

CMP

HIGHPOWER RIFLE

COMPETITION RULES

24th Edition—2020

These Rules govern all CMP sponsored and sanctioned Matches for Highpower Rifle events in National Trophy Matches, Excellence-In-Competition (EIC) Matches, CMP Cup Matches and other CMP-sanctioned competitions.



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Effective date 1 January 2020

This edition supersedes the 23rd 2019 Edition and will remain in effect through the 2020 competition year.

About the CMP and CPRPFS

A 1996 Act of Congress created the Corporation for the Promotion of Rifle Practice and Firearms Safety, Inc. (CPRPFS) to conduct the civilian marksmanship program that was formerly administered by the U. S. Army's Office of the Director of Civilian Marksmanship (ODCM). The CPRPFS is a federally chartered, tax-exempt, not-for-profit 501 (c) (3) corporation that derives its mission from Title 36 USC, §40701-40733.

The CPRPFS, better known as the Civilian Marksmanship Program or CMP, promotes firearms safety training and rifle practice for qualified U.S. citizens with a special emphasis on youth. The CMP delivers its programs through affiliated shooting clubs and associations, through CMP-trained and certified Master Instructors and through cooperative agreements with national shooting sports and youth-serving organizations.

Federal legislation enacted in 1903 by the U.S. Congress and President Theodore Roosevelt created the National Board for the Promotion of Rifle Practice to foster improved marksmanship among military personnel and civilians. The original CMP purpose was to engage Soldiers and U. S. citizens in rifle marksmanship practice and competition so they would be skilled marksmen if later called to serve in combat. This government supported marksmanship program became known as the "civilian marksmanship program."

The National Matches, Excellence-In-Competition Matches and other competition programs have been important components of the CMP legacy since the early 1900s. The CMP promotes these competitions as vital ways to test and celebrate the marksmanship skills of U. S. citizens. They also are an established means of fostering the development of shooting sports leaders who can instruct youth in target shooting and promote marksmanship activities among U. S. citizens.

Introduction to **CMP Competition Rules**

This 2020 24th Edition of the **CMP Highpower Rifle Competition Rules** governs CMP National Trophy Rifle Matches, Excellence-In-Competition (EIC) Matches, CMP Cup Matches and other CMP-sanctioned competitions for Service Rifle, Highpower Rifle and Long Range Rifle. CMP Highpower Rifle Rules were previously included in a combined rulebook, **CMP Highpower Rifle and Pistol Competition Rules**. Starting in 2019, that rulebook was divided into two separate Highpower Rifle and Pistol Rulebooks. These rules remain in effect from the date they are issued until they are replaced by the next edition of the rules. However, if a rules emergency should arise, the CMP Rules Committee has the authority to issue a rules update. If rules updates are issued, the official current version of any CMP Competition Rulebook is the version that is posted on the CMP website at <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

Authority. The CMP governs and sanctions competition events in accordance with Title 36, USC, § 40701-40733. The authority “*to conduct competitions in the use of firearms and to award trophies, prizes, badges, and other insignia to competitors*” is one of the statutory “*functions*” of the CPRPFS. Authority to conduct the National Matches is given in §40725.

History of CMP Rules. The first **CMP Competition Rules** were revisions of Army Regulation 920-30 that governed the National Trophy Matches prior to the creation of the new CMP in 1996. This is the 23rd Edition of the **CMP Highpower Rifle Competition Rules**. Substantive rule changes from Highpower Rifle Rules in the 22nd Edition and any new rules are underlined so they can be readily identified.

CMP as National Governing Body. The CMP is the U.S. national governing body for Service Rifle, Service Pistol, 22 Rimfire Pistol, As-Issued Military Rifle (Garand, Springfield, Vintage Military Rifle, M1 Carbine, Vintage Sniper Rifle Team Match), As-Issued Pistol (M9, M1911, M&P Service Pistol) and Rimfire Sporter Rifle competitions. The CMP also acts as a governing authority for Match Pistol, Long Range Rifle and Smallbore Rifle competitions. It fulfills this responsibility by establishing rules, sanctioning competitions and promoting participation in these disciplines.

