

# 2026 CMP TALLADEGA SPRING CLASSIC

18-23 MARCH 2026

SPONSORED BY THE CIVILIAN MARKSMANSHIP PROGRAM

MATCH DIRECTOR – BRIAN WILLIAMS  
EVENT COORDINATOR - CHRISTINA ROGUSKI  
PARK MANAGER - JEREMY COPPOCK  
RANGE MASTER - MATT CARROLL  
CHIEF RANGE OFFICER – TBA



FOR MORE INFORMATION ON THE 2026 TALLADEGA SPRING CLASSIC

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**INVITATION:** The CMP Talladega Spring Classic will begin Tuesday, 17 March 2026, and conclude Sunday 22 March 2026, at the CMP's Talladega Marksmanship Park. The event schedule has been designed to appeal to rifle and pistol enthusiasts alike in order to provide a variety of marksmanship opportunities to competitors from around the country. Each firing point of the 500-acre facility is equipped with a state-of-the-art, KTS electronic target and scoring monitor. Located beside the shooter, on the firing line, each monitor allows the competitor to see their shot value in a matter of seconds.

\*Pistol Matches will be fired on paper turning targets, not electronic targets.

There will also be A Shotgun Two-Person NSCA Registered Sporting Clays Match

Join us for the Talladega Spring Classic at the country's most advanced marksmanship park!

**RULES:** The Talladega Spring Classic Rifle & Pistol Matches is governed by the current CMP Competition Rules. Copies of the rules may be downloaded from the Civilian Marksmanship Program website at <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

**NEW IN 2026:** The top 10% of competitors in the As-Issued John C. Garand and Springfield Rifle Matches who have not earned any previous EIC Rifle credit point will now be able to earn introductory 4-point legs in these matches.

**\*All competitors and competition officials, including Scorers or Verifiers, are required to wear eye and hearing protection when on shooting range firing lines during firing. This will be enforced by CMP Range Officers.**

# MATCH AND EVENT SCHEDULE:

Note: All match start times listed in this schedule are the times when firing starts. Competitors must arrive at the range in sufficient time to pick up scorecards, have their rifles and pistols inspected and report to the firing line when assigned to do so. (We recommend one hour prior to firing).

\*Roll Call/Squadding begins ½ hour prior to the listed time. Competitors must be on the range.

<b>DATE/TIME</b>	<b>EVENT</b>	<b>LOCATION</b>
<b>TUESDAY 17 MARCH</b>		
7AM-5PM	Registration & Check-In	Clubhouse
8AM	Pistol Marksmanship 101/M17 Match	Clubhouse/Range 3
	*M17 Awards following match (on the range)	
9AM	Garand/Springfield/Vintage/Modern Military Match	Range 1
3:30PM	Benchrest VMR	Range 1
3:30PM	EIC Service Revolver Match (1 Relay)	Range 3
<b>WEDNESDAY 18 MARCH</b>		
7AM-3PM	Registration & Check-In	Clubhouse
8AM	Rifle Marksmanship 101/M16 Match	Clubhouse/Range 1
	*M16 Awards following match (on the range)	
9AM	Garand/Springfield/Vintage/Modern Military Match	Range 1
9AM	CMP .22 Pistol 900 Aggregate (Relay 1)	Range 3
11:30AM	Carbine Match	Range 2
12:30PM	CMP .22 Pistol 900 Aggregate (Relay 2)	Range 3
2PM	Vintage Sniper Match	Range 1
3PM	.22 Rimfire Pistol EIC Match	Range 3
5PM	Games Awards	Clubhouse
<b>THURSDAY 19 MARCH</b>		
8AM-3PM	Registration & Check-In	Clubhouse

9AM	80 Shot Rifle Match	Range 1
9AM	CMP Centerfire Pistol 900 Aggregate (Relay 1)	Range 3
9AM-3PM	Shotgun Two-Person NSCA Registered Sporting Clays	Shot Gun
12:30PM	CMP Centerfire Pistol 900 Aggregate (Relay 2)	Range 3
2PM	Garand/Springfield/Vintage/Modern Military Match	Range 1
2:30PM	EIC Service Pistol Match	Range 3
4:30PM	Games Awards Ceremony	Clubhouse

