

2024 DRAFT WESTERN CMP GAMES, CMP PISTOL & CMP CUP MATCHES

7-13 OCTOBER 2024

SPONSORED BY

THE CIVILIAN MARKSMANSHIP PROGRAM

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CHIEF HP RANGE OFFICER – TBA

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COMPETITIONS AND CLINICS HELD AT

BEN AVERY SHOOTING FACILITY

PHOENIX, ARIZONA

FOR MORE INFORMATION ON THE WESTERN CMP GAMES, CMP PISTOL &

CMP CUP MATCHES CHECK OUT WWW.THECMP.ORG

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INVITATION: The 20th Western CMP Games, CMP Pistol & CMP Cup Matches are sponsored by the Civilian Marksmanship Program and will be held at Ben Avery Shooting Facility in Phoenix, Arizona, on 7-13 October 2024. All interested shooters, whether new or experienced, recreation-oriented shooters or national championship contenders are invited to participate in these unique, national-level competitions.

INEXPERIENCED COMPETITORS: The CMP Games Matches are ideal events for shooters, old and young, who have not participated in previous competitions. Shooters are permitted to coach or assist each other in these matches. Experienced shooters are encouraged to assist new shooters with positions, slings, loading and the rules. This event also includes Rifle Marksmanship 101 Class and a Pistol Marksmanship 101 Class.

ELECTRONIC TARGETS: All matches fired on the Highpower Range will be using the KTS Electronic Target System. The CMP Highpower Rifle 80 Shot Matches, Mid-Range 3X600, the EIC Service Rifle Match, Carbine Match and the Garand/Springfield/Vintage/Modern Military Matches will be pre-squadded. If you are sharing equipment or wish to fire with someone you will need to type in the competitors name you are sharing equipment with in the special squadding request box upon registration. You will also need to select the same relay times. If there are any other special requests they will need to be indicated upon registration or you may email Competitions@TheCMP.org.

CMP CLUB PAY BACK PROGRAM: Again this year, the CMP will have its **Club Pay Back Program**, where \$5.00 per competitor will be awarded to any CMP Affiliated Club that has 5 or more of their members attending and participating in the Western Fall Classic matches. The club members will need to present his or her club ID card at the event. To add pride to the matches, those attending are welcome to show off their colors by bringing club flags to fly on the range throughout the event.

If you'd like to take advantage of this new program, please include the name of your CMP Club when registering online.

RULES: The Western CMP Games, CMP Pistol & CMP Cup Matches are governed by the current editions of the CMP Competition Rulebooks. For CMP Games Rifle (including the GSMM Matches, Carbine Match, Rimfire Sporter Match, Military & Police Service Pistol Match, 1911 As-Issued Pistol Match and the Vintage Sniper Team Match) please see the current edition of the *CMP Competition Rules for CMP Games Rifle & Pistol Matches*. The CMP HP Rifle 80 Shot Match, 2-Man Team Match, Mid-Range 3X600 and EIC Service Rifle rules are found in the current edition of the *CMP HP Rifle Competition Rules*. The CMP Pistol 2700, EIC Service Pistol Match, CMP Service Revolver EIC Match and .22 Rimfire Pistol EIC Match rules are located in the current CMP Pistol Rulebook.

Rulebooks are located here: <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

MATCH & EVENT SCHEDULE:

Note: All match start times listed are the times when firing starts.

