criteria

The Distinguished International Shooter Badge is awarded to civilian and military shooters who compete in major international competitions governed by the International Shooting Sport Federation (ISSF). Shooters who qualify to represent the United States in an ISSF Championship and who distinguish themselves by winning medals or exceptionally high place finishes may earn credit points for the Distinguished International Shooter Badge.

10.3.2 Competitions

Competitions in which the Distinguished International Shooter Badge may be earned are:

- (1) Olympic Games
- (2) World Shooting Championships
- (3) World Clay Target Championships
- (4) ISSF World Cup Finals
- (5) ISSF World Cups
- (6) Pan American Games
- (7) Shooting Championships of the Americas
- (8) World Shooting Championships for Juniors
- (9) Shooting Championships of the Americas for Juniors

10.3.3 Credit Points

Subsequent to 1 January 1999, the Distinguished International Shooter Badge will be awarded to a shooter who earns a total of 30 or more credit points in eligible competitions. Credit points are earned in accordance with the Credit Point Table (Table 14).

- (1) Shooters who have not earned the Distinguished International Shooter Badge, who participated in eligible competitions subsequent to 1 January 1962 and prior to 1 January 1999 and who would have won credit points under the new system will be credited with those points.
- (2) To earn credit points for a team placing, the team must rank ahead of at least two other teams.
- (3) Credit points must be earned in official Championship program events, not in grand prix, demonstration, badge or special events.
- (4) An individual shooter who establishes a New World Record earns 20 additional credit points.
- (5) A shooter who equals a World Record earns 10 additional credit points.
- (6) A shooter who earns an Olympic Games Quota Place earns 10 additional credit points.
- (7) Shooters who participated in the 1912, 1913 or 1924 Pan American Rifle Matches receive credit points on the same basis as credit points are awarded for the Shooting Championship of the Americas.
- (8) Shooters in the Pan American Games or Championship of the Americas must win an individual gold, silver or bronze medal to receive credit points for individual place finishes.

10.3.4 Award of Badge

The CMP will review official results from all eligible competitions where U. S. shooters earn credit points and determine the awarding of credit points. The

CMP maintains the official record of shooters who earn credits towards Distinguished International Shooter designation. When a shooter who has not previously earned the badge earns a total of 30 or more points, the CMP will issue the Distinguished International Shooter Badge to that shooter. The CMP will coordinate the issuance of these badges with USA Shooting.

10.3.5 Credit for Earning Badge Prior to January 1962

Shooters who would have earned the Distinguished International Shooter Badge prior to January 1962 under the original criteria, but who did not apply for it prior to 1 January 1999, will be credited with earning it. The original criteria for earning the badge prior to 1 January 1999 was to win an individual or team medal in the Olympic Games (1896-60), Pan American Games (1951-59), Pan American Rifle Match (1912-24), World Shooting Championships (1897-1958) or the World Moving Target Championships (1959-61). Changes in credit points awarded for World Championship Non-Olympic events that were adopted in 2009 do not change credit points earned in these events in years prior to 2009.

International Distinguished Badge Credit Points (Table 14)

Championship	1st Place Individ.	2nd Place Individ.	3rd Place Individ.	4-8th Place Individ.	1st Place Team	2nd Place Team	3rd Place Team
Olympic Games	30	30	30	20			
World Championship, Olympic Events	30	30	30	15	20	15	10
World Championship, Non-Olympic Events	20	10	10	5	10	5	5
World Clay Target Championship	30	20	20	10	15	10	5
World Cups and World Cup Final	20	10	10				
Pan American Games	20	10	5				
Championship of the Americas	10	5	0		5	0	0
World Championship, Junior	10	5	5		5	5	5
Championship of the Americas, Junior	5	5	0		5	0	0

Annex A –CMP Highpower Rifle Firing Procedures and Range Commands

For Service Rifle, As-Issued Military Rifle and Other CMP Games Highpower Rifle Events

Basic Safety Rules and Standards to be enforced in all CMP-sanctioned matches (To be reviewed in daily Safety Briefing):