### **FRIDAY 20 MARCH**

8AM-3PM	Registration & Check-In	Clubhouse
9AM	80 Shot Rifle Match	Range 1
9AM	CMP .45 Pistol 900 Aggregate Match (Relay 1)	Range 3
9AM-3PM	Shotgun Two-Person NSCA Registered Sporting Clays	Shot Gun
12:30PM	CMP .45 Pistol 900 Aggregate Match (Relay 2)	Range 3
2PM	CMP Mid-Range 2X600	Range 1
2:30PM	EIC Service Revolver Match	Range 3
4PM	Pistol Awards Ceremony	Clubhouse

### **SATURDAY 21 MARCH**

8AM-3PM	Registration & Check-In	Clubhouse
9AM	80 Shot Rifle Match	Range 1
9AM-3PM	Shotgun Two-Person NSCA Registered Sporting Clays	Shot Gun
9AM	Rimfire Sporter Match (3 Relay times)	Range 2
	<i>*Rimfire Awards following the conclusion of the match (on the range)</i>	
2PM	CMP Mid-Range 2X600	Range 1
4PM	Cookout	Clubhouse
5PM	Mid-Range & HP Rifle Awards	Clubhouse

### **SUNDAY 22 MARCH**

9AM	EIC Service Rifle Match	Range 1
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# TALLADEGA MATCH INFORMATION

**RIFLE MARKSMANSHIP 101 & M16 MATCH:** This course is recommended for all new shooters and anyone that would like to learn gun safety and sound target shooting skills, regardless of previous experience. In this course you will learn about safety, positions, how to load and clear the rifle, how to loop a sling and prepare for practice firing. Students are required to use the Rock River AR-15 commercial rifles issued by the school. Personal rifles are not permitted. Ammunition will be issued for use during practice fire and the M16 EIC Match. Coaches will be available to assist students during practice and the M16 match. Junior competitors must be at least 12 years old. All students must bring personal eye and hearing protection and wear them while on the range. Students should bring clothing suitable to wear on an outdoor firing range. Headgear, rain gear, sunscreen and insect repellent are highly recommended as all firing is done on an open outdoor range. Students may bring additional items of competitive shooting gear that they normally use for highpower service rifle shooting. Rifle shooters should bring shooting jackets and a shooting glove if they have them. A Sling is required. There are slings provided with the issued rifles or you may use your own sling.

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

**PISTOL MARKSMANSHIP 101 & M17 MATCH:** This course is recommended for all new shooters and anyone that would like to learn gun safety and sound target shooting skills, regardless of previous experience. In this course you will learn about safety, positions, how to load and clear the pistol and prepare for practice firing. Coaches will be available to assist students during practice and the M9 match. Junior competitors must be at least 14 years old.

Equipment: All students must bring personal eye and hearing protection and wear them while on the range. Students should bring clothing suitable to wear on an outdoor firing range. Headgear, rain gear, sunscreen and insect repellent are highly recommended as all firing is done on an open

outdoor range. Students may bring additional items of competitive shooting gear that they normally use for service pistol shooting.

**M17 Pistol Match:** The M17 EIC Pistol Match will be fired at the end of the course instruction and practice firing. The M17 course of fire starts with five sighters. The record course continues with 10 shots for record in slow-fire, 10 shots timed fire and 10 shots rapid fire, all at 25 yards on the B-8 target (CMP Games Competition Rulebook). Competitors may fire one or two handed. The top 10% of all eligible students, in the M17 match, who have not earned any EIC points, are awarded introductory 4-point legs to start them on their quest toward the prestigious Distinguished Pistol Shot Badge. If you are in the military please check with your branch of service for eligibility in the M9 match.