CMP Competition Rulebooks. In order to fulfill its responsibilities as a competition governing body (see above), the CMP approves and publishes the following rulebooks:

- ***CMP Highpower Rifle Competition Rules.*** Governs Service Rifle (National Trophy and CMP Cup) and Long Range Matches.
- ***CMP Pistol Competition Rules.*** Governs Service Pistol, 22 Rimfire Pistol and Match Pistol Matches.
- ***CMP Games Rifle and Pistol Competition Rules.*** Governs As-Issued Military Rifle, As-Issued Pistol and Rimfire Sporter Rifle events.
- ***CMP Smallbore Rifle Rules.*** Governs CMP Smallbore Rifle Matches.
- ***National Standard Three-Position Air Rifle Rules.*** Governs Three-Position Air Rifle shooting for sporter and precision class competitors; these Rules are established by the National Three-Position Air Rifle Council and published by the CMP.

The CMP Board of Directors and its Rules Committee has the sole authority to establish and amend these Rules.

Applicability. *CMP Competition Rules* govern the National Trophy Rifle and Pistol Matches, CMP-sanctioned EIC matches and CMP-sanctioned Service Rifle and Pistol Matches as well as other competitions sponsored or sanctioned by the CMP. **No match program, match director or other match official has the authority to contravene these rules except as explicitly authorized in these rules.**

Highpower Rifle: National Trophy Events or CMP Cup Match Events. In order to provide more competitive shooting opportunities for more competitors and match sponsors, *CMP Competition Rules* give match sponsors the option of using one of two rules tracks to govern their highpower rifle competitions. Traditional **National Trophy Event Rules** continue to govern National Trophy Matches, EIC Matches and other competitions where sighters are not permitted and competitors are required to start rapid-fire series in standing. As a second option, the CMP also sanctions competitions that use **CMP Cup Match Rules** where sighters are permitted and competitors start rapid-fire series in position. Both options are included in the rules; match sponsors must decide which option best meets the interests of their competitors.

Rule Interpretations. To obtain a clarification or interpretation of any CMP Rule, contact CMP Competitions, 419-635-2141, ext. 714 or 729 or competitions@thecmp.org, to request a CMP ruling or interpretation. The CMP staff has the authority to interpret unclear rules, but may not modify rules.

The CPRPFS Board of Directors and its Rules Committee have the sole authority to modify ***CMP Competition Rules***.

CMP Competitions Website. The CMP website at <http://www.TheCMP.org> has information pages for all CMP competition programs as well as links to download the latest rulebooks, match programs and program announcements for CMP competitions. From the CMP home page, click on “Competitions” and then select the item(s) you want.

CMP Competition Tracker. The CMP pioneered in using the Internet to administer competitions and rapidly post match results for competitors and the public. CMP Competition Tracker is a computer-based software system first used during the 2003 National Matches. Any shooter, match official or interested person, can view upcoming match announcements and match results in Competition Tracker. On the CMP home page, click on “Competition Tracker” or visit <http://ct.thecmp.org>. Then click on “Competitions” or “Match Results” and select the type of competition or other activity that interests you. This site also displays a comprehensive list of “Current Distinguished Competitors.” Competitors can also use Competition Tracker to enter CMP National Matches events on-line.

Where to Obtain Rules. ***CMP Competition Rules*** are posted on the CMP web site at <http://thecmp.org/competitions/cmp-competitions-rulebooks/> and may be downloaded from there without cost. Printed copies of the rules are available at a cost of \$9.95 each. Contact:

CMP Competitions Department
P.O. Box 576
Port Clinton, Ohio 43452
Phone (419) 635-2141, ext. 605 or 615
Fax (419) 635-2573
Email: competitions@thecmp.org

Please direct questions about CMP Competition Rules or rule recommendations to the CMP Competitions Department at competitions@thecmp.org or (419) 635-2141, ext. 714 or 729.