*Check-In will be at the Air Gun Range. Please leave yourself enough time to pick up your packet, have your rifles/pistols inspected and make it to the range (we recommend one hour) before the safety briefing begins (15 mins prior to start time). *Rifle & Pistol Inspections/Trigger Weighing will be throughout the day.*

Roll Call or Squadding is 15 mins prior to the match scheduled time. Competitors must be at the range and ready for roll call or squadding. *Please note main gate will not be open till 6:30AM

<u>DATE/TIME</u>	<u>EVENT</u>	<u>LOCATION</u>
MONDAY 7 OCTOBER		
6:30AM-4PM	Check-In	Air Gun Range
7:30AM	Garand/Springfield/Vintage/Modern Military Match (4 Relays)	HP Range
8AM	Pistol Marksmanship 101/M9 EIC Match	Air Gun Range/Prac. Pistol C
9AM	Rifle Marksmanship 101/M16 EIC Match	Air Gun Range/HP Range
1PM	EIC Service Pistol/.22 Rimfire Pistol EIC Match	Practical Pistol C
TUESDAY 8 OCTOBER		
6:30AM-3PM	Check-In	Air Gun Range
7:30AM	Carbine Match	HP Range
8AM	CMP .22 Pistol 900 Aggregate	Practical Pistol C
9:30AM	CMP Centerfire Pistol 900 Aggregate	Practical Pistol C
9:30AM	Garand/Springfield/Vintage/Modern Military Match (8 Relays)	HP Range
2PM	EIC Service Revolver Match	Practical Pistol C
WEDNESDAY 9 OCTOBER		
6:30AM-3PM	Check-In	Air Gun Range
7:30AM	Vintage Sniper Team Match	HP Range
8AM	CMP .45 Pistol 900 Aggregate	Practical Pistol C
11AM	Military & Police Pistol 1911 As-Issued Pistol Match (2 Relays of each)	Practical Pistol C
11AM	3X600 CMP Mid-Range Match	HP Range
1PM	CMP Pistol Awards	Air Gun Range
THURSDAY 10 OCTOBER		
6:30AM-3PM	Check-In	Air Gun Range
7:30AM	2-Man Rifle Team Match (30 Shot Course)	HP Range
11AM	80 Shot Rifle Match	HP Range

FRIDAY 11 OCTOBER

6:30AM-2PM	Check-In	Air Gun Range
7:30AM	Garand/Springfield/Vintage/Modern Military Match (2 Relays)	HP Range
9:30AM	80 Shot Rifle Match	HP Range

SATURDAY 12 OCTOBER

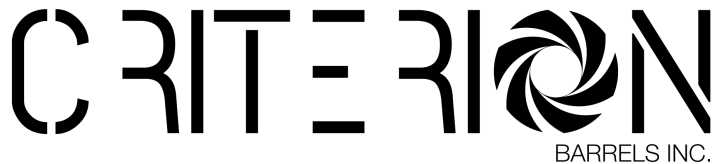
6:30AM-3PM	Check-In	Air Gun Range
7:30AM	Garand/Springfield/Vintage/Modern Military Match (2 Relays)	HP Range
9:30AM	80 Shot Rifle Match	HP Range
1PM	CMP Cookout	Air Gun Range
2PM	CMP Games/Cup Awards	Air Gun Range

SUNDAY 13 OCTOBER

6:30AM-7AM	Check-In	Air Gun Range
7:30AM	CMP EIC Service Rifle Match	HP Range

**Awards immediately following match (HP Building 1000 yard line)*

EVENTS SPONSORS & DONORS



EVENTS & 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 & M9 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. Students are required to use the pistols issued by the school. Personal pistols are not permitted. 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.

M9 Pistol Match: The M9 EIC Pistol Match will be fired at the end of the course instruction and practice firing. The M9 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 M9 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.

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 four separate occasions during the CMP Games. Competitors can shoot one, two, three or all four 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. 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. With the addition of the Modern Military Rifle a competitor that fires all four rifles will be eligible to win a Four Gun Aggregate Award. To be eligible for the Four Gun Aggregate a competitor must fire the Garand, Springfield, Vintage Military and the Modern Military rifles (Class A or Class B Only). Unlimited Modern Military Rifles will not be part of the Four 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 and Unlimited Garand Rifles (see current CMP Games Competition Rules) will be able to be fired but will not be eligible for the Four Gun Aggregate. There will be separate awards for these categories.

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 Competition Rules).

The course of fire for the Carbine Match is given below (see current CMP Games Competition Rules). All firing is at 100 yards on electronic targets.