**BENCHREST VMR MATCH:** Competitors may use any As-Issued Military Rifle (Garand, Springfield, Vintage Military) or Vintage Sniper Rifle that complies with the current CMP Games Rifle & Pistol Competition Rulebook. The course of Fire will be five (5) Sighting shots and 30 Record shots at 300 yards on the SR-3 target in a time limit of 30 minutes. Competitors shall fire from benchrests, or tables provided by the range. The rifle may be supported with one or two sandbag rests, provided by the CMP, that may be placed under the rifle fore-end. A rear rest may not be used. The buttplate is supported by the shoulder. The butt-stock may not rest on the bench or be supported by anything that rests on the bench. Unlimited Garand, Modern Military or Unlimited Modern Military Rifles are not allowed.

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

There will be a Three Gun Aggregate award for the competitor firing a Garand, Springfield, and a Vintage Military Rifle. Only the scores from competitors firing these three rifles will be calculated for the Three Gun Aggregate.

**\*Ammunition will not be issued to competitors. Competitors must bring their own safe good quality ammunition.**

The CMP Games As-Issued Military Rifle events are:

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

Unlimited Modern Military Rifles (see current CMP Games Competition Rules) will be able to be fired and there will be a separate award for this category.

The GCA Master Marksman Program works on an Achievement Award point system. Points are awarded based on cut scores and 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.

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

- Stage 1 - 5 sighting shots in any position and 10 shots for record in the prone position, 15 minutes.
- Stage 2 - 10 shots prone from standing rapid-fire in 80 seconds.
- Stage 3 - 10 shots standing slow fire in 10 minutes.

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

The course of fire for the Carbine Match is given below. All firing is at 100 yards on the SR-1 target.

- Stage 1— 5 sighting shots and 10 shot slow-fire prone in 15 minutes..
- Stage 2—10 shots prone from standing rapid-fire in 60 seconds.
- Stage 3—10 shots sitting or kneeling from standing rapid-fire in 60 seconds.
- Stage 4—10 shots standing slow fire in 10 minutes.

**VINTAGE SNIPER MATCH:** Competitors must use rifles from either Category A (Manual or Semi-Auto, 1953 and prior) or Category B (1954-1976). Optics on these rifles must also be original issue or replica scopes from the same period. A complete list of approved rifles and optics is provided in the current edition of CMP Games Rulebook. The course of fire for this match is designed to reproduce the conditions under which skilled long-range military riflemen operated. Two riflemen work together as a team. During the match, each team member functions alternately as a shooter or a spotter. After one team member finishes firing, they switch roles and the other team member fires. Firing is done at distances of 300 and 600 yards from the prone position. Shooters may use either a sling or sand bag support, but not both. Wind doping is critical, and firing must be done quickly. Participants fire on electronically-scored targets in a fixed position, simulating an exposure of 20 seconds and withdrawn for 20 seconds via commands from center line.

### **Course of Fire**

- Sighting—300 yards. Unlimited sighters in 5 minutes. One or both team members may fire sighters during the period.
- Stage 1—300 yards. The first team member fires 10 shots prone during 15-second simulated target exposures. The shooter and spotter then change roles.
- Stage 2—300 yards. The second team member fires 10 shots prone during 15-second simulated target exposures.
- Sighting, 600 yards. Unlimited sighters in 5 minutes. One or both team members may fire sighters during the period.
- Stage 3—600 yards. The first team member fires 10 shots prone during 15-second simulated target exposures. The shooter and spotter then change roles.
- Stage 4-- 600 yards. The second team member fires 10 shots prone during 15-second simulated target exposures.

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

No ammunition will be provided for this match. Competitors may use any safe ammunition. Hand loads are permitted. No tracer, armor-piercing or incendiary-type ammunition or projectiles may be used.

**CMP HP RIFLE 80 SHOT MATCH:** The CMP HP Rifle 80 Shot may be fired with either a service rifle or match rifle (see current CMP HP Rifle Competition Rulebook).