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1.0 CMP Competitions and Competition Events

1.1 CMP Competition Program

*The Civilian Marksmanship Program (CMP) offers a comprehensive program of rifle and pistol competitions that are governed by **CMP Competition Rules**. CMP shooting sports disciplines are Highpower Rifle, CMP Games Rifle, CMP Pistol, and CMP Smallbore Rifle. The CMP competition program offers competitions at five levels: 1) Club competitions or championships, 2) State Championships, 3) CMP Travel Games competitions, 4) CMP National Ranges competitions and 5) the National Matches*

1.2 CMP Sponsored Competitions

CMP Sponsored Competitions are planned, organized and conducted by the CMP Program Staff in accordance with policies and budgets approved by the CMP Board of Directors. CMP Sponsored Competitions are:

1.2.1 The National Matches

The National Matches are conducted annually at Camp Perry, Ohio in accordance with Title 36, U. S. Code, § 40725-40727. See Rule 7.0 for regulations governing National Matches competitions. National Matches events include Rifle and Pistol National Trophy Matches, [CMP National Championships](#) and National CMP Games events.

1.2.2 CMP National Ranges Matches

CMP National Ranges Matches are competitions organized and conducted by CMP staff at shooting facilities owned and managed by the CMP. CMP National Ranges are equipped with electronic scoring targets. The current CMP National Ranges are the Talladega Marksmanship Park (an outdoor range complex) at Talladega, Alabama; the Gary Anderson CMP Competition Center (a 10m air gun complex) at Camp Perry, Ohio and the CMP Competition Center (a 10m air gun complex) at Anniston, Alabama.

1.2.3 CMP Travel Games

CMP Travel Games are major regional competitions in CMP-recognized rifle and pistol events. The CMP staff organizes and conducts these competitions by developing cooperative agreements with the ranges or clubs selected to host them. The selection of CMP Travel Games hosts is decided by the CMP Board of Directors after considering a potential host's location, range facilities and ability to host competitions with large numbers of competitors.

1.3 CMP Sanctioned Competitions

The CMP sanctions affiliated organizations to sponsor Excellence-In-Competition, State Championship and Club rifle and pistol matches with competitions in CMP-recognized rifle and pistol events. CMP sanctioned and supervised competitions are:

1.3.1 Excellence-In-Competition Matches

Excellence-In-Competition (EIC) Matches are rifle and pistol competitions where civilian and military competitors can earn EIC credit points that count towards the awarding of Distinguished Rifleman, Distinguished Pistol Shot, Distinguished 22 Rimfire, Pistol Distinguished Marksman and Distinguished Smallbore Rifle Badges (see Rule 9.2). EIC Matches include National Trophy Matches that take place during The National Matches, EIC Matches conducted or sanctioned by the CMP and EIC Matches conducted by the Armed Services.

1.3.2 State Championships

The CMP sanctions CMP-affiliated State Associations or designated clubs to organize State Championships for CMP-recognized disciplines or events.

- a) The CMP will sanction one state championship (multiple site state championships are permitted) for one CMP discipline or CMP-recognized event per year in each state;
- b) State Championships must include one or more CMP-recognized events in their program; events included in a State Championship are selected by the match sponsor and approved by the CMP;
- c) CMP-affiliated State Associations may conduct state championships or they may designate a CMP-affiliated club to conduct the championships;
- d) State Associations or clubs designated by a State Association must submit a state championship sanctioning application not later than 1 January of the year of the championship. If a State Association does not confirm its intent to organize a state championship by submitting an application prior to that date, the CMP will allow other CMP-affiliated clubs in the state to apply directly to the CMP to host any state championship, provided that only one state championship in that discipline may be sanctioned for that state in any one year;
- e) State associations may provide awards for State Championships; and
- f) The CMP will provide State Champion Medallions to the winner of all State Highpower Rifle Championships that use the 800 or 1000-point National Highpower Rifle Standard Course (Rule 5.5). The CMP will provide State Champion Medallions to the winners of CMP-sanctioned Highpower Rifle Championships.

1.3.3 Club Matches

CMP-affiliated clubs may conduct CMP-sanctioned matches that offer competitions in one or more CMP-recognized events. Any CMP-recognized event may be included on the program of a sanctioned Club Match.

