

**Oak Ridge Sportsmen's Association  
Civilian Marksmanship Program  
2018 CMP Games Rifle Events  
As-Issued Garand, Springfield, Vintage Military, and Modern Military Matches**

May 19  
October 20  
November 10

**LOCATION:** Oak Ridge, Tennessee. The ORSA range is located at 2625 Oak Ridge Turnpike (State Route 95), 3.5 miles west of the intersection with Illinois Ave. (State Route 62). The range entrance is the first road west of the stop light at Nebraska Ave.

**ELIGIBILITY:** Open. Competitors who have not previously fired in either CMP or NRA high power rifle competition must complete at least one CMP Service Rifle clinic before firing a CMP Games event at ORSA. Participation enables qualified competitors to purchase rifles authorized under the CMP Rifle Sales program (see [thecmp.org](http://thecmp.org) for details).

**RULES:** Current CMP Competition Rules will apply. *CMP Games Rifle and Pistol Competition Rules* is available online at <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

**ENTRY FEE:** \$20 adults / \$10 juniors

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**REGISTRATION AND SQUADDING:** **8:00 am at the ORSA Clubhouse.** Competitors wishing to share the same rifle will be accommodated. .

**SCORING AND PIT OPERATION:** Competitors will pull targets and score for the alternate relay on their target.

**CHALLENGES:** None.

**RIFLES:**

Competitors must use "as-issued" rifles for the following matches:

1. U. S. M1 Garand or M1 Carbine in the John C. Garand Match.
2. M1903 or M1903A3 rifles in the Springfield Match.
3. U. S. Krag-Jorgensen, M1917, or manually operated foreign military rifles in the Vintage Military Match.

Competitors must use semi-automatic military rifles from the US or foreign manufacture, or commercial rifles of same type and caliber for the following matches:

1. AR-type rifles in caliber 5.56 mm or .223 for Modern Military Category A
2. Other US or foreign rifles in any caliber not exceeding 8 mm for Modern Military Category B
3. M1 Garands not meeting specifications of "as-issued" in Unlimited Garand

A complete list of approved rifles is provided in the *CMP Games Rifle and Pistol Competition Rules* 4.2.2, 4.2.3, 4.2.4 and 4.2.5; and 5.2.2, 5.2.3, 5.2.4 and 5.2.5.

AMMUNITION: Any safe ammunition may be used in accordance with *CMP Games Rifle and Pistol Competition Rules* 4.3.3 and 5.3.3. Lake City or HXP M2 (.30-06) will be available for purchase for the matches at \$20 for 35 rounds.

## MATCH SCHEDULE:

Competitors may fire up to three 30-round Course A matches. **These are designated as re-entry matches so that competitors may fire the same rifle multiple times if desired. To be eligible for the Three Gun Aggregate match, you must fire in the Garand, Springfield, and Vintage Military matches.**

### Matches 1, 2, and 3

Course of Fire: As-Issued Military Rifle Match Course A (Rule 4.5, Table 3). All stages are fired at 200 yards on the SR target.

- Sighting, 5 sighters in 5 minutes
- Stage 1, 10 shots slow fire prone in 10 minutes.
- Stage 2, 10 shots rapid fire prone from standing in 80 seconds.
- Stage 3, 10 shots slow fire standing in 10 minutes.

### CMP Achievement Awards

CMP Achievement Awards will be awarded to competitors shooting qualified scores in each rifle category; M1 Garand, Springfield, Vintage Military, Modern Military, and Unlimited Garand. Current award scores can be found in Annex G of the CMP Games rule book.

### GSM Three Gun Aggregate

Total of scores fired in each rifle class; Garand, Springfield, and Vintage Military Rifle. Competitors must fire each of the 3 rifle classes to be eligible.