- 2 sighting shots and 20 shots, 200 yards, slow fire standing
- 2 sighting shots and 20 shots, 200 yards, rapid fire sitting
- 2 sighting shots and 20 shots, 300 yards, rapid fire prone
- 2 sighting shots and 20 shots, 600 yards, slow fire prone

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

**CMP MID-RANGE 2X600:** Competitors may fire Match Rifle, Service Rifle, Palma Rifle, F-Open, F T/R or AR Tactical as defined in the current edition of the CMP Highpower Rifle Competition Rulebook.

Mid-Range 2X600 Course of Fire:

- Unlimited Sighters plus 20 shots prone slow-fire, 600 yards, 22 minutes;
- 2 sighters plus 20 shots prone slow fire, 600 yards, 22 minutes;

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

- 10 shots, 200 yards, slow fire standing
- 10 shots, 200 yards, rapid fire standing to sitting
- 10 shots, 300 yards, rapid fire standing to prone
- 20 shots, 600 yards, slow fire prone

Service Rifles used must comply with CMP HP Rifle Rules (see current CMP HP Rifle Competition Rulebook). The top 10% of eligible non-distinguished competitors will be eligible for EIC Credit Points. To receive EIC credit points, the scores fired by the competitor must fulfill the requirements of CMP HP Rifle Rules and equal or exceed the EIC Minimum Credit Score (MCS) in CMP HP Rifle Competition Rulebook. Eligible non-distinguished competitors must fire a score of 455 to be eligible for EIC Credit Points.

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

Gold: 487+, Silver: 479-486 and Bronze: 467-478

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

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

- Sighting—Unlimited sighters in any position in 10 minutes.
- Stage 1—10 shots prone slow fire, 10 minutes.
- Stage 2—Two five-shot prone rapid-fire series (from standing), each in 25 (semi-auto rifles) or 30 (manually operated rifles) seconds
- Stage 3—10 shots sitting or kneeling slow fire, 10 minutes.
- Stage 4— Two five-shot sitting or kneeling rapid-fire series (from standing), each in 25 (semi-auto) or 30 (manually operated) seconds.
- Stage 5—10 shots standing slow fire in 10 minutes.
- Stage 6 — Two five-shot standing rapid-fire series, each in 25 (semi-auto) or 30 (manually operated) seconds.

**CMP MATCH PISTOL 2700:** All firing will be done on the B-6 target (NRA B-6) for the 50 yard slow fire and the B-8 target for the 25 yard Timed and Rapid portions of the 2700 match. The 2700 aggregate match is the combination of three 90 shot (a maximum of 10 points per shot) aggregate. With the three 90 shot matches, competitors are required to shoot a .22LR pistol for the “.22 900”,

any centerfire pistol (.32 to .45 caliber) for the “Centerfire 900” and a .45 caliber pistol for the “45 900” (See current CMP Pistol Rules). Competitors will use a one handed, standing position for this course of fire. No sighting shots are allowed (See current CMP Pistol Rules). The three 90 shot “900 Aggregates” consist of 4 sub matches each. They are;

- **Slow Fire**- 50 yards- two strings of 10 shots, fired in a time limit of 10 minutes per string. Targets will be scored and repaired at the end of the 10 shot string.
- **National Match Course**- One string of 10 shots in 10 minutes, fired on the B-6 target at 50 yards. Then two strings of 5 shots, fired in 20 seconds each at 25 yards on the B-8 target. Lastly, two 5 shot strings fired in 10 seconds each on the B-8 target. Targets will be scored and repaired after each 10 shots.
- **Timed Fire**- Four strings of 5 shots, fired in 20 seconds each at 25 yards on the B-8 target. Targets will be scored and repaired after each 10 shots.
- **Rapid Fire**- Four strings of 5 shots, fired in 10 seconds each at 25 yards on the B-8 target. Targets will be scored and repaired after each 10 shots.

\*Competitors may fire in the Any Sight, Metallic Sight or .22 Only categories.

**CMP .22 RIMFIRE EIC PISTOL MATCH:** All competitors (adults & juniors) are eligible to compete in the .22 Rimfire Pistol EIC match regardless of their Service Pistol Distinguished status. Competitors must fire a .22 Cal. Rimfire Pistol per current CMP Pistol Rules

Rimfire EIC Pistol competitors may use only .22 cal. Rimfire long rifle ammunition with bullets weighing not more than 40 grains (see current CMP Pistol Rulebook). The course of fire is the Pistol National Match Course (CMP Pistol Rulebook). All competitors must fire using the standard one-hand hold and start at a 45-degree angle (see current CMP Pistol Rulebook).