1.4 CMP-Recognized Highpower Rifle Events

All highpower rifle competitions conducted or sanctioned by the CMP must offer competition in CMP recognized events. CMP-recognized highpower rifle events are conducted, in accordance with the Match Program, either as **National Trophy Rifle Events** where there are no sighting shots and competitors start rapid-fire series in standing or as **CMP Cup Match Events** where sighting shots are allowed and competitors start rapid-fire series in position. CMP-Recognized Rifle Events are listed in Table 1 below.

TABLE 1 – CMP HIGHPOWER RIFLE EVENTS		
Individual Events	Course of Fire	Event Rules
President’s Rifle Course	30 shots, Table 3	Rule 5.3
President’s Rifle Match Course	40 shots, with Final, Table 3	Rule 5.3
National Match Course	50 shots, Table 4	Rule 5.4
Highpower Rifle Standard Course <i>Each stage may also be fired as a separate event</i>	80 shots, (4 x 20 shots) Table 5	Rule 5.5
Highpower Rifle Long Course <i>Each stage may also be fired as a separate event</i>	100 shots, (5 x 20 shots) Table 5	Rule 5.5
Oliver Hazard Perry Match	30 shots, Table 9	Rule 7.5.8
Springfield M1A Match	4x10 shots, Table 7	Rule 5.9
Long Range 1000 Yard Match	20 shots at 1000 yards, Table 8	Rule 5.10
Long Range Palma Match	15 shots at 800 yards, 15 shots at 900 yards, 15 shots at 1000 yards, Table 8	

Highpower Rifle Team Events	Course of Fire	Event Rules
Highpower Rifle Team Events for Two, Four or Six-person Teams	Team members fire the Presidents' or National Match Course, Table 4	Rule 5.7
Infantry Trophy Team Match	Six person teams fire 384 shots at 600, 500, 300 and 200 yards, Table 6	Rule 5.8

1.5 Procedures for CMP Match Sanctioning

All CMP-sanctioned competitions conducted by CMP-affiliated organizations must comply with the following standards:

1.5.1 CMP Sanctioned Match Authorization

CMP-affiliated state associations, clubs or organizations that want to conduct CMP-sanctioned matches in the United States, U. S. territories or at U. S. military installations in other countries must apply to the CMP for approval. Applications to sanction CMP EIC, State Championship and Club matches may be downloaded from the CMP Competitions webpage at <http://thecmp.org/competitions/>. The CMP must approve all CMP-sanctioned matches prior to the date of the competition.

1.5.2 Entry Fees

A sanctioning fee of \$20.00 must accompany each application to conduct a CMP sanctioned match. There are no individual or other fees for CMP sanctioned matches. There are no individual membership requirements to participate in CMP-sanctioned matches. The local sponsor may charge individual entry fees sufficient to cover expenses necessary to conduct the match.

1.5.3 Sanctioned Match Requirements

All CMP-sanctioned competitions must comply with these requirements:

- a) Use the appropriate current edition of the **CMP Competition Rules** to govern the competition.
- b) Ensure that all competitors and participants comply with applicable CMP eligibility requirements (Rule 2.0).
- c) The match program must include a course or courses of fire prescribed and conducted according to **CMP Competition Rules**.

1.5.4 Sanctioned Match Information and Promotion

Information regarding the location, dates and contact information for all CMP-sanctioned matches is posted on the CMP web site as soon as a match sanctioning application is approved.

1.5.5 CMP-Sanctioned Match Reporting

CMP-sanctioned match sponsors must submit a CMP Sanctioned Match Report and the individual scorecards for all competitors to the CMP within ten days following the match.

2.0 Competitor Eligibility

2.1 General Eligibility

All CMP-sponsored or CMP-sanctioned matches are open to any individual or team that complies with these eligibility requirements. U. S. citizenship is not required to participate. Individual membership in the CMP or a sponsoring organization is not required to participate. No person who has been convicted of a Federal or State felony or any violation of Section 922 of Title 18, U. S. Code, is eligible to participate in any activity sponsored or sanctioned by the CMP.

