

**Oak Ridge Sportsmen's Association
Civilian Marksmanship Program
2019 CMP Games Rifle Events
Vintage Sniper Rifle Team 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 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: \$10 adults / \$10 juniors

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REGISTRATION AND SQUADDING: **8:00 am at the ORSA Clubhouse.**

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

CHALLENGES: None.

RIFLES: Competitors must use Korean 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 6.2.1).

AMMUNITION: Any safe ammunition may be used in accordance with *CMP Games Rifle and Pistol Competition Rules* Rule 6.6.1.

AWARDS: CMP Achievement Awards will be presented to all competitors firing qualified scores. Current award scores can be found in Annex G of the CMP Games rule book.

MATCH SCHEDULE:

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Wind doping is critical and firing must be done quickly; targets are exposed for each shot for only 20 seconds and then withdrawn for 20 seconds.

Vintage Sniper Team Match 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 20 second target exposures. The shooter and spotter then change roles.
- Stage 2—300 yards. The second team member fires 10 shots prone during 20-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 20 second target exposures. The shooter and spotter then change roles.
- Stage 4-- 600 yards. The second team member fires 10 shots prone during 20-second target exposures.