- Sighting— a max of 10 sighting shots in any position, 10 minutes
- Stage 1—10 shots for record slow fire prone, 5 minutes (loading from magazine required).
- 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 3—10 shots standing slow fire in 10 minutes.

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

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 Rules. 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; targets are exposed for each shot for only 20 seconds and then withdrawn for 20 seconds.

Course of Fire

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

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

No ammunition will be given 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 (see current CMP Games Competition Rules).

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, Pistol requirements include:

- The pistol may be either semi-automatic or a revolver
- The pistol must be chambered for the .22 cal. Rimfire long rifle cartridge
- The pistol may have symmetrical, orthopedic or specially shaped grips
- The pistol may have only open sights. Optical sights are not permitted. The rear sight may be adjustable, but must have an open “U” or rectangular notch. Extended or adjustable front sights are not permitted. The total sight radius may not be more than 10.0 inches as measured from the rear surface to the highest point of the front sight.
- The pistol must have a trigger pull or at least 2.0 pounds
- Any system of recoil control based on a compensator, barrel venting, and barrel porting or other recoil reduction system operating in a similar manner is prohibited.

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: 272+, Silver: 263-271 and Bronze: 251-262

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: 273+, Silver: 255-272 and Bronze: 245-254

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: 345+, Silver: 329-344 and Bronze: 308-328

CMP AS-ISSUED 1911 PISTOL MATCH: Pistols used must be a U.S. Armed Forces issue M1911 caliber .45 ACP pistol or a commercial pistol of the same type and caliber (see current CMP Games Competition Rulebook). All firing in the CMP As-Issued M1911 Pistol Match will be at 25 yards on the standard 25-yard B-8 target (NRA B-8). Competitors will use both left and right handed firing position depending on the stage. The course of fire consists of four stages:

- Five sighters plus ten shots (5+5) for record in 10 minutes. Standing, with one (left or right-handed) or with a two-handed grip.
- Ten shots (5+5) in five minutes, Standing, with left single-handed grip.
- Ten shots (5+5) in five minutes, Standing, with right-handed grip.
- Ten shots (5+5) in 70 seconds, Standing, with one (left or right-handed) or with a two-handed grip.

After each stage, targets will be scored and new targets posted. (see current CMP Games Competition Rulebook).

MILITARY & POLICE SERVICE PISTOL MATCH: Pistols must be semi-auto pistols that are practical or suitable for issue as a Military or Police Service Pistols. The pistol must comply with the following requirements: Pistol calibers cannot be smaller than 9mm or larger than .45 cal. Barrels may not be more than five (5) inches in length. Pistols must have a single or striker action trigger pull of not less

than 4.0 pounds (Glock and Springfield Armory XD pistols with barrels no longer than five (5) inches are permitted). Pistols may not be match conditioned. Pistols must be equipped with standard issue non-adjustable sights. Ammunition used with Military & Police Service Pistols must be loaded with a full metal-jacketed round nose bullet (see current CMP Games Competition Rulebook).

All firing in the Military & Police Service Pistol Match will be at 25 yards on the standard 25-yard B-8 target (NRA B-8). Competitors will use both left and right handed firing position depending on the stage. The course of fire consists of four stages:

- Five sighters plus ten shots (5+5) for record in 10 minutes. Standing, with one (left or right-handed) or with a two-handed grip.
- Ten shots (5+5) in five minutes, Standing, with left single-handed grip.
- Ten shots (5+5) in five minutes, Standing, with right-handed grip.
- Ten shots (5+5) in 70 seconds, Standing, with one (left or right-handed) or with a two-handed grip.

After each stage, targets will be scored and new targets posted (see current CMP Games Competition Rulebook).