2.2 Eligibility Affidavit Required

Before an individual is permitted to participate in any CMP-sponsored or CMP-sanctioned competition, the sponsoring club or the CMP Competitions Department shall have on file a notarized affidavit from that individual certifying that he/she:

- a) Has not been convicted of any Federal or State felony or violation of Section 922 of Title 18 United States Code, and
- b) Is not a member of any organization that advocates the violent overthrow of the United States Government.

2.3 Waiver and Liability Agreement Required

Before an individual is permitted to participate as a competitor, coach, team official or competition official in any CMP sanctioned competition (the participant), the sponsoring club or the CMP Competitions Department must have on file a signed waiver and liability agreement stating that the participant:

- a) Is bound by the current edition of the **CMP Competition Rules**;
- b) Shall waive any claim against the CPRPFS, Inc. and any other organization sponsoring or supporting the match for any personal injury, loss or damage suffered in connection with the sanctioned competition;
- c) Shall indemnify and hold harmless the CMP and any organization sponsoring or supporting the sanctioned competition from any claim of a third party arising from any negligent or wrongful conduct; and

- d) Agrees that photographs of the participant taken during the event and the participant's name, hometown, team or club and competition results may be published or reproduced by the CMP in any of its printed or electronic communications.

2.4 Age Limits

Anyone who participates in a CMP-sponsored or sanctioned Highpower Rifle event must be capable of safely handling a rifle that is legal for the event and of safely completing the event course of fire. The following age limits are established to ensure that participants in CMP-sponsored or sanctioned competitions are capable of fulfilling that responsibility.

2.4.1 Rifle National Trophy and EIC Matches

CMP Rifle National Trophy and Highpower Rifle EIC Matches are open to competitors 12 years of age or older.

2.4.2 Rifle Small Arms Firing School

The Rifle SAFS is open to civilian and service members 12 years of age or older.

2.4.3 Other Sanctioned Matches

Other CMP-sanctioned matches (Rule 1.0) may use the age restrictions identified in this section. Sponsoring clubs may also have their own age restrictions.

2.4.4 Age Restriction Waivers

The CMP or sanctioned match sponsors may waive the age requirement upon the presentation of evidence that the applicant has demonstrated the ability to safely complete the course of fire for that event by completing an appropriate training course with actual range firing or by having safely competed in other similar shooting competitions.

2.5 Competitors with Medical Conditions or Impairments

Competitors with medical or physical impairments, whether temporary or permanent, who can safely complete CMP-recognized courses of fire, are eligible to compete in CMP sponsored or sanctioned competitions in accordance with this Rule (2.5) if they have a written Special Authorization issued by the CMP Competitions Department.

2.5.1 Applications for Special Authorizations

Competitors with medical or physical conditions or impairments that require adaptive positions or devices in order for them to participate in CMP competitions must apply to the CMP for a Special Authorization. Competitors with Special Authorizations are permitted to use necessary aids such as wheel chairs, tables or support stands while firing in adaptive firing positions and specific deviations from the requirements of these Rules. The regulations of World Shooting Para Sport (WSPS) should be used as guidelines for selecting

adaptive positions and devices that allow the competitor to complete a CMP course of fire (<https://www.paralympic.org/shooting/rules-and-regulations/technical-rules>). To obtain a special authorization, the competitor must submit an application to CMP Competitions (acantu@thecmp.org, 419-635-2141, ext. 602) identifying the competition events, the adaptive positions or devices that will be used and whether any deviations from other provisions of these Rules are required.

2.5.2 CMP Special Authorizations

The CMP issues two types of Special Authorizations that permit competitors with medical or physical impairments to compete in CMP sponsored or sanctioned competitions while using adaptive positions and devices.