- ⊙ An ECI must be inserted in your rifle at all times (cased or uncased) except during preparation and firing periods.
- ⊙ Keep all rifle muzzles pointed downrange or up at all times.
- ⊙ You are permitted to carry rifles behind the firing line; you are not permitted to handle rifles behind the line (see definitions of “carry” and “handle” in Rule 5.5).
- ⊙ Do not take rifles or equipment to the firing line until instructed to do so.
- ⊙ You may handle your rifle after bringing it to the firing line (put on sling, get into position, etc.); do not remove the ECI or close the action until the preparation period starts.
- ⊙ Do not load until the command **LOAD** is given.
- ⊙ Upon completion of firing, open your rifle action, insert an ECI and ground your rifle.
- ⊙ Do not remove your rifle from the firing line until instructed to do so.
- ⊙ Do not go forward of firing line until instructed to do so.
- ⊙ If you have a problem, remain in position, keep your rifle muzzle pointed downrange and raise your hand, a Range Officer will assist you.
- ⊙ When you act as a scorer, 1) you are a match official responsible for the accurate recording of your competitor’s scores and 2) you are also a safety officer responsible for ensuring that your competitor handles his/her rifle safely. When the Range Officer asks **IS THE LINE READY?** or **IS THE LINE CLEAR?**, it is the scorer’s responsibility to signal **YES** (hand pointed downrange) or **NO** (hand pointed to the rear of the firing line) for the competitor whom you are scoring.

SAFETY DEFINITIONS AND REGULATIONS:

- ⊙ **ECI.** An “empty chamber indicator,” is a safety flag with a probe that fits into an empty chamber when the action is open. The ECI also has a yellow or orange-colored safety flag that projects out from the open action so that it can readily be seen by match officials and competitors to confirm that the rifle is clear.
- ⊙ **Unloaded Rifle.** A rifle with an open action, magazine empty or removed (if removable) and chamber empty with an ECI inserted to confirm that the rifle is clear.
- ⊙ **Loaded Rifle.** A rifle is loaded when a cartridge is inserted in the chamber, or a magazine/clip containing cartridges is inserted in the rifle. Rifles may only be loaded after the Range Officer commands **LOAD**.
- ⊙ **Ready Line/Ready Area.** A designated area behind the firing line where competitors who are not firing, scoring or pulling targets and spectators

must remain. There may be a signed ready line indicating the forward limit of the ready area. Rifles in the ready area must be unloaded with ECIs inserted, whether they are cased or uncased. Rifles may be carried (moved from one location to another) in the ready area, but they may not be handled (see the definition of rifle handling in Rule 5.5.4)

- ⊙ **Call to Firing Line.** No one is permitted to move rifles or equipment to the firing line until the range officer instructs them to do so. After a relay of shooters is called to the firing line, they may set up their equipment on the firing line, handle their rifles by putting on slings or getting into positions with them. Two minutes are allowed between the call to move to the firing line and the beginning of the preparation period. An ECI must remain in the rifle during this period and until the preparation period begins.
- ⊙ **Preparation Period.** Two minutes after a relay is called to the firing line, targets will appear and/or the range officer will announce the beginning of a three-minute preparation period. During this period, competitors may handle their rifles, remove their ECIs and dry fire to prepare for live-firing. No one may load a rifle during the preparation period.
- ⊙ **COMMENCE FIRING.** A range command that authorizes competitors to start firing in slow-fire stages.
- ⊙ **CEASE FIRING.** A range command that directs competitors to stop firing immediately. Penalties may be applied for shots fired after a **CEASE FIRING** command.
- ⊙ **Slow-Fire Loading.** For slow-fire shots, competitors may load only one round at a time, except that competitors with M1 Carbines may load and fire from a magazine loaded with a maximum of five rounds for slow-fire stages. The rifle may not rest on a shooting stool when it is loaded. Once a round is chambered, muzzles must remain pointed downrange.
- ⊙ **IS THE LINE READY?** This is a question asked by the range officer after the command **LOAD**. It is the duty of competitors who have not been able to load their rifles to announce **NOT READY**. The purpose of this question is to make sure all competitors have safely loaded and are ready to start a live fire series.
- ⊙ **Rapid-Fire Loading.** Rapid-fire loading procedures required by CMP Rules vary according to the type of rifle. All rapid-fire series will begin after competitors have closed bolts (except manually operated military rifles) on empty chambers and have loaded two or five rounds in the magazine. No competitor may cycle the bolt to load a round in the chamber until they are down in position. Down in position is defined as buttocks on the ground in sitting and one elbow on the ground in prone. Competitors and range officers must be familiar with and follow these loading procedures:
 - **M16/AR-type/M14/M1A Service Rifles.** Competitors will stand on the command **ON THE FIRING LINE STAND**. After the command **WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, they must ensure that the bolts on their rifles are closed on empty chambers and then insert magazines loaded with two (2) rounds. After the line is ready and targets rise (or the command **TARGETS** is given), they will drop down into position and then pull the bolt to the rear and release it to chamber the first round. They must be down in position before cycling the bolt to chamber the first round.

