

National Trophy Rifle & National CMP Games Matches

Match Director: Christie Sewell

For questions, contact: CMP Competitions,

competitions@thecmp.org, (419) 635-2141, ext. 724 or 709

Registration Link: [Rifle Online Registration](#) (Opens March 1st)

Registration Form: [Rifle Entry Form](#)

KTS 4-Man Team Form: [KTS 4-Man Team Form](#)

National Trophy Matches Team Form: [Rifle Team Form](#)

Schedule: [National Trophy Rifle & CMP Games Schedule](#)

Results: [Rifle Results](#)

Rifle: [Relay & Rotation Schedule](#)

Rules: [CMP Highpower Rifle Competition Rules](#) and [CMP](#)

[Games Rifle and Pistol Competition Rules](#)

[General National Matches Information](#)

**Please visit the [CMP website](#) to view the latest
updates for the National Matches.**

DISTINGUISHED BADGE PRESENTATION

An honored tradition in previous years, those receiving a Distinguished Badge after the 2024 National Matches through the 2025 National Matches will be presented on stage for 2025. All competitors should contact Christina at Competitions@TheCMP.org if you'd like to receive your Distinguished Badge on stage.

NATIONAL TROPHY RIFLE MATCH SPONSORS

While CMP policy prohibits endorsement of any company product or service, we would like to recognize the following companies that will award their own separate products to the top shooters of the National Trophy Rifle & CMP Games Matches.

[**CLICK HERE to view our 2025 Sponsors.**](#)

For more information on becoming a CMP Sponsor click [HERE](#)

To become a sponsor, please fill out the [CMP Matches Award Sponsorship form.](#)

NATIONAL TROPHY RIFLE MATCHES

The National Trophy Rifle Matches trace their history to the 1903 legislation that established the first National Matches and appropriated funds to acquire the National "Dogs of War" Trophy. This trophy continues to be one of the most prestigious trophies that can be won through rifle shooting in the United States. Today, the National Trophy Rifle Matches provide national championship competitions in service rifle events. Those events preserve the finest traditions of military marksmanship competition in the United States today. A total of 38 different National Trophies are awarded during the six days of competition that now comprise National Trophy Rifle Week.

FUNDING SUPPORT FOR JUNIOR COMPETITORS

The National Matches Junior Support Program provides funding assistance to junior shooters who are attending the National Trophy Rifle Matches for the first or second time. To be eligible, an application for support must be submitted in advance. The funding provides partial support for entry fees, travel and accommodations expenses.

To receive funding, juniors must attend either the Rifle Small Arms Firing School or the CMP Junior High power Clinic, compete in both the President's Rifle Match and the National Trophy Individual Rifle Match and be a firing member in either the National Trophy Junior Team Match or the Hearst Doubles Team Match. Program regulations and application forms are posted on the [CMP Junior Highpower Support Program Webpage](#).

CMP ARMORER VAN & RIFLE INSPECTIONS

FIREARM INSPECTIONS: All firearms, to be used in any CMP Games or CMP Service Rifle event, are **required** to be inspected by a CMP sanctioned armorer prior to any live fire at every event. Competitors will be required to present all applicable scorecards to the CMP Armorer in order to complete the inspection process. To expedite the inspection process, competitors are requested to apply their competitor label to each scorecard. Please include the last **four** digits of the serial number for the firearm to be used in the bottom right hand corner of the scorecard. Upon completion of the firearm inspection process, each scorecard will receive a stamp of approval from the CMP Armorer, indicating that no safety violations or rules compliance issues were **observed** at the time of inspection. Each rifle will also receive an inspection tag, verifying participation in the inspection process. Any inspection tags from prior events are to be removed at the time of inspection.

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

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

CMP COMPETITION TRACKER AND RESULTS POSTING

The CMP will post National Trophy Rifle scores fired during the day on the Internet just as soon as scorecards come in. Tell your shooting club, team members and family members that they also can watch National Match results on the [CMP web site](#).

ETARGET INFORMATION

The CMP will be using eTargets for all the CMP Cup rifle matches, the National Trophy Rifle Competitions and the National CMP Games events (except the National Trophy Infantry Team Match, which will remain on paper targets). The target system will also be used for the National Rimfire Sporter Match on July 20 and the National Mid/Long Range Matches, Aug. 4-9. CMP's line of outdoor electronic targets boasts some of the latest advancements in marksmanship sports. Featuring Kongsberg Target System (KTS) technology, the system includes monitors at each firing point that instantly display accurate shot scores – creating an enhanced experience for individuals on the firing line. The use of the targets also eliminates the need for pit duty, drastically cutting down the duration of each match.

VOLUNTEER INFORMATION

VOLUNTEERS REQUESTED. Please sign up at the National Matches Welcome Center:

- ∞ **CMP President's Rifle Match Shoot-off: Monday, July 28.** 22 volunteer verifiers are needed. Volunteers will help with the President's Rifle Match shoot-off that will take place on Rodriguez Range 90 minutes after the last relay finishes. Everyone who assists with the conduct of the President's Match shoot-off will receive a coupon for a National Matches T-shirt that can be picked up at the National Matches Welcome Center.

CANCELLATIONS

***All refund requests must be submitted, via email, to the match contact or Competitions@TheCMP.org.**

Cancellation Period	Refund Percentage	Conditions
30 days or more before the event	100%	Must email cancellation request
29 days or less before the event	50%	Must email cancellation request
Day of event or after check-in	0%	No refund available

- No refunds for weather delays or weather cancellations
- Competitors will not receive a refund if their rifle/pistol does not pass inspection – Competitors are required to know current CMP Competition Rules. **Please remember: Competitors whose firearms do not comply with CMP Rules are still eligible to compete Out-of-Competition.**

- Once a competitor receives their match packet (scorecards, squadding, T-Shirts (if applicable)) they will not receive a refund if they choose not to compete.

SIMULATOR STEEL RIFLE CHALLENGE

The Simulator Steel Challenge event, taking place at the CMP Gary Anderson Competition Center (GACC), is an individual competition where the top three competitors receive awards. All participants will have three attempts at setting their highest score on the simulator steel challenge course known as “Roundabout.” Each score is the aggregate of your four quickest times. The competition is fired with a modified M4 rifle that contains Co2 to simulate recoil with each shot.



SIMULATOR LAYOUT & COMPETITION PROCEDURE: The Simulator Steel Challenge competitions for both pistol and rifle will be held on the stage “Roundabout.” In the photo, we see five steel targets, one of which has a red pole. In a single stage, these targets will need to be hit in any order with the exception of the red post. This must be hit last. Any targets that were not hit before the final target is shot, add a 3 second penalty.

There is also a box at the top of the screen that displays the current run time. A row of smaller boxes is located at the bottom of the screen to keep track of the 5 runs. The slowest time is dropped, and the remaining four times are added for your final score. Each competitor has three attempts at a final score, the highest of which will be uploaded to CT.

OTHER RULES: All participants must use the provided simulator rifle available in the simulator room. Competitors' feet must be behind the firing table and at the beginning of each stage must remain in the low ready position. It is only after the audio tone sounds, may the competitor leave the low ready position.

In the event of a rifle malfunction, the competitor must notify the operator present. The competitor's attempt will end, and the competitor must be allowed to re-fire their attempt once the malfunction is fixed or the rifle is replaced.

ENTRY FEES: Registration fees are \$10.00 per person. Competitors will receive a ticket when they check-in at the CMP Welcome Center. They will turn in the ticket at the Gary Anderson Competition Center (GACC), during regular hours, to participate in the Simulator Steel Rifle Challenge. Re-shoots are allowed for \$10 at the GACC front desk.

AWARDS: The top three quickest times from both the pistol and rifle matches respectively, will receive awards via mail. All three award winners will receive medals, with the quickest time in each gun, receiving a new t-shirt created for the simulator competitions.

****Any ties in the top three times will be broken by whichever competitor had the quickest final stage the counting four times****

CMP NATIONAL CHAMPIONSHIP TEAM MATCH

GENERAL INFORMATION: This is a four-person team where all members will fire a 50-shot course of fire with service or match rifles. CMP Targets featuring KTS Technology will be used for the CMP 4-Man Team Match and the CMP Cup Matches.