- a) **General Authorization.** Any competitor with a medical or physical impairment may be authorized to complete a CMP-recognized event course of fire while using WSPS SH1 or SH2 or similar adaptive positions and devices. Competitors with General Authorizations may compete for CMP Achievement Awards (3.11.3). Match sponsors may permit competitors with General Authorizations to compete for awards or provide special awards for competitors who use modified positions or adaptive devices.
- b) **Distinguished Marksman Authorization.** A Competitor with a permanent disability or limitation who can complete the EIC Service Rifle course of fire while using a WSPS SH1 or similar adaptive positions may be authorized to compete to earn EIC credit points that count towards the awarding of the Distinguished Marksman Badge in accordance with Rule 9.4.
- c) **Competitor Responsibilities.** Competitors with Special Authorizations are expected to fulfill all competitor responsibilities including, when required, scoring and pulling targets. Competitors with special authorizations must provide substitute Target Markers for rifle events if they are unable to pull targets.

2.6 Competitor Categories

Competitors may register and participate in one or more of the following categories in accordance with these rules. Competitor categories defined in this rule apply in all National Trophy Matches events and in all CMP sponsored or sanctioned matches when any of these categories are listed in the Match Program.

2.6.1 Women

Any female competitor may compete in the women's category regardless of age or other category or sub-category status, except that Junior women must comply with Rule 2.4.

2.6.2 Civilian or Service

Competitors may register and participate in only one of the following categories:

- a) **Civilian.** This category consists of all competitors who are not in the Active Service, Reserve or National Guard categories. Retired Service (Active, Reserve or National Guard), Fleet Marine Corps Reserve and Police personnel are civilians; or
- b) **Service.** This category consists of all service personnel, Active Duty, National Guard or Reserve.

2.6.3 Civilian Sub-Categories

Civilian competitors (Rule 2.6.2 a) may also register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- a) **Junior.** Civilians may compete as Juniors through December 31 of the calendar year in which their 20th birthday occurs. In 2020, Juniors must have been born in 2000 or later. Individuals who compete in any Service category may not compete as Juniors;
- b) **Senior.** Civilians may compete as Seniors, beginning with the calendar year in which their 60th birthday occurs. In 2020, Seniors must have been born in 1960 or earlier. Individuals who compete in the Service category may not compete as Seniors; or
- c) **Law Enforcement.** Regular or retired law enforcement officers of a regularly constituted law enforcement agency of a municipal, county, state or federal government may compete in the Law Enforcement Sub-Category. Officers of a regularly organized Reserve or Auxiliary of a regularly constituted law enforcement agency may compete in the Law Enforcement sub-category, provided that while on duty they are required to perform the same law enforcement functions and/or duties as the agency to which they are in reserve and are authorized to be armed by the appointing authority. Full-time police firearms instructors in law enforcement or police academies are eligible to compete in the Law Enforcement sub-category. Military Police or other members of the Armed Services are not eligible to compete in the Law Enforcement sub-category.

2.6.4 Service Sub-Categories

Service competitors may also register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- a) **Active Service.** All service personnel on active duty and any National Guard and Reserve members on extended active duty for 90 days or more who have Active Service Status under Title 10 USC and who are assigned

to an Active Service marksmanship program must compete as Active Service. Enrolled undergraduates in the service academies may compete in either the Service or Civilian category according to their active duty status within their service branch;

- b) **Reserve.** Members of any Reserve branch of the U.S. Armed Forces may compete as Reserve. Members of the Fleet Marine Corps Reserve and Reserve Officers' Training Corps (ROTC) must compete in the Civilian category. Members of the Army or Air Force National Guard shall compete as National Guard;
- c) **National Guard.** This category consists of members of the Army or Air Force National Guard;
- d) **Reserve Component.** Reserve and National Guard competitors may also compete in the Reserve Component sub-category and shall be eligible for awards designated for Reserve Component members; or
- e) **Infantry.** Members of the U. S. Army Active Service, Reserve or National Guard who are assigned to an Infantry unit or who have an Infantry MOS may also compete in the Infantry sub-category and shall be eligible for awards designated for Infantry members.

2.6.5 Team Captains and Firing Members

- a) Team captains and all team firing members must be eligible in the team's category or sub-category, except that any eligible civilian may be the team captain of a junior team;
- b) The team captain and team coach may be the same person;
- c) The team captain and/or team coach may be firing members; and
- d) Team firing members may also act as coaches of junior teams when they are not firing.