- **M1 Garands.** Competitors will stand and must insert a clip and two rounds after the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**. The M1 Garand bolt must be closed by pressing the clip and two rounds all the way down and then allowing the bolt to close on an empty chamber by over-riding the top round. After the line is ready and targets rise (or the command **TARGETS** is given), M1 Garand shooters will drop down into position, pull the operating rod back and release it to load the first round. They must be down in position before cycling the bolt to chamber the first round.
- **M1903 and Vintage Military Rifles.** Upon being given the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors will stand and insert five rounds in the magazine; however, the bolts on M1903 and Vintage Military Rifles must remain open. After the line is ready and targets rise (or the command **TARGETS** is given), shooters with these rifles will drop down into position and then close the bolt to chamber the first round. They must be down in position before closing the bolt to chamber the first round.
- **M1 Carbines.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors with Carbines must close their bolts on an empty chamber and then insert a magazine loaded with five rounds. After the line is ready and targets rise (or the command **TARGETS** is given), shooters with Carbines will drop down into position and then pull the operating slide back to cycle the bolt and chamber the first round. They must be in position before cycling the bolt to chamber the first round.
- ◎ **TARGETS.** A range command that is used to start rapid-fire stages on ranges where pit-operated targets are not available. The command **TARGETS** authorizes competitors with loaded rifles to assume their fire positions, cycle their bolts to load rounds in chambers and to commence firing.
- ◎ **Malfunction, As-Issued Military Rifle.** A malfunction is the failure of the rifle or ammunition to function properly. As-issued military rifle matches are “no alibi matches” where refires are not allowed. In these matches, a competitor may attempt to clear the malfunction and continue firing. If a malfunction cannot be cleared, the competitor must remain in position, keep the muzzle pointed downrange and ask for range officer assistance.
- ◎ **Malfunction, Service Rifle.** A malfunction is the failure of the rifle or ammunition to function properly. In these matches, a competitor will be given a refire if the malfunction is not his/her fault. If the malfunction is the fault of the competitor, no alibi or refire is allowed.
- ◎ **Interruption in Fire.** If a **CEASE FIRE** command must be given during a firing series, range officers will resume fire as soon as possible. When firing resumes, competitors are entitled to the amount of time that was remaining when the **CEASE FIRE** command was given.
- ◎ **Slow or Disabled Target.** When a single target is disabled or providing slow target service the competitor or scorer must notify a range officer who may authorize additional time to compensate for the slow service. In the case of a disabled target that cannot be quickly repaired, the competitor must be moved to another target (hospital) and given additional time to finish firing.

FIRING PROCEDURES AND RANGE OFFICER COMMANDS.

The scripts that follow are coordinated with CMP Rules and must be used in conducting slow and rapid-fire stages of fire during CMP-sanctioned matches.