CMP MID-RANGE 3X600: 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 3X600 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;
- 2 sighters plus 20 shots prone slow-fire, 600 yards, 22 minutes

CMP 2-MAN TEAM MATCH: The CMP 2-Man Team Match may be fired with either a service rifle or match rifle (see current CMP HP Rifle Competition Rulebook). Two-person teams fire the 30 Shot President's Match Course (see current CMP HP Rifle Competition Rulebook). Sighting shots will be allowed and pair firing will not be required (see current CMP HP Rifle Competition Rulebook). Team squadding and scorecards will be issued, at center line, the day of the match. Individuals without a team may meet at the center line prior to squadding, to form pick up teams.

- Stage 1 - 2 sighters plus 10 shots standing slow fire, 200 yards, 27 mins block time
- Stage 2 - 2 sighters plus 10 shots prone rapid fire, 300 yards, 70 sec.
- Stage 3 - 2 sighters plus 10 shots prone slow fire, 600 yards, 27 mins block time

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: 485+, Silver: 477-484 and Bronze: 466-476

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 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 shot 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.

FIRING & SCORING ROTATION CMP 800 AGGREGATE:

FOUR RELAYS

DAY 1 (October 10)

Relay 1 Shoots and Relay 4 will verify

Relay 2 Shoots and Relay 1 will verify

Relay 3 Shoots and Relay 2 will verify

Relay 4 Shoots and Relay 3 will verify

DAY 3 (October 12)

Relay 3 Shoots and Relay 2 will verify

Relay 4 Shoots and Relay 3 will verify

Relay 1 Shoots and Relay 4 will verify

Relay 2 Shoots and Relay 1 will verify

THREE RELAYS

DAY 1 (October 10)

Relay 1 Shoots and Relay 3 will verify

Relay 2 Shoots and Relay 1 will verify

Relay 3 Shoots and Relay 2 will verify

DAY 3 (October 12)

Relay 3 Shoots and Relay 2 will verify

Relay 1 Shoots and Relay 3 will verify

Relay 2 Shoots and Relay 1 will verify

DAY 2 (October 11)

Relay 2 Shoots and Relay 1 will verify

Relay 3 Shoots and Relay 2 will verify

Relay 4 Shoots and Relay 3 will verify

Relay 1 Shoots and Relay 4 will verify

DAY 2 (October 11)

Relay 2 Shoots and Relay 1 will verify

Relay 3 Shoots and Relay 2 will verify

Relay 1 Shoots and Relay 3 will verify

RANGE & MATCH INFORMATION

RANGE AND TARGET OPERATION: All firing on the High Power range 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. Electronic Target Scoring Rules are available in the current CMP Games Rulebook or the current CMP HP Rifle Rulebook. It is also every competitor's responsibility to score when their relays are assigned to score. During the matches, competitors who are scoring will also act as assistant range safety officers who are responsible for signaling when competitor's rifles are clear/safe or when competitors are ready for a stage of firing to begin.

SQUADDING & RELAY ROTATION: All squadding for the CMP HP Rifle 80 Shot Matches, Mid-Range 3X600, the EIC Service Rifle Match, Carbine Match and the Garand/Springfield/Vintage/Modern Military Matches(GSMM) will be done prior to the event. Competitor's relay and firing point assignments will be printed on their labels. GSMM squadding will be posted online and will NOT be printed on your label. If there are any special requests they will need to be indicated, prior to the event, upon registration or you may email Competitions@TheCMP.org.

Competitors on the Highpower Range, using the electronic targets, will be required to verify either the relay before or the relay after their scheduled relay.

All other firing point and relay assignments will be issued on the range prior to the start of that day's matches. If you are sharing equipment and need to be squadded with another competitor please come to the range to receive your squadding tickets together. **COMPETITORS WILL NOT BE ABLE TO PICK UP SQUADDING FOR OTHER COMPETITORS.**

RIFLE/PISTOL INSPECTIONS: All firearms, to be used in any CMP Games, CMP Service Rifle or CMP Pistol 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 & RIFLE MATCHES: 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. Scopes do not need to be turned away from the target during the rapid-fire stage. 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 strongly urged to wear them whenever shooting takes place.

