



**Civilian Marksmanship Program  
2022 Tennessee State Championship  
As-Issued Garand, Springfield, Vintage  
and Modern Military Matches  
Vintage Sniper Rifle Team Match  
M1 Carbine Match  
Oak Ridge Sportsmen's Association, Oak Ridge**

Friday, October 14  
Saturday, October 15  
Sunday, October 16

**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

**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 FEES:**

- GSVM - \$5 for practice round, \$20 for 1 match, \$25 for 2, \$30 for 3, or \$35 for 4 matches
- Vintage Sniper Team - \$20 per team
- M1 Carbine Match - \$10

**CONTACT:** Kyle Kirschenmann [orsacmpgames@gmail.com](mailto: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 all matches will take place at the HP range 600 yard shed. Parking is available at the 300- and 600-yard lines. You may drop gear at the 200-yard line and drive to the pits, but there will be no parking at the 200-yard line.

**SCORING AND PIT OPERATION:** Competitors will pull targets for the alternate relay on their target. Competitors will record their own scores except in the VST match the alternate relay will score.

**CHALLENGES:** None.



### **RIFLES FOR Garand, Springfield, Vintage, and Modern Military (GSVM):**

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.

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

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, and 5.2.4. There will be no match for Unlimited Garand or Unlimited Modern Military.

**AMMUNITION:** Any safe ammunition may be used in accordance with *CMP Games Rifle and Pistol Competition Rules* 4.3.3. Lake City or HXP M2 (.30-06) is available for purchase for the matches at \$25 for 40 rounds.

### **RIFLES FOR Vintage Sniper Team (VST):**

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:**

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; \$25 for 50 rounds.



## **PRACTICE SCHEDULE FRIDAY 14 OCTOBER 2022:**

Friday practice will run from 1000-1230. Block times for sighting and practice strings at 200 (GSM), 300 (VST), and 600 (VST) yards. Note the one-hour later start time, 10:00 am, for these matches instead of the normal 9:00 am first shot.

### **COURSE OF FIRE:**

- 200 Yards
  - Relay 1: 1000-1030
  - Relay 2: 1040-1110
- 300 Yards
  - Relay 1: 1120-1130
  - Relay 2: 1140-1150
- 600 Yards
  - Relay 1: 1200-1210
  - Relay 2: 1220-1230

## **GSVM MATCH SCHEDULE FRIDAY, SATURDAY, AND SUNDAY 14-16 OCTOBER 2022:**

Competitors may fire a total of FOUR 35-round Course A matches on Friday, Saturday, and Sunday using as-issued and modern rifles as detailed above. You may shoot one rifle more than once, but re-entry matches do not count toward medals.

**COURSE OF FIRE:** As-Issued Military Rifle Match Course A (Rule 4.5, Table 3). All stages are fired from 200 yards on the SR target.

- Relays 1 and 2, Match #1, FRIDAY 14 October
  - Squadding 1330, roll call
  - Safety briefing and pits are sealed
  - Match begins 1400
- Relays 3 and 4, Match #2, FRIDAY 14 October
  - Match #2 start time is approximate, the match will start right after Match #1.
  - Squadding 1530, roll call
  - Safety briefing and pits are sealed
  - Match begins approximately 1600



- Relays 5 and 6, Match #3, SATURDAY 15 October
  - Squadding 0900, roll call
  - Safety briefing and pits are sealed
  - Match begins 1000
  
- Relays 7 and 8, Match #4, SATURDAY 15 October
  - Match #4 start time is approximate, the match will start right after Match #3
  - Squadding 1130, roll call
  - Safety briefing and pits are sealed
  - Match begins approximately 1200
  
- Relays 9 and 10, Match #5, SUNDAY 16 October
  - Squadding 0900, roll call
  - Safety briefing and pits are sealed
  - Match begins 1000
  
- Relays 7 and 8, Match #6, SUNDAY 16 October
  - Match #6 start time is approximate, the match will start right after Match #5
  - Squadding 1130, roll call
  - Safety briefing and pits are sealed
  - Match begins 1200
  
- 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**

CMP State Championship medals will be awarded to the top three competitors in each of the John C. Garand, Springfield, Vintage Military, and Modern Military matches. Medals will be awarded Sunday and mailed if necessary.

### **CMP ACHIEVEMENT AWARDS**

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



## VST MATCH SCHEDULE SATURDAY 15 OCTOBER 2022:

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, SATURDAY 15 October

- Squadding will begin after the GSVM matches are completed, approximately 1400.
- Roll Call and Safety briefing and pits are sealed, match begins approximately 1500.
  
- 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**

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 16 OCTOBER 2022:**

**COURSE OF FIRE:** M1 Carbine Match (Rule 5.5, Table 5)

All Relays (5 shooters at a time), SUNDAY 16 October

- Squadding will begin after the GSVM matches are completed, approximately 1400.
- Safety briefing
- Match begins approximately 1500, scoring will be completed after all firing is complete.

All firing will be from 100 yards 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**

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*.