SLOW-FIRE PROCEDURES AND COMMANDS

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES.	Competitors in the relay that is called to the line may move their rifles and equipment to their firing points. After this call to the firing line, they may handle their rifles, put on their slings and get into firing positions. Competitors may not, however, remove ECIs, close rifle actions or dry fire.
TIME: Two (2) Minutes	
RELAY (number). TAKE YOUR POSITIONS AS SCORERS.	Call scorers to take their positions immediately after calling competitors in the next relay to the firing line.
AFTER 2 MINUTES	
YOUR PREPARATION PERIOD WILL BEGIN WHEN YOUR TARGETS APPEAR.	For ranges without pit operated targets, command: YOUR PREPARATION PERIOD BEGINS NOW. During the preparation period, competitors may remove ECIs, close their bolts and dry fire. They may not load any rounds in the chamber or magazine or insert a loaded magazine.
TIME: Three (3) Minutes	
AFTER 3 MINUTES	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>THE PREPARATION PERIOD HAS ENDED.</p> <p>THIS STAGE WILL BE:</p> <p>Garand Course Stage 1: FIVE SIGHTERS AND 10/20 SHOTS FOR RECORD</p> <p>All other stages: TEN/TWENTY SHOTS FOR RECORD IN A TIME LIMIT OF TENT/TWENTY MINUTES.</p> <p>WITH ONE ROUND LOAD... IS THE LINE READY?... THE LINE IS READY.</p> <p>YOUR TIME WILL BEGIN AND YOU MAY FIRE WHEN YOUR TARGETS APPEAR.</p>	<p>If the line is not ready, command: THE LINE IS NOT READY</p> <p>After confirming that the line is ready, resume commands with IS THE LINE READY?</p> <p>For ranges without pit operated targets, command: COMMENCE FIRING.</p> <p>If a safety emergency occurs during the firing period, the command CEASE FIRING...CEASE FIRING... CEASE FIRING (Give the command three times). Note how much time remains when this emergency cease-fire is given.</p>
<p>TIME: 10/15/20 Minutes</p> <p>ALTERNATE A: When all firing appears to be finished</p>	
<p>IS ALL FIRING COMPLETED?</p> <p>ALL FIRING IS COMPLETED, CEASE FIRE, INSERT EMPTY CHAMBER INDICATORS AND GROUND YOUR RIFLES.</p>	<p>If the response is NO, command: AS YOU WERE, CONTINUE FIRING.</p>
<p>Range Officer(s) must check each rifle to be sure it is cleared with an ECI inserted</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR, RELAY(number) REMOVE YOUR EQUIPMENT FROM THE FIRING POINT AND POLICE YOUR BRASS AND TRASH.</p>	<p>If the line is not clear, command: THE LINE IS NOT CLEAR.</p> <p>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</p>
<p>ALTERNATE B: When time expires and targets are lowered in the pits</p>	
<p>CEASE FIRE. TIME HAS EXPIRED. HAS ADDITIONAL TIME BEEN AUTHORIZED?</p> <p>A Range Officer must have authorized additional time. This information must be communicated to the pits (target numbers, additional time authorized).</p>	<p>If the response is YES, command: THOSE TARGETS AUTHORIZED ADDITIONAL TIME, YOUR TIME BEGINS WHEN YOUR TARGETS APPEAR.</p> <p>ALL OTHER COMPETITORS CLEAR YOUR RIFLES, INSERT EMPTY CHAMBER INDICATORS AND GROUND YOUR RIFLES.</p>
<p>After additional time expires or if no additional time has been authorized.</p>	
<p>CLEAR ALL RIFLES, INSERT ECIs AND GROUND YOUR RIFLES.</p> <p>IS THE LINE CLEAR?</p> <p>THE FIRING LINE IS CLEAR, RELAY(number) REMOVE YOUR EQUIPMENT FROM THE FIRING POINT AND POLICE YOUR BRASS AND TRASH.</p>	<p>If the answer is NO, command: THE LINE IS NOT CLEAR</p> <p>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</p>
<p>After brass police period has ended (do not wait for the slowest competitors)</p>	
<p>YOUR BRASS POLICE PERIOD HAS ENDED, ALL PERSONNEL RETURN BEHIND THE FIRING LINE.</p>	
<p>Return to the initial command to call the next relay to the line.</p>	

