



**Civilian Marksmanship Program
2020 Tennessee State Championship
As-Issued Garand, Springfield, and Vintage Military Matches
Vintage Sniper Rifle Team Match
M1 Carbine Match
Oak Ridge Sportsmen's Association, Oak Ridge**

Friday 16 October
Saturday 17 October
Sunday 18 October

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. Directions to the high power range; 1) go through the main gate and proceed up the hill toward the right, 2) at the intersection continue straight past the Charlie Smart High Power range marker, 3) continue on the high power range road to the 300 yard line, 4) gear may be dropped at the 200 yard line prior to parking.

ELIGIBILITY: Open

RULES: 2020 CMP Competition Rules will apply. *CMP Games Rifle and Pistol Competition Rules* is available online at <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

ENTRY FEES:

- GSM - \$30 for 1 match, \$40 for 2 matches, \$50 for 3 matches
- Vintage Sniper Team - \$30 per team
- M1 Carbine Match - \$10

CONTACT: Kyle Kirschenmann orsacmpgames@gmail.com

REGISTRATION AND SQUADDING: Notice of intent to compete is requested of all competitors. Please email for specific squadding requests. Pre-registration is mandatory for Friday squadding. Fees are payable at day of match, cash or checks payable to ORSA. Squadding and firing point assignments for the GSM matches will take place at the 200 yard line. Squadding and firing point assignments for the VST and Carbine matches will take place on the 300 yard line. Parking is available at the 300 and 600 yard lines.

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

CHALLENGES: None.

RIFLES FOR GSM:

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

1. M1 Garand, M1941 Johnson, 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.

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.

AMMUNITION: Any safe ammunition may be used in accordance with *CMP Games Rifle and Pistol Competition Rules* 4.3.3. Lake City M2 (.30-06) will be available for purchase at the matches at \$20 for 40 rounds.

RIFLES FOR VST:

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, Table 7).

EQUIPMENT: Shooters may use either a sling or sand bag support, but not both. Two sandbags will be provided to each competitor, no other sandbags or supports are authorized.

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

RIFLES FOR CARBINE:

The firearm must be a U. S. M1 or M1A1 Carbine chambered for the Caliber .30 Carbine cartridge that was issued by the U.S. Armed Forces, manufactured by Inland, IBM, Irwin-Pedersen, National Postal Meter, Quality Hardware, Rock-Ola, Saginaw Steering Gear, Standard Products, Underwood or Winchester. Commercial Carbines of the same type and caliber may also be used in these club matches. *CMP Games Rifle and Pistol Competition Rules* (Rule 5.2.1).

AMMUNITION: Any safe ammunition may be used in accordance with *CMP Competition Rules for Service Rifle and Service Pistol* Rule 5.3.3. Lake City M1 Carbine ammo will be available for sale at the matches; \$20 for 50 rounds.

GSM MATCH SCHEDULE

FRIDAY AND SATURDAY 16-17 OCTOBER 2020:

Competitors may fire up to THREE 35-round Course A matches using as-issued rifles as detailed above. You may shoot one rifle more than once, but re-entry matches do not count toward medals or awards.

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.

- Relays 1 and 2, Match #1, FRIDAY 16 October
 - Squadding 1500, roll call
 - Safety briefing and pits are sealed
 - Match begins 1530
 - Relays 3 and 4, Match #2, SATURDAY 17 October
 - Squadding 0800, roll call
 - Safety briefing and pits are sealed
 - Match begins 0900
 - Relays 5 and 6, Match #3, SATURDAY 17 October
 - Match #3 start time is approximate, the match will start right after Match #2
 - Squadding 1100, roll call
 - Safety briefing and pits are sealed
 - Match begins 1130
 - Relays 7 and 8, Match #4, SATURDAY 17 October
 - Match #4 start time is approximate, the match will start right after Match #3
 - Squadding 1330, roll call
 - Safety briefing and pits are sealed
 - Match begins 1400
-
- Stage 1, 5 sighters and 10 record shots slow fire prone in 15 minutes.
 - Stage 2, 10 shots rapid fire prone from standing in 80 seconds.
 - Stage 3, 10 shots slow fire standing in 10 minutes.

CMP State Championship Medals and Awards

TN State Championship plaques will be awarded to each match winner. CMP State Championship medals will be awarded to the top three competitors in each of the John C. Garand, Springfield, and Vintage Military matches. Medals will also be awarded for 3-Gun Aggregate match; you must fire in the John C. Garand, Springfield, and Vintage Military matches to be recognized for aggregate awards.

CMP Achievement Awards

CMP Achievement Awards (pins) will be awarded to competitors shooting qualified scores in each rifle category; Garand, Springfield, Vintage Military, Vintage Sniper Team, and Carbine. Award scores can be found in Annex G of the current CMP Games Rifle and Pistol Competition Rules.

VST MATCH SCHEDULE

SUNDAY 18 OCTOBER 2020:

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. Targets are exposed for each shot for only 20 seconds and then withdrawn for 20 seconds.

Course of Fire: Vintage Sniper Rifle Team Match (Rule 6.5, Annex D)

- Relays 1 and 2, SUNDAY 18 October
 - Squadding 0800-0830, roll call
 - Safety briefing 0845 and pits are sealed
 - Match begins 0900

- 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.

CMP State Championship Medals and Awards

TN State Championship plaques will be awarded to each member of the winning team. CMP State Championship medals will be awarded to the top three teams.

CMP Achievement Awards

CMP Achievement Awards (pins) will be awarded to each team shooting qualified scores. Award scores can be found in Annex G of the current CMP Games Rifle and Pistol Competition Rules.

CARBINE MATCH SCHEDULE SUNDAY 18 OCTOBER 2020:

Course of Fire: M1 Carbine Match (Rule 5.5, Table 5)

- All Relays (5 shooters at a time), SUNDAY 18 October
 - Squadding will begin after the VST match is completed, approximately 1300-1330
 - Safety briefing 1345
 - Match begins 1400, scoring will be completed after all firing is complete.

All firing will be from the 100 yard line utilizing the SR-1 reduced target.

- Sighting, 10 sighters in 10 minutes
- Stage 1, 10 shots slow fire prone in 5 minutes.
- Stage 2, 10 shots rapid fire prone from standing in 60 seconds.
- Stage 3, 10 shots rapid fire sitting or kneeling from standing in 60 seconds.
- Stage 4, 10 shots slow fire standing in 10 minutes.

CMP State Championship Medals

TN State Championship plaque will be awarded to the match winner. CMP State Championship medals will be awarded to the top three competitors.

CMP Achievement Awards

CMP Achievement Awards (pins) will be awarded to each competitor shooting qualified scores. Award scores can be found in Annex G of the current CMP Games Rifle and Pistol Competition Rules.