2.6.6 Team Coaches

Team coaches may represent any category or sub-category.

2.6.7 Substitution of Firing Members

Team captains may substitute another competitor for a designated firing member at any time until the preparation period for the first stage of competition begins, provided that the person substituted is eligible to compete in that team's category and is entered in the competition.

2.6.8 Affiliation

Team captains and firing members must have been members of the organization and category or sub-category they represent for at least 30 days before the beginning of the match. This restriction does not apply to team coaches.

2.6.9 Residency

Team captains, team coaches and firing members of State Civilian (Rule 2.7.5), Law Enforcement (Rule 2.7.9), Club Civilian (Rule 2.7.6) or Junior teams must be residents of the state that the team represents or in which the club is located and they must have lived in that state for at least 30 days before the match. The following exceptions apply:

- a) This rule does not apply to team coaches of state or club junior teams; and
- b) Clubs with members from adjoining states who reside in the area where the club is located and who regularly participate in that club's activities may apply to CMP Competitions for an exception to this rule. This exception does not apply to state association teams.

2.7 Team Categories

*Teams may enter the National Trophy Team Matches or other CMP-sanctioned team events in the categories listed below. **Team categories defined in this rule apply in all National Trophy Match events and in all CMP sponsored or sanctioned matches when any of these categories are listed in the Match Program.***

2.7.1 Active Service

Active Service Teams may represent each service, Army, Navy, Marine Corps, Air Force, and Coast Guard.

2.7.2 Reserve

Reserve Teams may represent the reserve branch of each service.

2.7.3 National Guard

Teams may represent the National Guard-at-large or state National Guard organizations. National Guard teams may be composed of both Army and Air National Guard personnel.

2.7.4 Reserve Component

Reserve and National Guard teams shall also compete as Reserve Component teams and be eligible for awards designated for Reserve Component teams.

2.7.5 State Civilian

State Civilian Teams must represent a CMP-affiliated state shooting association. Civilian State Association teams may include members who are eligible to compete as Junior, Senior or Police.

2.7.6 Club Civilian

Civilian Teams must represent a CMP-affiliated club. Civilian Club Teams may include members who are eligible to compete as Junior, Senior or Police.

2.7.7 Junior

Junior Teams must represent a CMP-affiliated state association or CMP-affiliated club. Firing members of Junior teams must be eligible to compete as Juniors under Rule 2.6.3.

2.7.8 At-Large Junior

Junior teams that do not meet the residency requirements in Rule 2.7.6 may compete as At-Large Junior Teams if the match program permits participation by At-Large Junior Teams.

2.7.9 Law Enforcement

Teams must represent organized federal, state, county or municipal law enforcement agencies. Law Enforcement team members must be eligible in accordance with Rule 2.6.3.

2.8 New Shooters, National Trophy Team Matches

Every team entered in a National Trophy Team Match, except a Junior Team or a Law Enforcement Team, must have one firing member who is a new shooter. Junior, Law Enforcement, State National Guard and Out-of-Competition Team members may be granted additional new shooter eligibility in accordance with Rules 2.9 and 2.10. The purpose of the team new shooter requirement is to encourage participating organizations to continually recruit and develop new shooters.

2.8.1 New Shooter Definition

A new shooter is a team firing member who has not previously fired in that particular National Trophy Team Match. The National Trophy Rifle Team Match and the National Trophy Infantry Team Match are separate events, so a competitor may be a new firing member in one and an old firing member in the other.

2.8.2 Active Service, Reserve, and National Guard Teams

The new shooter on an Active Service, Reserve or National Guard team may be a shooter who has fired no more than once as a junior on a Civilian Team. A National Guard shooter who has not competed as a new shooter while firing as a Junior on a Civilian Team (Rule 2.8.4) may compete once as a new shooter on a State National Guard Team and once as a new shooter on a team representing the National Guard-at-large.