RAPID-FIRE PROCEDURES AND COMMANDS

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES.</p>	<p>Competitors in the relay that is called to the line may move their rifles and equipment to their firing points. After this call to the firing line, they may handle their rifles, put on their slings and get into the firing positions. Competitors may not, however, remove their ECIs, close rifle actions or dry fire.</p>
<p>TIME: Two (2) Minutes</p>	
<p>RELAY (number). TAKE YOUR POSITIONS AS SCORERS.</p>	<p>Call scorers to take their positions immediately after calling competitors in the next relay to the firing line.</p>
<p>AFTER 2 MINUTES</p>	
<p>YOUR PREPARATION PERIOD WILL BEGIN WHEN YOUR TARGETS APPEAR</p>	<p>For ranges without pit operated targets, command: YOUR PREPARATION PERIOD BEGINS NOW. During the preparation period, competitors may remove ECIs, close their bolts and dry fire. They may not load any rounds in the chamber or magazine or insert a loaded magazine.</p>
<p>TIME: Three (3) Minutes</p>	
<p>AFTER 3 MINUTES. On pit-operated ranges, targets will be withdrawn and returned to half-mast to signal that the pits are ready for the rapid-fire series.</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>THE PREPARATION PERIOD HAS ENDED.</p> <p>THIS STAGE WILL BE:</p> <p>TEN SHOTS RAPID-FIRE SITTING/ PRONE FROM STANDING IN A TIME LIMIT OF 60/70/80 SECONDS. ON THE FIRING LINE STAND... WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD</p> <p>IS THE LINE READY?... THE LINE IS READY.</p> <p>READY ON THE RIGHT...3-second pause...READY ON THE LEFT...3-second pause... READY ON THE FIRING LINE.</p> <p>Targets will be run up within 5 seconds. For ranges without pit operated targets, command: TARGETS.</p>	<p>In Service Rifle Matches, competitors must ensure that their bolts are closed.</p> <p>In As-Issued Military Rifle Matches, after the command ON THE FIRING LINE STAND, you may give these instructions: COMPETITORS WITH M1 GARANDS MUST LOAD A CLIP AND TWO ROUNDS AND CLOSE THE BOLT ON AN EMPTY CHAMBER (OVERRIDE).</p> <p>COMPETITORS WITH M1903 OR VINTAGE MILITARY RIFLES MAY LOAD FIVE ROUNDS, HOWEVER, BOLTS ON THESE RIFLES MUST REMAIN OPEN.</p> <p>COMPETITORS WITH M1 CARBINES MUST CLOSE THEIR BOLTS ON AN EMPTY CHAMBER AND THEN INSERT A MAGAZINE WITH FIVE ROUNDS.</p> <p>If the line is not ready, command: THE LINE IS NOT READY</p> <p>After confirming that the line is ready, resume commands with IS THE LINE READY?</p>
<p>TIME: 60/70/80 Seconds. On pit-operated ranges, targets will be withdrawn at the end of the time limit.</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>CEASE FIRE...REMAIN IN POSITION UNTIL THE LINE IS CLEAR... ARE THERE ALIBIS OR SAVED ROUNDS?</p> <p>For As-Issued Military Rifle Matches ask: ARE THERE ANY SAVED ROUNDS?</p> <p>CLEAR ALL RIFLES, INSERT ECIs AND GROUND YOUR RIFLES.</p> <p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR.</p> <p>STANDBY FOR SCORES.</p>	<p>If an alibi exists...Line Officers must check to make sure it is allowable. Saved rounds must be reported to the pits.</p> <p>If the answer is NO, command: THE LINE IS NOT CLEAR. After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</p>
<p>After firing: On pit-operated ranges, targets will be scored in the pits and raised to their full height so competitors may view their scores and groups and scorers may record scores.</p>	
<p>YOUR 90-SECOND SCORING AND CHALLENGE PERIOD HAS BEGUN</p>	<p>Range officers must relay information about any challenges to the pits. For targets with excessive or insufficient hits, range and pit officers must take appropriate action in accordance with the rules.</p>
<p>TIME: 90-Seconds.</p>	
<p>EXCEPT FOR TARGETS UNDER CONTENTION...IS SCORING COMPLETE?</p> <p>SCORING IS COMPLETE.</p> <p>THE 90-SECOND CHALLENGE PERIOD HAS ENDED.</p>	<p>If the answer is NO, delay until the issue is resolved. After confirming that scoring is complete, resume commands with SCORING IS COMPLETE.</p>
<p>After scoring is complete, the pits will withdraw all targets following the statement, "The 90-second challenge period has ended," and will prepare the targets for the next stage of fire.</p>	
<p>RELAY(number) REMOVE YOUR EQUIPMENT FROM THE FIRING POINT AND POLICE YOUR BRASS AND TRASH.</p>	
<p>After brass police period has ended (do not wait for the slowest competitors)</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
YOUR BRASS AND TRASH CALL HAS ENDED, ALL PERSONNEL RETURN BEHIND THE FIRING LINE.	
Return to the initial command to call the next relay to the line.	

Pit Procedures and Commands

The Pit Officer/Chief Pit Officer controls the operation and scoring of targets on ranges with pit-operated targets. A Chief Pit Officer may be assisted by Assistant Pit Officers. The following procedures and commands are to be used in controlling target operation and scoring.