COURSE OF FIRE: Each member of the four-person team fires the National Match Course of Fire. Sighters are permitted in the CMP Cup Matches. Firing is done on the SR target at 200 and 300 yards and the MR target at 600 yards. Pair firing is optional for the standing and prone slow-fire stages. Competitors do not have to stand prior to rapid fire stages.

SQUADDING: Squadding will be issued when purchasing team cards at the NM Welcome Center. Team entry cards must be completed with labels for each team member, coach and captain and turned into CMP staff no later than the start of the preparation period.

NON-FIRING TEAM OFFICIALS: Non-firing team captain or coach who is not entered in the CMP Cup Matches is still required to enter the matches as a Non-Firing Team Member. There is no entry fee for this, but it is necessary to have non-firing captains or coaches in the match so CMP competitor labels can be issued and their names can appear in results bulletins. Non-firing team officials will receive CMP competitor labels when they go through In-Processing at the National Matches Welcome Center.

RIFLES: Service rifles that comply with [CMP Highpower Rifle Competition Rules](#) Rules 5.1 must be used. Match rifles must comply with Rule 5.1.5.

AMMUNITION: Any safe ammunition may be used in accordance with [CMP Highpower Rifle Competition Rules](#) Rule 5.3.

AWARDS: Plaques will be awarded to the top service rifle and match rifle team in the CMP 4-Man Team Match.

ENTRY FEES: \$80.00 for adult teams, \$60.00 for junior teams. Teams may [purchase your rifle team cards online](#) or prior to the match at the National Match Welcome Center.

2024 SERVICE RIFLE TEAM WINNER: AMU White, 1962-70X

2024 MATCH RIFLE TEAM WINNER: X-Philes, 1962-77X

CMP NATIONAL CHAMPIONSHIP MATCHES

GENERAL INFORMATION: The CMP Cup Matches started in 2018. Competitors may fire CMP Service Rifle or CMP Match Rifles, per current [CMP Highpower Rifle Competition Rules](#). CMP Targets featuring KTS Technology will be used for the CMP 4-Man Team Match and the CMP Cup Matches.

COURSE OF FIRE: The CMP Cup Aggregate is a 2400 point aggregate comprising of three 800 point matches, with sighters at each stage. Competitors can start in position. **It is not necessary to fire in all three matches.**

National Championship Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
1st	200 yds.	Slow	Standing	2 sighting shots and 20 record shots	22 min.
2nd	200 yds.	Rapid	Sitting or Kneeling	2 sighting shots and 2 series of 10 shots	60 seconds per series
3rd	300 yds.	Rapid	Prone	2 sighting shots and 2 series of 10 shots	70 seconds per series
4th	600 yds.	Slow	Prone	2 sighting shots and 20 record shots	22 min.

RULES: [CMP Highpower Rifle Competition Rules](#) (See Rule 5.1). Competitors will start in position for each stage.

RIFLES: Service rifles that comply with [CMP Highpower Rifle Competition Rules](#) Rules 5.1 must be used. Match rifles must comply with Rule 5.1.5.

AMMUNITION: Any safe ammunition may be used in accordance with [CMP Highpower Rifle Competition Rules](#) Rule 5.3.

SQUADDING: Competitors' squadding will be drawn and issued when they check-in at the National Matches Welcome Center.

AWARDS: Award Cups and speciality awards will be awarded to the Match Winner, High Senior, High Grand Senior, High Junior, High Veteran and High Woman. Classification awards will also be given. Awards in both Match Rifle and Service Rifle Categories will be awarded.

ENTRY FEES: \$60.00 for adults, \$40.00 for juniors, per day.

\$175.00 for adults, \$100.00 for juniors, all three days.

2024 WINNERS (2400 POINT AGGREGATE):

Service Rifle, SSG John Coggshall, 2379-104x

Match Rifle, Nash Neubauer, 2382-114

CMP JUNIOR HIGHPOWER CLINIC

GENERAL INFORMATION: The CMP Junior Highpower Rifle Clinic offers advanced instruction in service rifle competition techniques, taught by CMP Instructors. This is one of the most popular CMP youth marksmanship clinics during the National Matches. The clinic includes classroom instruction and range firing at 200, 300 and 600 yards. Participants in the clinic must bring their own rifles, ammunition and shooting equipment. **No ammunition will be issued.** Approximately 180 rounds will be needed for the clinic.

The clinic will conclude in time for all clinic students to participate in the Squadded Practice. Participants will receive a clinic t-shirt and certificates that will be issued at the conclusion of the clinic at the 600 yard line.

ELIGIBILITY: It is open to junior highpower rifle shooters who have previous service rifle competition experience (attended Small Arms Firing School) and are classified as a Sharpshooter or higher. Juniors who are new to highpower rifle shooting are required to attend a Rifle SAFS first before registering for the USMC Clinic. This clinic is limited to 80 juniors.

COMPETITOR RECOGNITION: USMC Clinic T-shirt and certificate will be given to each participant.

ENTRY FEES: The registration fee is \$45.00. This is a very popular clinic that often fills quickly so Juniors who wish to register are urged to do so as soon as they know they will attend the National Matches.

CMP ADVANCED HIGHPOWER RIFLE CLINIC

GENERAL INFORMATION: The CMP Advanced Highpower Rifle Clinic offers advanced instruction in service rifle competition techniques taught by some of the top civilian Highpower Rifle Competitors. The clinic includes classroom instruction and coached dry-firing practice. Participants in the clinic must bring their own service rifles and shooting equipment. CMP has live fire training at the clinic on both Saturday and Sunday. **Participants will need to supply their own ammunition.** Approximately 180 rounds will be needed for the clinic.

The following topics will be covered during this course:

- The Data Book
- Advanced Fundamentals
- Shooting Positions
- Match Etiquette
- Team Shooting
- Wind Reading
- Training Techniques
- Mental Management

The clinic will conclude in time for all clinic students and coaches to participate in Squadded Practice.

ELIGIBILITY: It is open to highpower rifle shooters who have previous service rifle competition experience and must have a CMP or NRA Classification of Expert or higher. Competitors **MUST HAVE** attended Rifle Small Arms Firing School before registering for the CMP Advanced Highpower Clinic. This clinic is limited to 100 competitors.

ENTRY FEE: The registration fee is \$95.00 for adults and \$45.00 for juniors.

COMPETITOR RECOGNITION: All participants will receive a Clinic T-shirt and certificate.

SQUADED PRACTICE

Competitors will be required to pre-register for Squadded Practice online. Starting at 11:00 AM, competitors will be issued squadding at the 1000 yard line at the building on Viale Range. To receive squadding competitors must bring their squadded practice pass handed out at the CMP Welcome Center.

Competitors **MUST** furnish their own ammunition. The course of fire will be 10 minutes slow-fire prone at the 300-yard line followed by 10 minutes of slow-fire prone at the 600-yard line. Shooters may fire as many rounds as they wish within these time limits.

Competitors & Coaches attending SAFS/M16 match may register for squadded practice as squadded practice will begin when the M16 EIC Match is completed on Viale Range.

ENTRY FEE: The registration fee is \$20.00 for adults and \$15.00 for juniors.

RIFLE SMALL ARMS FIRING SCHOOL

GENERAL INFORMATION: The official program for the Rifle Small Arms Firing School is posted on the CMP web site at

<https://thecmp.org/training-tech/small-arms-firing-schools/>. The Rifle SAFS offers classroom instruction taught by the U. S. Army Marksmanship Unit, on-the-range coaching by military service rifle shooters and 200-yard practice firing. The Rifle SAFS concludes with the M16 EIC Rifle Match.

NOTE: *Students will not be able to use their own rifle and ammunition during the SAFS at Camp Perry.*

- ∞ **Beginner Rifle Shooters:** You belong in this group if you are a beginning rifle shooter or have little or limited competition experience (Unclassified or Marksman classifications). You must attend the safety training in the morning at the Hough Theater. After that, your group will move to the range where you will be broken down into small groups led by Military Rifle Instructors. You will receive hands-on instruction covering clearing and loading M16 rifles, how to adjust and zero M16 sights, how to set up a loop sling and how to assume the prone, sitting and standing positions. This will prepare you for the practice firing that will take place later that afternoon.
- ∞ **Intermediate and advanced rifle shooters who have attended previous Rifle SAFS.** You belong in this group if you have previously attended one or more Rifle SAFS, have fired in competition where you have completed a rifle EIC match or have earned a classification of Sharpshooter or higher. All members of this group must also attend the safety training in the morning at the Hough Theater. After that, your group will remain in the theater for additional, more advanced instruction. Your group will then move to Viale Range that afternoon where you will also practice fire.
- ∞ **M16 Rifle EIC Match.** All Rifle SAFS students fire in the M16 EIC Match.