- No sighters, 10 shots slow-fire at 50 yards (10 minutes for 10 shots)
- 10 shots timed-fire, 25-yards (two strings 5 rounds per string fired in a time limit of 20 seconds per string)
- 10 shots rapid-fire, 25 yards (two strings 5 rounds per string fired in a time limit of 10 seconds per string).

The top 10% of eligible non-distinguished competitors will be eligible for EIC credit points towards their Distinguished CMP .22 Rimfire Pistol Shot badge. To receive EIC credit points, the scores fired by the competitor must fulfill the requirements of the current CMP Pistol Rulebook and equal or exceed the EIC Minimum Credit Score (MCS) listed in the CMP Pistol Rulebook. Eligible non-distinguished competitors must fire a score of 260 to be eligible for EIC Credit Points.

Achievement pins will be awarded to competitors who equal or exceed the following cut scores for CMP .22 Rimfire EIC Pistol:

Gold: 276+ , Silver: 267-275 and Bronze: 255-266

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

**CMP EIC SERVICE PISTOL MATCH:** This will be a regular Service Pistol EIC leg match where competitors must fire service pistols that comply with current CMP Service Pistol Rules. Ammunition is furnished by the competitor and must meet current CMP Pistol Rules. The course of fire is the Pistol National Match Course (see current CMP Pistol Rulebook). All competitors must fire using the standard one-hand hold.

- No sighters, 10 shots slow-fire at 50 yards (10 minutes for 10 shots)
- 10 shots timed-fire, 25-yards (two strings 5 rounds per string fired in a time limit of 20 seconds per string)
- 10 shots rapid-fire, 25 yards (two strings 5 rounds per string fired in a time limit of 10 seconds per string).

The top 10% of eligible non-distinguished competitors will be eligible for EIC credit points towards their Distinguished Pistol Shot badge. To receive EIC credit points, the scores fired by the competitor must fulfill the requirements of the current CMP Pistol Rulebook and equal or exceed the EIC Minimum Credit Score (MCS) listed in the CMP Pistol Rulebook. Eligible non-distinguished competitors must fire a score of 250 to be eligible for EIC Credit Points.

Achievement pins will be awarded to competitors who equal or exceed the following cut scores for EIC Pistol:

Gold: 277+ , Silver: 266-276 and Bronze: 251-265

Note: Junior pistol shooters ONLY may fire .22 Pistols in the EIC Service Pistol Match. If a Junior shooter does fire a .22 pistol in the regular Service Pistol EIC Match they will not be eligible for points. Junior competitors firing .22 Pistols only, the ready position for timed and rapid-fire stages is with the loaded pistol pointed down at a 45-degree angle. If the bench in front of the shooter is too high to allow a 45-degree angle ready position, the ready position is with the loaded pistol lowered as

far as possible without contacting the bench (must not rest on the bench) (see current CMP Pistol Rulebook).

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

**CMP SERVICE REVOLVER EIC PISTOL MATCH:** This will be a regular Service Revolver EIC Pistol leg match where competitors must fire a service revolver that comply with current CMP Service Revolver Rules. Ammunition is furnished by the competitor and must meet current CMP Pistol Rules. The course of fire is the Pistol President's (40 Shot) Course (see current CMP Pistol Rulebook). All competitors must fire using the standard one-hand hold.

- No sighters, 2 series of 10 shots 50 yards (10 minutes per series)
- 10 shots timed-fire, 25-yards (two strings 5 rounds per string fired in a time limit of 20 seconds per string)
- 10 shots rapid-fire, 25 yards (two strings 5 rounds per string fired in a time limit of 10 seconds per string).