1. **Pre-Match Checks.** Prior to the match, the Pit Officer must ensure that the correct targets for the match are prepared, that sufficient replacement targets are on hand and that each active firing point has an adequate supply of score value discs, 3" and 5" spotters, golf tees and black and white pasters.
2. **Pre-Match Instruction.** Confirm that the required number of target pullers are in place on each target. The Pit Officer/CPO must review the course of fire with other pit officers and competitors prior to each stage of fire. Instruct pit personnel and competitors who are pulling targets as follows:
 - 1.1 **For slow-fire:** This is a slow fire series of ____ rounds. The target must be pulled and marked after each shot.
 - 1.2 **For Service Rifle rapid-fire:** This is a rapid-fire series, 10 shots in 60/70/80 seconds. Do not pull and mark the target until you are commanded to do so.
 - 1.3 **For As-Issued Military Rifle matches rapid-fire:** This is a rapid fire no alibi series, 10 shots in 60/70/80 seconds. Do not pull and mark the target until you are commanded to do so. If any target puller makes a mistake and pulls a target down during this series, take immediate action to get the target back up as quickly as possible.
3. **Ready for Preparation Period.** When all targets and pit personnel are ready, give the command: **HALF MAST ALL TARGETS.** Then notify the Chief Range Officer by saying **READY IN THE PITS** (*When a target is at half-mast, it is halfway up between the bottom and the top of the carrier's travel in this position, the upper portions of all targets should be visible from the firing line.*)
4. **Preparation Period.** Two minutes after the Chief Range Officer has given the command "**RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES,**" raise the targets by commanding **STAND BY YOUR TARGETS, TARGETS UP.** Three minutes after that, command **STAND BY YOUR TARGETS, TARGETS DOWN.**
5. **Starting a Firing Stage.** At this time, the Chief Pit Officer will repeat all firing line commands to the pit personnel as the Chief Range Officer gives

them (The CRO keeps an open mike to the CPO during the commands.). When the command, “**READY ON THE FIRING LINE**” is given, the pit officer will give the Command, **STAND BY YOUR TARGETS, TARGETS UP** within 5 seconds.

6. **Firing Stage Timing.** Targets must be fully exposed for the time specified for the course of fire. Start the stopwatch when the targets reach the top of the target carriers. Stop the stopwatch when the targets start to be withdrawn into the pits. In slow fire strings, where competitors sometimes complete the course of fire prior to the expiration of the allowed time the Chief Range Officer may command that the targets be withdrawn before the full time allowed has expired.
7. **Slow-Fire Scoring.** During slow fire stages, all targets must be pulled and marked after each shot. If there are inexperienced target pullers it may be necessary to give instruction before the start of firing in the proper methods of scoring and marking targets.
8. **Stopping a Firing Stage.** 15 seconds prior to the end of the time limit, the Chief Pit Officer will give the command **STAND BY YOUR TARGETS**. At the end of the firing time, command, **TARGETS DOWN**. (*The word “DOWN” must be given at the precise second at the end of the string.*)
9. **Scoring Rapid-Fire Series.**
 - 1.1 Immediately after the targets are down, the Chief Pit Officer will instruct target pullers **VERIFY THE NUMBER OF HITS ON YOUR TARGET**. The Pit Officer will receive the report of saved rounds from a Range Officer, and will relay this information to the target puller. No competitor may be given scores for more than the number of rounds that they fired.
 - 1.2 The Pit Officer will receive reports of excessive and/or insufficient hits from target pullers and relay that information to a Range Officer. After all targets that are under contention (*targets with excessive or insufficient hits*) are identified, the Pit Officer commands **SCORE, ALL TARGETS THAT ARE NOT UNDER CONTENTION**. Targets not under contention are to be run up to their full height as soon as they are scored so that shooters may see their scores and groups and scorers can record scores.
 - 1.3 After challenges and discrepancies are resolved, the Pit Officer gives the command **SCORE ALL REMAINING TARGETS**. Targets that were under contention are to be run up to their full height as soon as they are scored so that shooters may see their scores and groups and scorers can record scores.
 - 1.4 After all scoring is completed on uncontested targets, and at the direction of the Chief Range officer, the Pit Officer commands **PULL, PASTE AND HALF MAST ALL TARGETS THAT ARE NOT UNDER CONTENTION**.
 - 1.5 Once all targets have been scored and/or all discrepancies have been resolved the Chief Pit Officer gives the command **PULL, PASTE, AND HALF MAST ALL TARGETS**.