ELIGIBILITY: Any persons who desire to learn gun safety and sound target shooting skills, regardless of previous experience, are welcome to attend this school.

ENTRY FEES: Registration fees are \$70.00 for adults and \$55.00 for juniors. This entry fee covers both SAFS and the M16 Rifle Match.

COMPETITOR RECOGNITION: All students will receive a SAFS T-shirt, a SAFS certificate, a USAMU Service Rifle Guide and entry in the M16 EIC Match.

SAFS WALK-IN AND WAITLIST PROCEDURES: If Rifle SAFS entries do not exceed the range capacity, walk-in entries will be accepted during SAFS registration. It is also possible entries will reach range capacity. If this occurs, entries will be placed on a

waitlist in the order they are received. Anyone who is waitlisted may stand-by at the National Match Welcome Center and standbys will be called to fill any available vacancies (no shows) in the order of their waitlist priority. The CMP can not guarantee that all waitlisted or standby individuals will be called.

CMP M16 EIC RIFLE MATCH

GENERAL INFORMATION: The M16 Rifle EIC Match is conducted in conjunction with the Rifle Small Arms Firing School and will be fired on Viale Range. This match is designed to introduce competitors to service rifle shooting and the quest for the prestigious Distinguished Rifleman Badge.

COURSE OF FIRE: The M16 EIC Rifle Course of Fire ([*CMP Games Rifle and Pistol Competition Rules*](#)) is used. Competitors fire 5 sighting shots and 10 shots for record slow-fire prone in 15 minutes, 10 shots rapid-fire prone in 60 seconds, 10 shots rapid-fire sitting in 60 seconds and 10 shots slow-fire standing in 10 minutes. All firing is done at 200 yards on the SR target.

M16 Rifle EIC Match Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds.	Slow	Any	5 sighting shots	15 Min for sighting & record shots
1st	200 yds.	Slow	Standing	10 record shots	
2nd	200 yds.	Rapid	Sitting or kneeling from standing	10 shots for record	60 sec.
3rd	200 yds	Rapid	Prone from standing	10 shots for record	60 sec.
4th	200 yds.	Slow	Prone	10 record shots	10 min.

ELIGIBILITY: Any student in Rifle Small Arms Firing School is eligible to fire in the M16 EIC Rifle Match. SAFS students who are Distinguished or who have previously earned EIC points may fire in the match, but are counted as “out-of-competition” and are not eligible to earn EIC points.

SQUADDING: Competitors will be squadded by USAMU instructors at the range.

RIFLES: The M16 EIC Match is fired with issued rack-grade U. S. Military M16 5.56 service rifle or commercial rifles of the same type and caliber rifles. Competitors must fire the rifle issued to them. Rifles are equipped with magazines and a military web sling. The issued magazines and sling must be used.

AMMUNITION: The CMP will issue ammo to competitors using CMP provided rifles.

NOTE: *Students will not be able to use their own rifle and ammunition during the SAFS at Camp Perry.*

OTHER RULES: Specific rules governing the conduct of the M16 EIC Match are found in the [CMP Games Rifle and Pistol Competition Rules](#) (see especially Rule 6.6.5).

AWARDS: The High eligible competitor of the M16 EIC Match receives a CMP Recognition Plaque. The top 10% of all eligible competitors (must not have earned any previous EIC points) receive 4 EIC credit points and a CMP M16 EIC Match medal. All competitors who complete the M16 EIC Match will receive a distinctive M16 EIC Match pin when they turn in their scorecards.

2024 WINNER: PFC Alric Good, 383-06X

NATIONAL MATCHES RECORD: Brian Williams, 394-12X, 2011.

PRESIDENT’S RIFLE MATCH

GENERAL INFORMATION: First fired in 1878, the President’s Rifle Match, a National Trophy Rifle Match, was incorporated into the National Match program after the Nationals were established in 1903. The President’s Rifle and Pistol Matches have become especially prestigious because the match winners traditionally receive letters of congratulations from the President of the United States of America.

In 2007 a shoot-off or final stage was added to conclude the President’s Rifle Match. This assures that the shooters who are in contention for first place in this prestigious match all finish the match together on the same range at the same time in front of their fellow competitors. Through the President’s Rifle final, many more people have a chance to actually see the best Service Rifle shooters compete for the coveted President’s Rifle Trophy in a high-pressure shoot-off.

COURSE OF FIRE: The President’s Rifle Match Course of Fire will be used. Scores in stages 1-3 determine the President’s 100 and the final rankings of competitors in 21st place and below. Scores in stages 1-4 determine the match winner and the final

rankings in places 1-20. The highest score in stage 4 will be used to break ties for places 2-20. If there is a tie for first place (equal total and X-count), the tied shooters will continue to fire one-shot-at-a-time until the tie is broken. No sighters are permitted in National Trophy Rifle Matches. Firing is done on the SR target at 200 and 300 yards and the MR target at 600 yards.

President's 100 Match Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
1st	200 yds.	Slow	Standing	10 record shots	10 min
2nd	300 yds	Rapid	Prone from standing	10 shots for record	70 sec.
3rd	600 yds.	Slow	Prone	10 record shots	10 min.
Final Stage (Top 20 competitors)					
Final	600 yds.	Slow, with each shot timed separately	Prone	10 record shots	50 sec for each shot

SQUADDING: Both Rodriguez and Viale Ranges are used for the President's Rifle Match. Squadding through a random draw conducted at the time that competitors check-in at the National Matches Welcome Center. Your competitor labels will display your squadding for the President's match. **Special squadding requests generally are not accepted for this match.** All competitors must report to their firing points for roll-call as scheduled in the Relay Rotation Schedule to make sure all targets have enough competitors to perform scoring duties. The relay rotation requires that all competitors must score during one or more stages of the match.

RIFLES: Service rifles that comply with [CMP Highpower Rifle Competition Rules](#) Rules 4.1 must be used.

AMMUNITION: Any safe ammunition may be used in accordance with [CMP Highpower Rifle Competition Rules](#) Rule 5.3.

OTHER RULES: Specific rules governing the conduct of the President's Rifle Match are found in the [CMP Highpower Rifle Competition Rules](#) (see especially Rule 8.3.1). Please note that the President's Rifle Match is a National Trophy Match that requires all competitors who wish to be eligible to place in the President's 100 to comply with Rule

6.2.4.a. This rule requires competitors to begin the rapid-fire prone stage from the standing position.

AWARDS. The winner of the President's Rifle Match receives the President's Rifle Trophy (*the competitor receives a trophy plaque and his/her name is permanently engraved on the trophy; the trophy is retained by the CMP on permanent display at Camp Perry*) and a President's Rifle Match medallion. The top 100 competitors in the President's Rifle Match are designated as the "President's Hundred" and receive President's Rifle Match Medallions and certificates. The High Junior, High Senior and High Woman all receive CMP Recognition Plaques. A plaque will be presented to the high competitor firing an M1 Garand donated by The Garand Collectors Association.

ENTRY FEES: \$55.00 for adults, \$35.00 for juniors.

2024 WINNER: SSG David Bahten, 391-16x

2024 HIGH JUNIOR: Cole Aussieker, 289-06x

NATIONAL MATCHES RECORD: 30 shots, SSgt Scott Threat USMC, 299-19X, 2001; 40 shots, SFC Brandon Green, USA, 400-20X, 2018

NATIONAL TROPHY INDIVIDUAL RIFLE MATCH

GENERAL INFORMATION: The National Trophy Individual Rifle Match (NTI) is a National Trophy Rifle Match. It was first fired in 1904, the second year of the National Matches and has become one of the most prestigious of the National Trophy Rifle events.

COURSE OF FIRE: The Rifle National Match Course of Fire is used. No sighters are permitted in National Trophy Rifle Matches. Firing is done on the SR target at 200 and 300 yards and the MR target at 600 yards.