The top 10% of eligible non-distinguished competitors will be eligible for EIC credit points towards their CMP Distinguished Revolver badge. To receive EIC credit points, the scores fired by the competitor must fulfill the requirements of the current CMP Pistol Rulebook and equal or exceed the EIC Minimum Credit Score (MCS) listed in the CMP Pistol Rulebook. Eligible non-distinguished competitors must fire a score of 315 to be eligible for EIC Credit Points.

Achievement pins will be awarded to competitors who equal or exceed the following cut scores for EIC Pistol:

Gold: 351+, Silver: 332-350 and Bronze: 320-331

# RANGE & MATCH INFORMATION

**RANGE AND TARGET OPERATION:** All firing at the 100 yard and 200/300/600 yard ranges will be completed on Kongsberg Electronic Targets (KTS). The KTS system registers each shot and relays the location and score value to a monitor beside each shooter on the firing line. At the 200/300/600 yard range the targets down range will raise and lower for the desired distance from behind the firing line. All target operations will be controlled from a range center command booth.

Rules for Electronic Target Scoring are available at the following link: <http://thecmp.org/wp-content/uploads/ESTScoringRules.pdf>.

\*Pistol Matches will be fired on paper turning targets, not electronic targets.

**SQUADDING & RELAY ROTATION:** *Benchrest VMR, 800 Aggregate, Mid-Range 2X600, Carbine, Rimfire Sporter and EIC Rifle Competitors* squadding has been pre assigned. Firing points were assigned based on when you registered and if you requested special squadding. Your relay and firing point will be printed on your labels. Please check the match schedule in your packet for your roll call times.

***We have pre-squadded all the GSMM Matches. Your relay and firing points will be posted online.*** You were pre-squadded based on your relay preference and if you had any special squadding request.

\*All competitors and competition officials, including Scorers or Verifiers, are required to wear eye and hearing protection when on shooting range firing lines during firing. This will be enforced by CMP Range Officers.

**RIFLE INSPECTIONS:** All firearms, to be used in any CMP Games, CMP Pistol or CMP Service Rifle events, 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 Armorers are operating in an advisory role and cannot absolutely certify the safety or compliance of all firearms in the time provided. It is still the responsibility of each competitor to ensure compliance with all CMP mandated safety regulations and match rules. The Armorer's stamp will not serve as an alibi in the event that a violation is found before, during, or after participation in a match.

**AMMUNITION:** *\*Ammunition will not be issued to competitors. Competitors must bring their own safe good quality ammunition.*

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

**SPOTTING SCOPES & OTHER EQUIPMENT:** Competitors and scorers may use spotting scopes for shooting or for scoring. Cloth, canvas or leather shooting jackets may be used. Standard military-issue web or leather slings or slings of this same type are permitted. Shooting gloves or mitts and ground cloths or shooting mats may be used. All competitors and range personnel are required to bring their own personal hearing and eye protection and are required to wear when forward of the firing line (orange line).

## **SALES INFORMATION**

**CMP SPORTS PRO SHOP:** The CMP Sports Pro Shop is located in the CMP Park Club House, and will provide shoppers an opportunity to purchase a wide variety of park and shooting-related accessories and memorabilia. CMP will sell firearms, ammunition, gear and other shooting supplies.

# CMP MATCH RESULTS & AWARDS

**CMP COOKOUT:** The CMP will provide a cookout for CMP Competitors Saturday 21 March following the day's events. The cookout will take place at 4PM. Competitors may purchase their cookout tickets online or at the event. The cost is \$10.00 per competitor and \$10.00 per guest.

Menu: TBA

**CMP TALLADEGA SPRING CLASSIC T-SHIRTS:** Competitors that register & pay by February 27 will receive the CMP Talladega Spring Classic T-Shirt as part of their registration. Competitors that register and/or pay after February 26 may purchase the Talladega Spring Classic T-Shirt at the event for \$20.00 (plus tax), while supplies last.

