



**Oak Ridge Sportsmen's Association
Civilian Marksmanship Program
2024 CMP Games Rifle Events
Indoor Rimfire Sporter Matches**

Sunday 28 January
Sunday 25 February
Sunday 24 March

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 main range entrance is the first road west of the stop light at Nebraska Ave. Bear right through the gate and bear right at the top of the hill. The indoor range is approximately ¼ mile on your right.

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

RULES: Current CMP Rimfire Sporter 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 \$5 juniors

CONTACT: Kyle Kirschenmann orsacmpgames@gmail.com

REGISTRATION AND SQUADDING:
8:00 am at the Indoor Range.

RIFLES:

Rimfire Sporter rifles must meet the specifications in *CMP Games Rifle and Pistol Competition Rules*, Section 8.2. ORSA will also have two additional classes to accommodate other common .22 rifles.

The “military trainer” class will be for magazine-fed, bolt-action, iron-sight rifles that exceed the 7.5-pound weight limit, such as Winchester 75, Remington 513T, Remington 541X, or Springfield M1922 variants, etc. Competitors may borrow an ORSA military trainer target rifle on request.

The “open” category will be for rifles exceeding the 7.5-pound weight limit, or less than the 3-pound minimum trigger weight limit, using any sights.

AMMUNITION:

Any safe .22LR ammunition may be used. Competitors borrowing club rifles must use the club ammo. Competitors needing ammo may also purchase it. \$10 for 100 rounds.

MATCH SCHEDULE:

Firing will begin 9 am. We should be able to shoot at least 4 relays, so competitors should be able to fire a second match, depending on attendance. Re-entries will be allowed.

RIMFIRE SPORTER MATCH COURSE OF FIRE:

All firing indoors will be at 50 feet, utilizing the 50-foot reduced CMP Rimfire Sporter targets

- *Sighting*, Unlimited sighters in 5 minutes
- *Stage 1*, 10 shots slow fire prone in 10 minutes.
- *Stage 2*, 10 shots rapid fire prone from standing. Two series of 5 shots each, fired in 25 or 30 seconds.
- *Stage 3*, 10 shots slow fire sitting or kneeling in 10 minutes.
- *Stage 4*, 10 shots rapid fire sitting or kneeling from standing. Two series of 5 shots each, fired in 25 or 30 seconds.
- *Stage 5*, 10 shots slow fire standing in 10 minutes.
- *Stage 6*, 10 shots rapid fire standing. Two series of 5 shots each, fired in 25 or 30 seconds.

SCORING AND PIT OPERATION:

The indoor range is setup so that no personnel will need to go down range to score. All targets will be hung from the carriers using the approved backers. All targets will be sent and retrieved using the carriers, and scored behind the firing line. The scorer and shooter will agree on the scoring.

CHALLENGES:

CMP Games matches are no-alibi matches, with the exception of range failures. The shooter and verifier will agree on the score, with match officials resolving disputes.

AWARDS:

For competitors shooting Rimfire Sporter rifles that meet Rule 8.2, CMP Achievement Awards will be presented at the conclusion of firing to all those firing qualified scores. Current award scores can be found in Annex G of the *CMP Games Rifle and Pistol Competition Rules*.