National Trophy Individual Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
1st	200 yds.	Slow	Standing	10 record shots	10 min.
2nd	200 yds.	Rapid	Sitting or kneeling from standing	10 record shots	60 sec
3rd	300 yds.	Rapid	Prone from standing	10 record shots	70 sec

4th	600 yds.	Slow	Prone	20 record shots	20 min.
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SQUADDING: Both Rodriguez and Viale Ranges will be used for the National Trophy Individual Rifle Match. Squadding will be drawn through a random draw. Competitors' squadding will be drawn and issued at the time of check-in at Camp Perry. Your competitor labels will display your squadding for the NTI match. **Special squadding requests generally are not accepted for this match.** All competitors must report to their firing points for roll-call as scheduled in the Relay Rotation Schedule to make sure all targets have enough competitors to perform scoring duties. The relay rotation requires that all competitors must score during one or more stages of the match.

RIFLES: Service rifles that comply with [CMP Highpower Rifle Competition Rules](#) Rules 5.1 must be used.

AMMUNITION: Any safe ammunition may be used in accordance with [CMP Highpower Rifle Competition Rules](#) Rule 5.3.

OTHER RULES: Specific rules governing the conduct of the National Trophy Individual Rifle Match are found in the [CMP Highpower Rifle Competition Rules](#) (see especially Rule 8.3.2). Please note that this match is a National Trophy Match that requires all competitors who wish to be eligible to earn EIC points to comply with Rule 6.2.4.a. This rule requires competitors to begin the rapid-fire sitting and prone stages from the standing position.

AWARDS: The winner of the National Trophy Individual Rifle Match receives the Daniel Boone Trophy (*the competitor receives a trophy plaque and his/her name is permanently engraved on the trophy; the trophy is retained by the CMP on permanent display at Camp Perry*) and a Daniel Boone Trophy medallion. Twelve additional National Trophies are awarded to the highest scoring competitors in various categories (see CMP Rule 8.3.2). EIC credit points are determined in accordance with CMP Rule 10.2. The top 10% of all **eligible** Non-Distinguished competitors in the National Trophy Individual Rifle Match receive 10, 8 or 6 EIC credit points (all Civilian legs are 10-point legs and military competitors receive 10, 8 or 6 point legs depending on their score). Eligible competitors will receive Gold, Silver or Bronze Daniel Boone medallions. A plaque will be presented to the high competitor firing an M1 Garand donated by The Garand Collectors Association.

ENTRY FEES: \$55.00 for adults, \$35.00 for juniors.

2024 WINNER: SSG Shane Butler, 497-31x

2024 HIGH JUNIOR: Anna Behnke, 490-13X

NATIONAL MATCHES RECORD: SSG Jarrod McGaffic USA, 500-24x, 2022

NATIONAL TROPHY JUNIOR TEAM MATCH

GENERAL INFORMATION: The National Trophy Junior Team Match is a two-person team match where both team members fire the National Match Course of fire with service rifles. The Deneke Trophy Aggregate honors the annual National Junior Service Rifle Team. This aggregate includes scores fired in this event together with scores from the President's 100 and National Trophy Individual Matches. Junior service rifle shooters who cannot form an eligible State or Club team are eligible to compete on At-Large Teams so they can still compete for awards and the Deneke Trophy Aggregate. The CMP will provide [National Matches Junior Support](#) funding for eligible competitors in the new National Trophy Junior Team Match.

COURSE OF FIRE: Two-person teams fire the National Match Course of Fire.

National Junior Team Match Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Team Member One & Two	200 yds.	Slow	Standing	10 record shots each	20 min. Block time Pair firing is required
Each Team Member	200 yds.	Rapid	Sitting or kneeling from standing	10 record shots	60 seconds
Each Team Member	300 yds.	Rapid	Prone from standing	10 record shots	70 seconds
Team Member One & Two	600 yds.	Slow	Prone	10 record shots each	40 min. Block time Pair firing is required

SQUADDING: Two teams will be squadded on each firing point.

RULES: Specific Rules governing the conduct of the National Trophy Junior Team Match are found in the [CMP Highpower Rifle Competition Rules](#) (see especially Rule 7.4.6).

AWARDS: The winning State/Club team receives the **Freedom's Fire Trophy** (*the competitor receives a trophy plaque and his/her name is permanently engraved on the trophy; the trophy is retained by the CMP on permanent display at Camp Perry*), a Freedom's Fire Trophy medallion. CMP Recognition Plaque will be presented to the 2nd and 3rd place teams. The CMP will provide gold, silver and bronze Freedom's Fire medallions for the two competitors and a team coach and captain of the 20 highest scoring State/Club teams and the five highest scoring At-Large teams.

ENTRY FEES: \$40.00 per team. Teams may [purchase your rifle team cards online](#) or prior to the match at the National Match Welcome Center. Team Cards may also be purchased, at the CMP Welcome Center, from 2PM-5PM July 24 and 4PM-6PM July 29. The **NTJT Entry Confirmation Card** must be completed with labels for each team member, coach and captain. This card must be turned in to CMP staff no later than the start of the first NTJT preparation period on the day of the match. Team coaches and team captains who are not competitors in the National Trophy Matches can register as a Non-Firing Team Official. There is no charge for this registration.

2024 WINNER: Wisconsin - Mozzarella, 969-30X

NATIONAL MATCHES RECORD: CA Grizzlies - Team Leupold, 992-49X, 2021

HEARST DOUBLES RIFLE TEAM MATCH

GENERAL INFORMATION: The Hearst Doubles Rifle Team Match was added to the National Trophy Rifle Matches in 2006. This is a two-person team match where both team members fire a 30-shot course of fire with service rifles.

COURSE OF FIRE: Two-person teams fire the President's 30-shot course of fire (Stages 1-3). No sighters are permitted in National Trophy Rifle Matches. Firing is done on the SR target at 200 and 300 yards and the MR target at 600 yards. Teams must pair fire the standing and prone slow fire stages (In pair firing, firers alternate shots; see CMP Rule 6.7.4).

Hearst Doubles Match Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Team Member One & Two	200 yds.	Slow	Standing	10 record shots each	20 min. Block time Pair firing is required

Each Team Member	300 yds.	Rapid	Prone from standing	10 record shots	70 seconds
Team Member One & Two	600 yds.	Slow	Prone	10 record shots each	20 min. Block time Pair firing is required

SQUADDING: Two shooters (one team) per firing point will be squadded. Competitors who wish to fire in this match must enter the match as individuals, but may form teams any time until squadding is issued on the range prior to the start of the match. Team squadding will be issued on the range starting at approximately 6AM. **When you report to the range to pick up your squadding, competitors must bring scorecards and labels. Team Confirmation Cards will be passed out prior to squadding being issued.** An area on the range will be designated for shooters who do not have partners. The relay rotation will be organized so that one team will fire and one team will score. All teams will complete firing at one yard line before moving to the next yard line.

RIFLES: Service rifles that comply with [CMP Highpower Rifle Competition Rules](#) Rules 5.1 must be used.

AMMUNITION: Any safe ammunition may be used in accordance with [CMP Highpower Rifle Competition Rules](#) Rule 5.3.

OTHER RULES: Specific rules governing the conduct of the Hearst Doubles Team Match are found in the [CMP Highpower Rifle Competition Rules](#) (see especially Rule 8.3.5). Competitors are allowed to coach their teammates, but other coaches may not be used.

AWARDS: The overall winning two-person team in the Hearst Doubles Team Match receives the **William Randolph Hearst Trophy** (*the winners receive two trophy plaques and their names are permanently engraved on the trophy base; the trophy is retained by the CMP on permanent display at Camp Perry*). Hearst Trophy Medallions will be awarded to 2nd-25th place teams overall.

ENTRY FEES: \$30.00 per individual. Competitors in this match must enter this match as individuals at the time they submit their regular National Trophy Rifle Matches entry. Teams do not have to be formed or declared until just prior to the start of competition. Juniors who do not compete in the National Trophy Junior Team Match may compete in the Hearst Doubles Match.