**MATCH RESULTS:** During the CMP Talladega Spring Classic, all competitors' scores will be recorded, while firing, in the Competition Tracker System. Competition Tracker is an Internet-based competition management system that displays continually updated official results for competitors and team officials. It also allows individuals interested in the matches who are not at Talladega to stay informed on match results. Anyone who wants to know results for any current competition conducted by the CMP can find them through the CMP web site at [www.TheCMP.org](http://www.TheCMP.org).

- Competitors who fire established cut scores will receive Gold, Silver or Bronze Achievement Medals with neck ribbons. Competitors who fire established cut scores in the EIC matches will receive Achievement Pins. Cut scores are established so that approximately 40% of the match competitors can expect to earn these coveted medals/pins. The top one-sixth of this group receives gold, the next two-sixths silver and the next three-sixths bronze medals. Scores in the chart are the 2026

CMP Achievement Award Cut Scores.

2026 Match Cut Scores			
Event	Gold	Silver	Bronze

John C. Garand Match, 30 shots	278+	269-277	258-268
Springfield Rifle Match, 30 shots	278+	270-277	260-269
Vintage Military Rifle Match, 30 shots	277+	266-276	253-265
Modern Military Rifle Match, 30 Shots	285+	277-284	268-276
Unlimited Garand Rifle Match, 30 Shots	285+	279-284	263-278
Unlimited Modern Military Match, 30 Shots	291+	284-290	274-283
Benchrest VMR (Garand, Springfield, Vintage Military ONLY)	287+	279-286	270-278
Benchrest Sniper	300+	296-299	292-295
Carbine Match	348+	330-347	310-329
Vintage Sniper Manual (Category A)	387+	380-386	371-379
Vintage Sniper Semi-Auto (Category A)	374+	366-373	353-365
Vintage Sniper Vietnam Era (Category B)	393+	386-392	378-385
Rimfire Sporter T-Class	585+	575-584	558-574
Rimfire Sporter M-Class	575+	565-574	550-564
Rimfire Sporter O-Class	573+	559-572	537-558
Rimfire Sporter TU Class	584+	576-583	565-575

- The CMP will award plaques recognizing the High Competitor, High Senior, High Grand Senior, High Women and High Junior in the Garand, Springfield and Vintage & Modern Military Rifle. If a competitor fires the same rifle a second or third only the first score will count for these awards, but all scores are eligible to win Achievement Medals.
- There will be special Three-Gun Aggregate Awards for the shooters who fire scores in the Garand, Springfield and Vintage Military Rifle.

- High Overall competitors in the Unlimited Modern Military & Unlimited Garand Match will receive a plaque.
- High Overall, High Senior, High Woman and High Junior award plaques will be presented for the Rimfire Sporter Match.
- Service Pistol EIC Match Winner will receive a plaque. Place Medals and Achievement pins will also be awarded.
- Service Revolver EIC Match Winner will receive a plaque. Place Medals and Achievement pins will also be awarded
- CMP .22 Rimfire EIC Match Winner will receive a plaque. Place Medals and Achievement pins will also be awarded.
- Aggregate awards and daily awards will be awarded for the CMP Pistol 2700.
- Overall High Competitor with no EIC Points will receive a plaque in the M16 and M9 match
- Plaques will be awarded in the CMP Mid-Range 2X600 matches
- Service Rifle EIC Match Winner will receive a plaque. Place Medals and achievement pins will also be awarded.
- Daily and Overall aggregate winners in the CMP 800 Aggregates will receive plaques.

## HOW TO ENTER THE MATCHES

**ELIGIBILITY:** Any individual who complies with CMP eligibility rules (see current CMP HP Rifle Rulebook, CMP Pistol Rulebook or current CMP Games Rulebook) is eligible to enter the CMP Games events. Membership in the CMP is not required to compete. All competitors must sign or have signed a notarized ***CMP Eligibility Affidavit and Liability Waiver***. The required forms and a notary will be available during competitor check-in periods.

**HOW TO ENTER:** All competitors are urged to pre-register, however, walk-on entries will be accepted to the capacity of the range. Competitors may register here, using the CMP on-line entry system:

**ENTRY FEES:** Entry fees are payable at the time of registration. Fees can be paid with credit cards during on-line registration. The individual match fees are listed below and competitors will also have

to pay tax on all match fees (depending on your individual state tax). Competitors who do not wish to send credit card information may call 419-635-2141 ext. 714.

