



**Oak Ridge Sportsmen's Association
Civilian Marksmanship Program
2021 CMP Games Rifle Events
Vintage Sniper Rifle Team Matches**

Sunday, May 16
Sunday, September 19

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. Bear right through the gate and proceed straight over the hill to enter the Charlie Smart High Power Range.

ELIGIBILITY: Open. Competitors who have not previously fired in either CMP or NRA high power rifle competition are encouraged to complete at least one CMP Basic Rifle clinic before firing a CMP Games event at ORSA.

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 and juniors

CONTACT: Kyle Kirschenmann orsacmpgames@gmail.com

REGISTRATION AND SQUADDING: 8:00 am at the HP Range 600 Yard Shed.

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

CHALLENGES: None.

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.

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, 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.

MATCH SCHEDULE:

The Vintage Sniper Rifle 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.

VINTAGE SNIPER RIFLE TEAM MATCH COURSE OF FIRE (RULE 6.5, ANNEX D):

- 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.