2024 WINNERS: SSG Jarrod McGaffic & SSG Jacob Blackburn, 594-23X

NATIONAL MATCH RECORD: MSG Robert Mango, USAR, and SFC Joel Micholick, USAR, 597-24X, 2016

NATIONAL TROPHY TEAM MATCH

GENERAL INFORMATION: The National Trophy Rifle Team Match (NTT) is a National Trophy Match. It was first fired in 1903 when competitors in the first National Matches competed for the “National (Dogs of War) Trophy” that was commissioned pursuant to an appropriation by the U.S. Congress. The NTT is a six-person team match with a requirement that at least one firing member be a “new shooter.” The NTT Trophies are among the most valuable and most important of all National Trophies.

COURSE OF FIRE: Each member of the six-person team fires the National Match Course of Fire. No sighters are permitted in National Trophy Rifle Matches. Firing is done on the SR target at 200 and 300 yards and the MR target at 600 yards. Teams must pair fire the standing and prone slow-fire stages.

National Trophy Team Match Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Team Members One & Two Three & Four Five & Six	200 yds.	Slow	Standing	10 record shots each	66 min. Block time Pair firing is required
Each Team Member	200 yds.	Rapid	Sitting or kneeling from standing	10 record shots	60 seconds
Each Team Member	300 yds.	Rapid	Prone from standing	10 record shots	70 seconds
Team Members One & Two Three & Four Five & Six	600 yds.	Slow	Prone	20 record shots each	126 min. Block time Pair firing is required

SQUADDING: The National Trophy Team Match will be fired on Viale Range. Teams may [purchase your rifle team cards online](#) prior to the match or at the National Match Welcome Center.. Team Cards may also be purchased, at the CMP Welcome Center,

from 2PM-5PM July 24, 4PM-6PM July 29 or regular scheduled Welcome Center hours. Firing points and scorecards will be issued when teams enter. The **NTT Entry Confirmation Card** must be completed with labels for each team member, coach and captain. This card must be turned in to CMP staff no later than the start of the first NTT preparation period. Team captains/coaches will be called to the firing line at 6:15AM.

NON-FIRING TEAM OFFICIALS: Non-firing team captain or coach who is not entered in the National Trophy individual events is still required to enter the matches as a Non-Firing Team Member. There is no entry fee for this, but it is necessary to have non-firing captains or coaches in the match so CMP competitor labels can be issued and their names can appear in results bulletins. Non-firing team officials will receive CMP competitor labels when they go through In-Processing at the National Matches Welcome Center.

OUT-OF-COMPETITION TEAMS: The “out-of-competition” team entry option (see CMP Rule 3.9) makes it possible for more competitors to shoot team matches when they cannot form an eligible team. If your team, club or state association does not have enough shooters at Camp Perry to form an eligible team or you do not have or do not want to burn a new shooter, you can form an out-of-competition team and fire in the team matches. Out-of-competition team scores will be posted and listed in the results bulletin, but new shooter eligibility is not affected and, of course, these teams are not eligible for awards.

RIFLES: Service rifles that comply with [CMP Highpower Rifle Competition Rules](#) Rule 5.1 must be used.

AMMUNITION: Any safe ammunition may be used in accordance with [CMP Highpower Rifle Competition Rules](#) Rule 5.3.

OTHER RULES: Specific rules governing the conduct of the National Trophy Team Match are found in the [CMP Highpower Rifle Competition Rules](#) (see especially Rule 8.3.3). Please note that this match is a National Trophy Match that requires all firing members of teams that wish to be eligible to win National Trophies to comply with Rule 6.2.4. This rule requires competitors to begin the rapid-fire sitting stage and prone stage from the standing position.

AWARDS: The winning team in the National Trophy Team Match receives the **National Trophy** (*six team members, the team captain and the team coach, receive trophy plaques; the name of the winning team is permanently engraved on the trophy; the trophy is retained by the CMP on permanent display at Camp Perry*). Special awards recognize these winning teams:

- ∞ **Soldier of Marathon Trophy:** Winning Civilian Team
- ∞ **Minuteman Trophy:** Winning Junior Team
- ∞ **Hilton Trophy:** Winning Reserve Component Team
- ∞ **Pershing Trophy:** Highest scoring individual competitor

SPECIAL TROPHY TEAM MATCH AWARD: Plaques will be presented to the highest scoring team that fires all M1 Garand Rifles in this event. The six team members, team captain and team coach will each receive CMP Recognition Plaques donated by The Garand Collectors Association, during the CMP Games Awards Ceremony.

ENTRY FEES: \$125.00 for adult teams, \$95.00 for junior teams. Teams may [purchase your rifle team cards online](#) or prior to the match at the National Match Welcome Center.

2024 WINNER: All Guard, 2956-114X

NATIONAL MATCHES RECORD: USAMU Greenwood, 2971-155X, 2021

NATIONAL TROPHY INFANTRY TEAM MATCH

GENERAL INFORMATION: The National Trophy Infantry Team Match (NTIT) is a National Trophy Rifle Match that was first fired in 1922. Only two Civilian teams have ever won the prestigious Infantry Trophy that goes to the winner of this match. The first Civilian team to win this honor was the Nebraska Civilian team who won in 1930. Seventy-nine years later, in 2009, the California Grizzlies Junior Team won the Infantry Trophy. The NTIT is sometimes called the “rattle battle” because it emphasizes extremely fast, accurate fire. It is also an exciting competition for spectators to watch.

COURSE OF FIRE: Six-person teams will fire the Infantry Team Match Course of Fire. Teams begin with 384 rounds to allocate among team members. Teams begin at 600 yards. They must distribute their fire so that, if possible, all targets receive at least six hits. Army “E” silhouettes are used at the longer ranges; Army “F” silhouettes are used at the shorter ranges. Hits at 600 yards count four points, at 500 yards, three points, at 300 yards, two points and at 200 yards, one point, plus each team receives a bonus at each yard line equal to the square of the number of targets with six or more hits.

Infantry Team Match Course of Fire				
Stage	Distance	Type of Fire	Firing Position	Time Limit
1st	600 yds.	Rapid	Prone	50 sec
2nd	500 yds	Rapid	Prone, Sitting or kneeling	50 sec.
3rd	300 yds.	Rapid	Sitting or kneeling	50 sec
4th	200 yds.	Rapid	Standing	50 sec

SQUADDING: The Infantry Trophy Match is fired on Rodriguez Range. A maximum of seven teams will be squadded on each relay. Entries are limited to 84 teams. Teams may [purchase your rifle team cards online](#) prior to the match or at the National Match Welcome Center.. Team Cards may be purchased, at the CMP Welcome Center, from 2PM-5PM July 24, 4PM-6PM July 29 or regular scheduled Welcome Center hours. Teams will be seeded and squadded according to last year's results to assure that the top teams' fire under as nearly equal conditions as possible. Team squadding assignments will be released no later than the end of firing the day prior. **There will be a mandatory NTIT Team Captains meeting on Viale Range immediately after the NTT Match firing. All Infantry Trophy Teams must be represented at this meeting.** The **NTIT Entry Confirmation Cards** must be completed with labels for each team member, coach and captain and must be turned in to CMP staff not later than the start of the first NTIT preparation period.

NON-FIRING TEAM OFFICIALS: Non-firing team captain or coach who is not entered in the National Trophy individual events are still required to enter the matches as a Non-Firing Team Official. There is no entry fee for this, but it is necessary to have non-firing captains or coaches recorded in the match database so that CMP competitor labels can be issued and their names can appear in results bulletins. Non-firing team officials must check in at the NM Welcome Center and receive CMP Competitor Labels.

OUT-OF-COMPETITION TEAMS: The "out-of-competition" team entry option (see CMP Rule 3.9) makes it possible for more competitors to shoot team matches when they cannot form an eligible team. If your team, club or state association does not have enough shooters at Camp Perry to form an eligible team or you do not have or do not want to burn a new shooter, you can form an out-of-competition team and fire in the team matches. Out-of-competition team scores will be posted and listed in the results bulletin, but new shooter eligibility is not affected and, of course, these teams are not eligible for awards.

RIFLES: Service rifles that comply with [CMP Highpower Rifle Competition Rules](#) Rules 5.1 must be used.

AMMUNITION: Any safe ammunition may be used in accordance with [CMP Highpower Rifle Competition Rules](#) Rule 5.3. Match officials must verify the number of rounds that each team has at the start of firing.

OTHER RULES: Specific rules governing the conduct of the National Trophy Team Match are found in the [CMP Highpower Rifle Competition Rules](#) (see especially Rule 8.3.3).