SALES INFORMATION

CMP RIFLE SALES: We will have rifles and surplus ammunition for sale. We will also have a wide selection of Games memorabilia and other CMP goodies! CMP Sales will have surplus ammo for registered Western Games competitors only!

CMP MATCH RESULTS & AWARDS

CMP COOKOUT: The CMP will have a cookout for CMP Competitors Saturday 12 October following the day's events. The cookout will take place at 1PM. The cookout will consist of pizza, a side dish, dessert and drinks. Competitors may purchase their cookout tickets online or at the event. The cost is \$10.00 per competitor and \$10.00 per guest.

CMP WESTERN GAMES T-SHIRTS: Competitors that register & pay by September 9 will receive the CMP Western Games T-Shirt. Competitors that register or pay after September 9 may purchase the Eastern Games T-Shirt at the event for \$20.00.

MATCH RESULTS: During the Western CMP Games Matches all competitors' scores will be recorded in the CMP Competition Tracker system as soon as they are received. 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 able to attend, 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.

CMP COMPETITOR RECOGNITION AND AWARDS:

- Competitors who fire established cut scores will receive Western CMP Games Gold, Silver or Bronze Achievement Medals with neck ribbons. Competitors who fire established cut scores in the EIC matches will receive Achievement Pins.

2024 Match Cut Scores			
Event	Gold	Silver	Bronze
John C. Garand Match, 30 shots	279+	270-278	258-269
Springfield Rifle Match, 30 shots	280+	272-279	261-271
Vintage Military Rifle Match, 30 shots	277+	267-276	255-266
Modern Military Rifle Match, 30 Shots	285+	277-284	268-276
Unlimited Garand Rifle Match, 30 Shots	286+	280-285	270-279
Unlimited Modern Military Match, 30 Shots	292+	286-291	275-285

M1 Carbine Match, 40 shots	352+	337-351	320-336
Manual Vintage Sniper Team Match (2-person team)	384+	376-383	365-375
Semi-Auto Vintage Sniper Team Match (2-person team)	378+	368-377	350-367
Vietnam Era, Vintage Sniper Category B 1954-1976 (2-person team)	392+	384-391	376-383
1911 As-Issued Pistol Match	373+	361-372	335-360
Military & Police Service Pistol Match	373+	361-372	335-360

- 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, third or fourth time (re-entry), 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.
- There will be special Four-Gun Aggregate Awards for the shooters who fire scores in the Garand, Springfield, Vintage Military & Modern Military Rifle Match.
- High Overall, High Senior, High Grand Senior, High Women and High Junior award plaques will be presented for the Carbine Match.
- 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.
- The top teams in the Vintage Sniper Team Match (Manual, Semi-Automatic and Vietnam Era) will receive plaques.
- Award Plaques will be presented to the Match Winner, High Senior, High Grand Senior, High Women and High Junior of the CMP As-Issued 1911 Pistol Match and Match Winner of the Military & Police Service Pistol 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 special awards will be awarded for the CMP Pistol 2700.
- Plaques will be awarded in the CMP Mid-Range 3X600 match.

- Service Rifle EIC Match Winner will receive a plaque. Place Medals and achievement pins will also be awarded.
- Overall aggregate and special awards will be awarded in the CMP Cup Matches.

**Plaques will be awarded in individual categories with at least five (5) eligible competitors. Team plaques must have at least three (3) teams for award plaques to be presented.*

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. To submit your entry for the CMP HP Rifle & CMP Games Matches use the CMP on-line entry system. Online registration [CLICK HERE](#).

ENTRY FEES: Entry fees are payable at the time of registration. Fees can be paid with credit cards during on-line registration. Checks may be sent to CMP. Competitors who do not wish to send credit card information may call 419-635-2141 ext. 714.