Annex B – CMP Vintage Sniper Rifle Firing Procedures and Range Commands

Use these commands and procedures for conducting Vintage Sniper Rifle Team Matches

CMP VINTAGE SNIPER MILITARY RIFLE FIRING PROCEDURES AND RANGE COMMANDS

COMMAND	PROCEDURES
RELAY (number) IN THE VINTAGE SNIPER MATCH, TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES	After being called to the line, one or both team members may handle their rifles and prepare for firing. They may not remove ECIs, close rifle actions or dry fire.
Time: Two (2) Minutes	
YOUR THREE-MINUTE PREPARATION PERIOD BEGINS NOW	One or both team members may get into position, remove ECIs and dry fire.
Time: Three (3) Minutes	
YOUR PREPARATION PERIOD HAS ENDED...EACH TEAM WILL HAVE FIVE MINUTES TO FIRE UNLIMITED SIGHTING SHOTS ON THE FIRING LINE...LOAD... COMMENCE FIRING	Sighting shots will be pulled and marked without delay. Either or both team members may fire sighters and/or be spotters during this period. The team member who will fire first must be in position ready to fire when the five-minute preparation period ends. The second team member will serve as the spotter while the first shooter fires 10 record shots.
Time: Five (5) Minutes	
CEASE FIRING...YOUR SIGHTING TIME HAS ENDED...	When the CEASE FIRING command is given, firers must open the actions on their rifles and unload them. In the pits, targets will be pulled, pasted and raised to half-mast.
Time: 50 Seconds	

COMMAND	PROCEDURES
LOAD AND STANDBY	<p>10 seconds prior to the first target exposure (after 50 seconds), the LOAD AND STANDBY command is given. 10 seconds after the STANDBY command, the Pit Officer will command TARGETS UP. The targets will be exposed for 20 seconds and then withdrawn when the Pit Officer commands TARGETS DOWN. Targets will remain down for 20 seconds during which time they must be scored and marked. At the end of this 20-second period, the Pit Officer will again command TARGETS UP for another 20-second exposure. At the end of this exposure, the targets will be withdrawn for another 20-second period when they are pulled and marked in preparation for the next shot. This sequence continues until the 10th shot.</p>
TENTH AND LAST SHOT FOR RECORD	The Range Officer must inform teams that the targets are coming up for their 10th shot.
After the 20-second exposure for the 10th shot:	
CEASE FIRING...CLEAR ALL RIFLES AND INSERT ECIs	As soon as ECIs are inserted and the rifles are cleared, each team's shooter and spotter must switch roles. The teams have two minutes in which to do this. The spotters and scoring discs for the 10th shot must remain in the targets during the two-minute change-over so they will be shown when the targets are raised for first shot of the second shooter.
Time: One (1) Minute, 50 seconds	

COMMAND	PROCEDURES
<p>REMOVE ECIs, LOAD AND STANDBY</p>	<p>10 seconds prior to the first target exposure (after one minute, 50 seconds), the REMOVE ECIs, LOAD AND STANDBY command is given. 10 seconds after the STANDBY command, the Pit Officer will command TARGETS UP. The sequence of 20-second target exposures and 20-second target marking periods will continue until the 10th shot for the second team member.</p>
<p>TENTH AND LAST SHOT FOR RECORD</p>	<p>The Range Officer must inform teams that the targets are coming up for the 10th shot.</p>
<p>After the 20-second exposure for the 10th shot:</p>	
<p>CEASE FIRING...CLEAR ALL RIFLES AND INSERT ECIs...STANDBY, YOUR TARGETS ARE COMING UP WITH SCORES FOR YOUR LAST SHOTS</p>	<p>This concludes the firing for this stage of fire. After the 10th shots are scored on all targets, the Pit Officer will cause the targets to be raised for 20 seconds so teams can see their last shots.</p>
<p>IS THE LINE CLEAR?</p> <p>THE FIRING LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE AND POLICE YOUR BRASS AND TRASH</p>	<p>If the answer is NO, command: THE LINE IS NOT CLEAR</p> <p>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</p>



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