AWARDS: The overall winning team in the National Trophy Infantry Team Match receives the **Infantry Trophy** (*six team members, the team captain and the team coach, receive trophy plaques; the name of the winning team is permanently engraved*

on the trophy; the trophy is retained by the CMP on permanent display at Camp Perry).
Special awards recognize these winning teams:

- ∞ **Leatherneck Trophy:** Winning Civilian Team
- ∞ **Junior Infantry Team Trophy:** Winning Junior Team
- ∞ **Celtic Chieftain Trophy:** Winning Reserve Component Team

SPECIAL INFANTRY TROPHY MATCH AWARD: Plaques will be presented to recognize the highest scoring team that fires all M1 Garand Rifles in this event. The six team members, team captain and team coach will each receive CMP Recognition Plaques donated by The Garand Collector's Association, during the CMP Games Award Ceremony.

ENTRY FEES: \$125.00 for adult teams, \$95.00 for junior teams. Teams may [purchase your rifle team cards online](#) or prior to the match at the National Match Welcome Center.

2024 WINNER: Wisconsin - Cheddar, 1361

NATIONAL MATCHES RECORD: USAMU Remily, 1466, 1996

HONORARY TEAMS & CHAMPIONSHIP AGGREGATES

During the National Trophy Rifle Matches there are several important special awards that are presented to recognize the accomplishments of some of the best competitors in the matches.

- ∞ **National Civilian Rifle Team.** The six highest scoring individual Civilian competitors in the National Trophy Team Match and the Team Captain and Team Coach of the team that wins the Soldier of Marathon Trophy (Civilian team champion) are named as members of the National Civilian Rifle Team. Each team member receives an Elihu Root medallion.
- ∞ **National Junior Rifle Team.** The six highest scoring Junior competitors in an aggregate of the President's Rifle Match, the National Trophy Individual Rifle Match and the National Trophy Junior Team Match and the Team Captain and Team Coach of the team that wins the National Junior Team Freedom's Fire Trophy are named as members of the National Junior Rifle Team. Each team member receives a Col. William L. Deneke Trophy plaque.
- ∞ **National Championship Aggregates.** There are several trophies awarded to competitors representing different categories who have the highest scores in aggregates involving the President's, National Trophy Individual and National Trophy Team Matches. The Mountain Man Trophy is presented to honor an overall National Trophy Rifle Individual Champion. This award is based on an aggregate of scores fired in the President's Rifle Match, National Trophy Individual Rifle Match and National Trophy Team Match.

RIFLE AWARDS PICK-UP AND CEREMONY

The CMP is happy to announce the awards ceremonies at the 2025 National Matches will return. The current award schedule includes:

July 25 - National Championship Rifle Awards (Theater)

July 27 - SAFS/M16 Awards (Tent in front of CMP Headquarters - 30 mins after the conclusion of the match)

August 1 - National Trophy Rifle Awards Ceremony (Theater)

Award pick up, including medals and certificates, will be available after results are finalized at the CMP Headquarters Main Office (Building 3). ***Any awards not picked up will be mailed.***

July 29 - President's 100 Rifle Certificates

July 31 - National Jr. Team and Hearst Doubles Medals

CMP CLASSIFICATION CARDS

The CMP maintains a national database of competitors and scores that are used to establish CMP Classification Cards. Competitors earn classifications through score averages fired in qualifying competitions. As scores improve, so does a competitor's classification standing. Learn more about each discipline's classification rules by visiting the [Competition Rulebooks web page](#).

**For information on the event, please contact
CMP Competitions at 419-635-2141 ext. 724 or 709, or
email competitions@thecmp.org**

OTHER RIFLE CLINICS

National Trophy Rifle week at Camp Perry is always the biggest and most active week during the National Matches. In addition to the competitions themselves, there are many schools, clinics and special activities that combine to make this week a complete shooting sports experience for everyone who comes to the National Matches. Check this list to find training events or other activities that will be of interest to you during your trip to the National Matches.

See [Event Schedule](#) for dates, times and locations.

CLINICS: The National Matches offer a series of outstanding special clinics that are open to all competitors and other interested persons. The current clinic schedule includes these training opportunities:

- ∞ **M1 Maintenance Clinic:** CMP Armorers will present this two-hour clinic on disassembly, assembly and maintenance of M1 Garand. Special attention will be given to accurizing steps that can be taken with this rifle and still keep it legal for firing in CMP-sanctioned As-Issued Military Rifle Matches.
- ∞ **As-Issued Military Rifle Clinics:** These free one-hour clinics will cover the Garand-Springfield-Vintage Matches with instruction and demonstrations. Topics include match rules, shooting positions and techniques, scoring and pit pulling procedures and how to fire the courses of fire. The clinic is open to all competitors. Any CMP Games competitors who have not previously fired in one of these matches are required to attend a clinic before they fire. All other competitors in these matches are encouraged to attend and take advantage of the information presented.

NATIONAL CMP GAMES MATCHES

The Civilian Marksmanship Program (CMP) inaugurated the John C. Garand Match in 1998 and, with it, an exciting new concept in target competition. The Garand Match is a unique competition where shooters fire older “as-issued” military rifles over a course of fire that makes target shooting attractive to the average shooter. The availability of surplus M1 and other older military rifles make target shooting accessible to thousands of shooters, many of whom do not participate in traditional target competitions. The Garand Match allows shooters to reenact military and marksmanship history and features camaraderie and a relaxed, fun-filled, yet challenging experience. In response to the growing popularity of the Garand Match, the CMP established other competitions of the same type that now include the Springfield Rifle Match, Vintage Military Rifle Match, Rimfire Sporter Match, M1 Carbine Match, Modern Military Match and the Vintage Sniper Rifle Team Match. Together, these matches have come to be known as “CMP Games Matches.”

NATIONAL CMP GAMES MATCHES AWARDS

August 3 - National CMP Games Awards (Tent in front of CMP Headquarters - 30 mins after the conclusion of the matches)

NATIONAL CMP GAMES SPONSORS

While CMP policy prohibits endorsement of any company product or service, we would like to recognize the following companies that will award their own separate products to the top shooters of the National CMP Games Matches.

[View our 2025 Sponsors](#)

For more information on becoming a CMP Sponsor click [HERE](#)
To become a sponsor, please fill out the [CMP Matches Award Sponsorship form.](#)

NATIONAL M1 CARBINE MATCH

GENERAL INFORMATION: An M1 Carbine Match was fired during the National Matches in the early 1950s, but it was not fired between then and 2006. A range safety briefing will be held on the line prior to each relay.

COURSE OF FIRE: The M1 Carbine Course of Fire is used. All firing is at 100 yards on the SR-1 highpower rifle target (200 yard SR target reduced for firing at 100 yards).

Carbine Match Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	100 yds.	Slow	Any	5 sighting shots	15 Min for sighting & record shots
1st	100 yds	Slow	Prone	10 record shots	
2nd	100 yds	Rapid	Prone from standing	10 shots for record	60 seconds
3rd	100 yds	Rapid	Sitting or kneeling from standing	10 shots for record	60 seconds
4th	100 yds	Slow	Standing	10 record shots	10 min.

SQUADDING: The M1 Carbine Match is fired on Rodriguez Range on the 100 yard line. Relay assignments, scorecards and labels will be issued at the National Matches

Welcome Center. This will make it possible for competitors to know when to report to the range for their competitor briefing and relay. **Squadding tickets will be issued on the line. If you are sharing equipment with another competitor please make sure you sign up for the same relay time upon registration. If sharing equipment please come to the ticket table together to pick up your squadding tickets. You must have your competitor labels with you to pick up your squadding tickets.** All competitors in this match will score for each other after each relay.

RIFLES: “As-issued” U. S. Military Carbines that comply with [CMP Games Rifle and Pistol Competition Rules](#) Rule 6.2.1 must be used. A separate category will be included for Commercial Carbines.