Entry fees are:

CMP EVENTS	ADULT	JUNIOR
Pistol Marksmanship 101/M9 Match	\$55.00	\$45.00
Rifle Marksmanship 101/M16 Match	\$55.00	\$45.00
One Garand-Springfield-Vintage & Modern Military Rifle Match	\$50.00	\$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
Four Garand-Springfield-Vintage & Modern Military Rifle Matches	\$160.00	\$85.00
CMP Carbine Match	\$35.00	\$25.00
Vintage Sniper Match	\$30.00 per individual	\$30.00 per individual
CMP Match Pistol 3-Gun Aggregate (Pistol 2700)	\$105.00	\$70.00
All Five Individual Pistol Matches (1911 As-Issued, Military & Police, .22 Rimfire EIC, EIC Service Pistol, EIC Service Revolver)	\$125.00	\$85.00
CMP 1911 As-Issued Pistol Match	\$30.00	\$20.00
Military & Police Service Pistol Match	\$30.00	\$20.00
CMP .22 Rimfire Pistol EIC Match	\$30.00	\$20.00
EIC Service Pistol Match	\$30.00	\$20.00
Service Revolver EIC Pistol Match	\$30.00	\$20.00
CMP Mid-Range 3X600	\$35.00	\$25.00
3-Day CMP HP Rifle Matches (firing all three days)	\$130.00	\$85.00
CMP HP Rifle 80 Shot Individual Days	\$50.00	\$35.00
CMP EIC Service Rifle Match	\$40.00	\$30.00
CMP 2-Man Team	\$15.00 per person	\$15.00 per person
CMP Competitor Cookout Ticket	\$10.00	\$10.00

CMP Guest Cookout Ticket	\$10.00	\$10.00
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ENTRIES CLOSE/CANCELLATIONS: The entry deadline is 7 October 2024. Cancellations received 30 days prior to the start of the match will be given a 100% refund. Cancellations received within 29 days or less to the start of the match will receive a 50% refund. Cancellation notices must be submitted to CMP via email to croguski@thecmp.org.

CHECK-IN: Competitors may check in at the Air Gun Range beginning on Monday 7 October starting at 6:30AM or the morning of their first scheduled event. Competitor packets with scorecards and labels will be issued at the time of check-in.

DIRECTIONS TO THE BEN AVERY SHOOTING FACILITY: The Ben Avery (Black Canyon) Shooting Facility is located 25 miles north of Phoenix, AZ. It is ½ mile west of I-17 on the Carefree Highway (Exit 223). Upon entering the Ben Avery Shooting Facility off Carefree Highway, you will follow the entrance road north. As this entrance road turns to the west, you will notice the first range entrance as being the smallbore range. **This is where you will turn for the Air Gun Range. The Air Gun Range is located off the road, please follow the signs.** A map to the Ben Avery Shooting facility is located at <https://www.azgfd.com/shooting/basf/map/>.

ACCOMMODATIONS: Competitors who plan to stay overnight near the Ben Avery Shooting Facility should stay north of the Phoenix area. There are numerous hotels in this area.

Drury Inn & Suites Phoenix at Happy Valley - Special CMP Rate

[Civilian Marksmanship Program – Online Booking Link](#)

Please make your reservations by **Friday, September 13, 2024**, to receive your group rate. Reservations made after this date will be subject to prevailing rates and availability. Reservations may also be made by calling **1-800-325-0720** and referring to your group number 10102666.

There are RV sites and camp sites at the Ben Avery Shooting Facility. The camping area has electricity, water and toilet facilities available during the matches for competitors only. The following is for Ben Avery Shooting Facility: <https://www.azgfd.com/shooting/basf/camping/>.

FOR MORE INFORMATION: For answers to questions about the Western CMP Games & CMP HP Rifle Matches, contact Christina Roguski at croguski@thecmp.org or call (888) 267-0796, extension 714.

WESTERN CMP GAMES, CMP PISTOL & CMP CUP MATCHES



Ben Avery Shooting Facility, Phoenix, AZ

7-13 October 2024

Enter on-line at www.TheCMP.org.