Entry fees:

<b>CMP EVENTS</b>	<b>ADULT</b>	<b>JUNIOR</b>
Pistol Marksmanship 101 & M9 Match	\$60.00	\$50.00
Rifle Marksmanship 101 & M16 Match	\$60.00	\$50.00
Benchrest VMR	\$30.00	\$20.00
One Garand-Springfield-Vintage & Modern Military Rifle Match	\$55.00	\$30.00
Two Garand-Springfield-Vintage & Modern Military Rifle Matches	\$95.00	\$50.00
Three Garand-Springfield-Vintage-Modern Military Rifle Matches	\$130.00	\$65.00
Carbine Match	\$40.00	\$25.00
Vintage Sniper Team Match (Individual Entry Fee)	\$30.00	\$30.00
CMP Rimfire Sporter Match	\$35.00	\$25.00
CMP Match Pistol 3-Gun Aggregate (Pistol 2700)	\$130.00	\$80.00
CMP Match Pistol Daily Fee (Each 900 Aggregate)	\$45.00	\$25.00
CMP .22 Rimfire Pistol EIC Match	\$40.00	\$25.00
EIC Service Pistol Match	\$40.00	\$25.00
EIC Service Revolver Pistol Match	\$40.00	\$25.00
2X600 CMP Mid-Range Package (firing both days)	\$85.00	\$55.00

2X600 CMP Mid-Range Individual Match	\$45.00	\$30.00
3-Day CMP HP 800 Aggregate Rifle Matches (firing all three days)	\$150.00	\$95.00
CMP HP Rifle 800 Aggregate Individual Days	\$55.00	\$40.00
CMP EIC Service Rifle Match	\$45.00	\$35.00
Competitor Cookout Ticket	\$10.00	\$10.00
Guest Cookout Ticket	\$10.00	\$10.00

**ENTRIES CLOSE/CANCELLATIONS:** The entry deadline is 17 March 2026.

\*All refund requests must be submitted, via email, to the match contact or [Competitions@TheCMP.org](mailto:Competitions@TheCMP.org).

Cancellation Period	Refund Percentage	Conditions
<b>30 days or more before the event</b>	100%	Must email cancellation request
<b>29 days or less before the event</b>	50%	Must email cancellation request
<b>Day of event or after check-in</b>	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.

**CHECK-IN:** All competitors are required to check in with the competition staff at the CMP Talladega Club House prior to firing. Competitors may check in anytime prior to their first scheduled match. Competitor packets with scorecards and labels will be issued at the time of check-in.

**DIRECTIONS:** The CMP Talladega Marksmanship Park is located south of the Talladega Superspeedway. The address is 4387 Turner Mill Road, Talladega AL 35160.

From Interstate 20, take Exit 173 and travel west on Speedway Blvd. past the Talladega Superspeedway and turn left on Allen Road. Merge to the right onto Jackson Trace Road, turn left at

Turner Mill Road and the CMP Talladega Marksmanship Park will be located on the right. Directional signs will be posted from Speedway Blvd. to the park entrance.

**ACCOMMODATIONS:** Lodging is available at a reduced rate at the following hotels, just ask for the “CMP Rate.”

Courtyard Marriott Anniston/Oxford located at 289 Colonial Dr, Oxford, AL 36203.

Phone: [\(256\) 831-7995](tel:2568317995).

Fairfield Inn & Suites Anniston/Oxford located at 143 Colonial Dr, Oxford, AL 36203.

Phone: [\(256\) 831-1921](tel:2568311921)

For a list of other available hotels and lodging in the Anniston/Oxford area click here: <https://thecmp.org/ranges/talladega-marksmanship-park/area-lodging-links-al/>.

**FOR MORE INFORMATION:** For answers to questions please contact Christina Roguski at 419-635-2141 ext. 714 or email [competitions@thecmp.org](mailto:competitions@thecmp.org).