AMMUNITION: Competitors in this match must bring their own ammunition that complies with Rule 6.3.3. Hand loads may be fired. **NO AMMUNITION WILL BE ISSUED FOR THIS MATCH.**

OTHER RULES: Specific rules governing the conduct of the M1 Carbine Match are found in the [CMP Games Rifle and Pistol Competition Rules](#) (see especially Rule 6.6.1). Competitors who wish to compete in overall awards must follow Rule 4.6.4 (standing prior to rapid fire stages). The M1 Carbine Match is a no alibi match; there are no re-fires for rifle or ammunition malfunctions. **It is important that rifles and especially rifle chambers are clean and in good working condition so as to minimize the possibility of malfunctions or difficult cartridge extractions (often caused by rough or dirty chambers).**

AWARDS: All competitors who complete the Match and turn in scorecards will receive a M1 Carbine Match T-shirt. Gold, silver and bronze M1 Carbine Achievement Medals, with neck ribbons, will be presented to competitors who shoot qualifying scores. See [CMP Games Rifle and Pistol Competition Rules](#) for cut scores. The winner of the M1 Carbine Match receives the **M1 Carbine Trophy** (*the competitor receives a trophy plaque and his/her name is permanently engraved on the trophy; the trophy is retained by the CMP on permanent display at Camp Perry*). CMP Recognition Plaques will be presented to the high junior and the high senior in the M1 Carbine Rifle Match. The Carbine Club, a national organization of Carbine collectors, donated the M1 Carbine Trophy that is presented to the match winner. Awards will also be awarded for the Commercial Carbine categories. There must be at least five (5) competitors in a category to award plaques.

ENTRY FEES: \$45.00 for adults, \$30.00 for juniors.

2024 WINNER: Brian Williams, 380-05X

2024 HIGH JUNIOR: Connor Hudson, 348-04X

2024 HIGH WOMAN: Kerri Lewis, 334-02X

2024 HIGH SENIOR: Sean Leighton, 354-04X

2024 HIGH GRAND SENIOR: Jeffrey Kramer, 343-01X

NATIONAL MATCHES RECORD: Mark Stout, Waterford, MI, 380-7X, 2017.

JOHN C. GARAND MATCH, SPRINGFIELD MATCH, VINTAGE MILITARY MATCH AND MODERN MILITARY MATCH (GSMM MATCHES)

GENERAL INFORMATION GSMM MATCHES: The National John C. Garand Match is a CMP Games event where competitors must use “as-issued” U.S. M1 Garands in the regular John C. Garand Match or they may use National Match or certain modified M1 Garand in the Unlimited Garand Category. The Garand Match Course of Fire is designed so that both new and experienced shooters can complete it.

The National Springfield Rifle Match is a CMP Games event where all competitors must fire “as-issued” M1903 or M1903A3 rifles that comply with CMP rules for as-issued military rifles.

The National Vintage Military Rifle Match is a CMP Games event where competitors must fire “as-issued” U. S. Krag or M1917 rifles or manually operated foreign military rifles.

The Modern Military Rifle Match was added in 2017 to the National CMP Games Events.

COURSE OF FIRE: The As-Issued Military Rifle Course A will be used.

As-Issued Military Match Course A					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds	Slow	Any	5 sighting shots	15 Min for sighting & record shots
1st	200 yds	Slow	Prone	10 record shots	
2nd	200 yds	Rapid	Prone from standing	10 shots for record	80 seconds
3rd	200 yds	Slow	Standing	10 shots for record	10 min

AS-ISSUED M1 GARANDS: Rifles used in the John C. Garand Match must be “as-issued” U. S. M1 Garand rifles, M1941 Johnson or Caliber .30 U. S. M1 Carbines that comply with [CMP Games Rifle and Pistol Competition Rules](#) Rule 5.2.2. Prior to the competition, competitors must bring their rifles to the CMP Armorer Van at the rear of Young Range to have triggers checked and be inspected for compliance with Garand Match Rules. The CMP will have a limited number of standard M1 parts that it can exchange for non-complying parts (NM parts, glass bedded stocks). Exchanged parts will be returned after the match.

UNLIMITED GARANDS: Unlimited Garand Category allows shooters with many M1 Garands that were not previously allowed in the Garand Match to now fire those rifles in the National Matches. Competitors with National Match M1s, .308 M1s, commercial M1s or Garands with glass bedding or shims may fire those rifles in this new class. Detailed rules are given in Rule 6.2.6 in the [CMP Games Rifle and Pistol Competition Rules](#). All John C. Garand Match scores will be divided into As-Issued Garand and Unlimited Garand Categories.

SPRINGFIELD: Rifles used in the Springfield Rifle Match must be “as-issued” U. S. M1903 or M1903A3 Springfield rifles that comply with [CMP Games Rifle and Pistol Competition Rules](#) Rule 5.2.3. Prior to the competition, competitors must bring their rifles to the CMP Armorer Van at the rear of Young Range to have triggers checked and be inspected for compliance with CMP Rules.

VINTAGE MILITARY: Rifles used in the Vintage Military Rifle Match must be “as-issued” U.S. Krag or M1917 rifles that comply with [CMP Games Rifle and Pistol Competition Rules](#) Rule 5.2.4 or manually operated foreign military rifles that comply with Rule 5.2.5. Prior to the competition, competitors must bring their rifles to the CMP Armorer Van at the rear of Young Range to have triggers checked and be inspected for compliance with CMP Rules.

MODERN MILITARY/UNLIMITED MODERN MILITARY: [CMP Games Rifle and Pistol Competition Rules](#) (See Rules 6.2.2, 6.2.3, 6.2.4 and 6.5). There will be an Unlimited Rifle Class.

AMMUNITION: Any safe ammunition may be used in accordance with [CMP Games Rifle and Pistol Competition Rules](#) Rule 6.3.3.

OTHER RULES: Rules governing the Garand Match, Springfield Match, Vintage Military Match and Modern Military Match (GSMM Matches) are found in the [CMP Games Rifle](#)

[and Pistol Competition Rules](#) (see especially Rule 5.6). Competitors who wish to compete for overall awards must follow Rule 4.6.4 (standing prior to rapid fire stages). The GSMM Matches are no alibi matches; there are no re-fires for rifle or ammunition malfunctions. **It is important that rifles and especially rifle chambers are clean and in good working condition so as to minimize the possibility of malfunctions or difficult cartridge extractions (often caused by rough or dirty chambers)**. Cloth, canvas or leather shooting jackets may be used. Standard-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.

SQUADDING: All GSMM Matches will be fired on Viale Range. Competitors can fire any of the GSMM rifles on Thursday PM, Friday or Saturday. **There will be NO Re-entry (firing in the same category more than once)**. When registering, please note the dates/times you prefer to fire. Competitors will be required to select a day and relay time. Specific relay and firing point assignments will be issued on the range (please see [Event Schedule](#) for times). **Competitors who wish to be squadded with family members, friends or club members must be sure all members in their group request the same relay day and time when they enter on-line. They must also report together when picking up relay and firing point assignments on the range. YOU WILL NEED A COMPETITOR LABEL TO PICK UP SQUADDING.** All competitors in this match will be expected to perform scoring duties as assigned.

AWARDS: Competitors firing in the Garand, Springfield/Vintage and or Modern Military Match will receive T-Shirts. Trophy Plaques will be awarded to the overall winner of the John C. Garand Match and Springfield Match. Wooden Plaques will be awarded to the Unlimited Garand, Vintage Military, Modern Military & Unlimited Modern Military Match Winner. There will also be High Senior, High Grand Senior, High Junior and High Woman plaques awarded. Gold, silver and bronze Achievement Medals, with neck ribbons, will be presented to competitors who shoot qualifying scores. See [CMP Games Rifle and Pistol Competition Rules](#) for cut scores. 3-Gun Aggregate (Garand, Springfield, Vintage Military) plaques will be awarded as well as 4-Gun Aggregate (Garand, Springfield, Vintage and Modern Military) awards will also be awarded. Unlimited Garand or Unlimited Modern Rifles WILL NOT be included in the 4-gun aggregate. There must be at least five (5) competitors in a category to award plaques.

John C. Garand Match ONLY: The GCA Master Marksman Program awards points based on cut scores and is presented at gold (10 pts), silver (8 pts.) and bronze (6 pts) levels. Competitors must reach a total of 40 points overall, with one gold and one additional gold or silver required. All other points may be bronze or greater. To participate, a competitor must be a current member of the GCA. Individuals may even join the day of the match through the GCA website to be considered a valid member.

Only As-Issued M1 Garands may be used. Those who fire in re-entry events will only be able to use their highest score as points.

