



**Oak Ridge Sportsmen's Association
Civilian Marksmanship Program
2022 CMP Games Rifle Events
As-Issued Garand, Springfield, Vintage Military,
and Modern Military (GSVM) Matches**

Saturday, May 21
Sunday, May 22
Saturday, September 17
Sunday, September 18

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 HP Range 600 Yard Shed. Competitors wishing to share the same rifle will be accommodated. .

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

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 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
3. M1 Garands not meeting specifications of “as-issued” will be in Unlimited Garand and modern military rifles not meeting Category A or B will be in Unlimited Modern.

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, 5.2.5, and 5.2.6.

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) is available for purchase for the matches at \$25 for 40 rounds.

MATCH SCHEDULE:

Two GSVM matches will be fired both Saturday and Sunday mornings. Competitors may fire in all four matches. **These are designated as re-entry matches so that competitors may fire the same rifle multiple times if desired.**

First match will commence at 0900 each day. Second match start immediately after the first match finishes.

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.

- 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 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 and Unlimited Modern Military. Current award scores can be found in Annex G of the current *CMP Games Rifle and Pistol Competition Rules*.



**Oak Ridge Sportsmen's Association
Civilian Marksmanship Program
2022 CMP Games Rifle Events
Vintage Sniper Rifle Team Matches**

Saturday, May 21
Saturday, September 17

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 20 seconds and then withdrawn for 20 seconds.

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: \$20 per team.

CONTACT: Kyle Kirschenmann orsacmpgames@gmail.com

REGISTRATION AND SQUADDING: Approximately 1:00 pm at the HP Range 600 Yard Shed. The VST match will immediately follow the two GSVM matches fired in the morning.

SCORING AND PIT OPERATION: Competitors will pull targets for the alternate relay on their target. One person from the alternate relays will record scores and one will pull targets in the pits.

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 Rifle and Pistol Competition Rules*.

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 VST match will squad about 1:00 pm and start about 1:30 pm, immediately following the morning GSVM matches.

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.



**Oak Ridge Sportsmen's Association
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2022 CMP Games Rifle Events
M1 Carbine Matches**

Sunday, May 21
Sunday, September 18

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 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 and juniors

CONTACT: Kyle Kirschenmann orsacmpgames@gmail.com

REGISTRATION AND SQUADDING: Approximately 1:00 pm at the HP Range 600 Yard Shed. The M1 Carbine match will immediately follow the two GSVM matches in the morning.

SCORING AND PIT OPERATION: The carbine match targets are setup with all five required targets on the target board. All firing will be completed prior to going down range for scoring.

CHALLENGES: None.

RIFLES: 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.

AWARDS: CMP Achievement Awards will be presented at the conclusion of firing to all competitors firing qualified scores. Current award scores can be found in Annex G of the *CMP Games Rifle and Pistol Competition Rules*.

MATCH SCHEDULE:

The M1 Carbine Match will squad about 1:00 pm and start about 1:30 pm, immediately following the morning GSVM matches.

M1 CARBINE MATCH COURSE OF FIRE:

All firing will be at 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.