ENTRY FEES

ONE GSMM MATCH: \$60.00 for adults, \$35.00 for juniors

TWO GSMM MATCHES: \$115.00 for adults, \$65.00 for juniors

THREE GSMM MATCHES: \$160.00 for adults, \$85.00 for juniors

FOUR GSMM MATCHES: \$195.00 for adults, \$100.00 for juniors

2024 GARAND WINNER: Kerri Lewis, 294-10X

2024 GARAND HIGH JUNIOR: Charlotte Carroll, 273-01X

2024 GARAND HIGH WOMAN: Julia Watson-Carlson, 284-07X

2024 GARAND HIGH SENIOR: David Thompson, 287-04X

2024 GARAND HIGH GRAND SENIOR: William Fairless, 283-06X

2024 UNLIMITED GARAND WINNER: William Kiser, 295-11X

NATIONAL MATCHES RECORD: Kerri Lewis, Middletown, RI, 294-10X, 2024

2024 SPRINGFIELD WINNER: Brian Appel, 297-10X

2024 SPRINGFIELD HIGH JUNIOR: Connor Hudson, 279-07x

2024 SPRINGFIELD HIGH WOMAN: Kerri Lewis, 280-04X

2024 SPRINGFIELD HIGH SENIOR: Kyle Kirschenmann, 288-09X

2024 SPRINGFIELD HIGH GRAND SENIOR: Frank Gill, 276-05X

NATIONAL MATCHES RECORD: Brian Appel, Holyoke, MA, 297-10X, 2024

2024 VINTAGE MILITARY WINNER: Jon Possehl, 285-06X

2024 VINTAGE MILITARY HIGH JUNIOR: Sam Snyder, 260-04X

2024 VINTAGE MILITARY HIGH WOMAN: Kerri Lewis, 270-01X

2024 VINTAGE MILITARY HIGH SENIOR: Kyle Kirschenmann, 284-07X

2024 VINTAGE MILITARY HIGH GRAND SENIOR: Albin Moore, 280-04X

NATIONAL MATCHES RECORD: Brian Williams, Granby, MA, 294-13X, 2017.

2024 MODERN MILITARY WINNER: Brian Williams, 294-14X

2024 MODERN MILITARY HIGH JUNIOR: Jenna Boykin, 251-02X

2024 MODERN MILITARY HIGH WOMEN: Cindy Bailey, 284-08X

2024 MODERN MILITARY HIGH SENIOR: Frank Gill, 289-11X

2024 MODERN MILITARY HIGH GRAND SENIOR: Kwang Kim, 284-06X

2024 UNLIMITED MODERN MILITARY WINNER: Michael King, 298-21X

NATIONAL MATCHES RECORD: CPT William Richardson, ANG, 298-12X, 2018

M14 HERITAGE MATCH - Sponsored by Fulton Armory

GENERAL INFORMATION: The M14 Match is a special event, sponsored by **Fulton Armory** and hosted by the Civilian Marksmanship Program. The match is open to any individual 12 years and older (CMP Rule 3.5.1).

COURSE OF FIRE: Competitors will fire the M14 Heritage Match Course (40 shots, Table 7) in the [CMP Games Rifle and Pistol Competition Rules](#).

M14 Heritage Match Course of Fire					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	300 yds	Slow	Any	5 sighting shots	15 Min for sighting & record shots
1st	300 yds	Slow	Prone	10 record shots	
2nd	300 yds	Rapid	Prone	10 shots for record	60 seconds
3rd	300 yds	Rapid	Sitting or kneeling	10 shots for record	70 seconds
4th	300 yds.	Slow	Standing	10 record shots	10 min.

FIREARMS ALLOWED: The Match is fired with M14 Heritage Rifle, [CMP Games Rifle and Pistol Competition Rules](#) (Rule 6.2.8). There are 2 categories, as-issued and unlimited. The “new” as-issued rifle class is for the traditional configuration of the M1A and must comply with the rules laid out in Rule 6.2.8 (h). There have also been modifications to the unlimited class that now allows the use of optics. The unlimited class rifles will need to comply with Rule 6.2.8 (i).

SQUADDING: The M14 Heritage Match will be fired on Viale Range. Four relays will be squadded ONLY. Competitors will be required to select their relay time upon registration. **Competitors that would like to squad together should select the same relay time when they register and be in line together when picking up their relay and firing point assignments on the range. YOU WILL NEED A COMPETITOR LABEL TO PICK UP SQUADDING.** All competitors in this match will be expected to perform scoring duties as assigned.

AWARDS: Competitors will be limited to one award only. The match winner will be removed from their selected award category and the award will be given to the next highest scoring competitor in the category. Competitors will be eligible for only one award. **Awards To Be Determined by Fulton Armory.**

ENTRY FEES: \$50.00 for adults and \$30.00 for juniors

2024 AS-ISSUED WINNER: Clint Townsend, 354-03X

2024 UNLIMITED WINNER: Brian Appel, 383-10X

VINTAGE SNIPER RIFLE TEAM MATCH

GENERAL INFORMATION: The Vintage Sniper Team Match is designed to reproduce the conditions under which skilled long range military snipers operated. Two riflemen work together as a team. During the match, each team member functions alternately as a shooter or a spotter. After one team member finishes firing, they switch roles and the other team member fires. Firing is done at distances of 300 and 600 yards from the prone position. Shooters may use either a sling or sand bag support, but not both. Wind doping is critical and firing must be done quickly; targets are exposed for each shot for only 20 seconds and then withdrawn for 20 seconds.

COURSE OF FIRE: 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 shots 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. A three-minute preparation period precedes 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 team members may fire sighters.

SQUADDING: Competitors who wish to fire in this match, enter as individuals, but may form teams anytime until squadding is issued. Scorecards and team squadding will be issued on the Range. **When you report to the range to pick up your squadding and scorecard, bring competitor labels for both members of your team.** An area of the

range will be designated for shooters who do not have a partner. There will be three relays firing.

RIFLES: Competitors must use one of 3 classes of rifles, Korean War, Vietnam War, World War II or earlier as-issued military sniper rifles or replicas of those rifles. Optics on these rifles must also be original issue or replica scopes from the same period. A complete list of approved rifles and optics is provided in the [CMP Games Rifle and Pistol Competition Rules](#) (Rule 7.2.1, Table 8 and 9). All rifles should be inspected prior to the start of the match at the Armorer's Van. Please bring your Inspection ticket to the squadding table on the range the day of the match.

AMMUNITION: Any safe ammunition may be used in accordance with [CMP Games Rifle and Pistol Competition Rules](#) Rule 5.3.3. Ammunition may be available for purchase at the CMP store.

OTHER RULES: Specific rules governing the conduct of the Vintage Sniper Team match are found in the [CMP Games Rifle and Pistol Competition Rules](#). Note: Competitors must use sandbags provided, no competitor sandbags allowed (Rule 7.4.3).

AWARDS: All competitors who complete the match will receive a Vintage Sniper Rifle Team Match T-shirt. Teams are ranked according to their total score for 40 shots. The overall winning team in the Vintage Sniper Rifle Team Match in manual and semi-automatic receives the **Vintage Sniper Rifle Team Trophy** (*two team members receive CMP Recognition plaques; the name of the winning team is permanently engraved on the trophy; the trophy is retained by the CMP on permanent display at Camp Perry*). CMP recognition plaques are also awarded to the 2nd and 3rd place teams in manual, semi-automatic and Vietnam Era category. Gold, silver and bronze Vintage Sniper Achievement Medals, with neck ribbons, will be presented to competitors who shoot qualifying scores. The Achievement Award Scores are listed in the [CMP Games Rifle and Pistol Competition Rules](#).

ENTRY FEE: \$30.00 per competitor.

2024 MANUAL WINNERS: Schedler- Watson, 390-14X

2024 SEMI-AUTO WINNERS: Garand - X It, 385-14X

2024 VIETNAM ERA WINNERS: Dangerous Danang Duo, 396-19X

NATIONAL MATCH RECORD:

Double D, Don Rutherford & Doug Armstrong, 398-23X, 2014 (Manual Team).

Garand - X It, Brian Williams & Dustin Carr, 385-14X, 2024 (Semi-Auto Team).

Dangerous Danang Duo, Shawn Risdon & Daniel Henk, 396-19X, 2024 (Vietnam Era).