2.8.3 Junior Members of Junior Teams

Juniors who fire as members of Junior Teams (Rules 2.7.7) shall not lose their eligibility to compete as new shooters on other teams.

2.8.4 Junior Members of Civilian Teams

Juniors who fire as members of State Civilian or Club Civilian Teams shall continue to be eligible to compete as new shooters one additional time, as

Juniors or as adults, on either a State Civilian, Club Civilian, Law Enforcement, Active Service, Reserve, National Guard or Reserve Component Team.

2.8.5 Members of Law Enforcement Teams

Law Enforcement officers who fire on Law Enforcement Pistol Teams (2-person teams) shall not lose their eligibility to compete on Law Enforcement teams, but they do lose their eligibility to compete as new shooters on Civilian or Club teams.

2.9 Out-of-Competition Teams (OOC)

Teams that do not comply with eligibility, residency or new shooter requirements for National Trophy Team Matches, or eligible teams that elect to do so, may enter and participate in any team event as Out-of-Competition Teams. Their scores will be recorded in the competition results in an Out-of-Competition category. If range capacity is reached in any team event, priority in accepting entries shall be given to eligible teams.

2.9.1 Ineligible for Team Awards

Out-of-Competition Teams are not eligible to win any team awards.

2.9.2 Eligible for Individual Awards

Scores fired by individual members of Out-of-Competition teams are eligible for special National Trophy Match awards that recognize individual shooter's scores in the National Trophy Team Matches.

2.9.3 New Shooter Eligibility

Participation as a firing member of an Out-of-Competition Team does not affect new shooter eligibility under Rule 2.8.

2.10 Open Individual Category (OIC)

Individual competitors that do not comply with all eligibility, equipment or firing position rules (including Rule 4.1.1-4.1.4) for National Trophy, EIC and other CMP-sanctioned matches may compete in an Open Individual Category if the match program provides for such a category. Competitors in this category are not eligible to win National Trophy awards or earn EIC credit points, but match sponsors may provide awards for Open Individual Category competitors. When scores are reported to the CMP, all competitors who fire in this category must be clearly identified.

2.11 Open Category Teams

Open teams and/or Open Junior teams may be included in Match Programs for competitions that use CMP Cup Match Rules (5.2.2, 5.2.3, 5.2.4). In competitions that use National Trophy/EIC Rules, Open Teams are not permitted and teams that do not meet eligibility criteria must compete as Out-of-Competition Teams (Rule 2.9).

3.0 Competition Rules and Procedures

3.1 Applicable Rules

The following rules and official documents govern all rifle matches conducted, sponsored or sanctioned by the CMP.

3.1.1 CMP Competition Rules

The current edition of these **CMP Competition Rules** governs all National Trophy Rifle Matches, CMP EIC Rifle Matches and CMP-sanctioned Rifle Matches.

3.1.2 Rule Interpretations

The CMP may issue rule interpretations for rules in the **CMP Competition Rules** that are unclear or in dispute. CMP rule interpretations may not change, set aside or alter the application of specific rules in the **CMP Competition Rules**.

3.1.3 Match Program

All CMP-sponsored or sanctioned competitions should have a written Match Program. The Match Program provides additional information regarding the specific conditions of that particular competition. A Match Program may not change, set aside or alter any rules in the **CMP Competition Rules**, except as permitted in Rule 3.1.5.

3.1.4 Range Incident Forms

All irregular shots, interruptions or other issues that arise during a competition should be documented on Range Incident Forms (RIF). A model Range Incident Form is shown in the illustration.

3.1.5 Match Director's Bulletin

A Match Director's Bulletin may be issued to provide additional information regarding competition conditions that were not known when the match program was published. Match Director's Bulletins may not change, set aside or alter rules in the **CMP Competition Rules**, except that a Match Director's Bulletin may change a date of firing or a course of fire when necessary to complete a match. Details of any changes made and the rationale for such changes must immediately be reported in writing to the CMP. The CMP must approve these changes for the competition to be considered a valid EIC or other sanctioned match.

3.1.6 Rules Conflicts

If there is a rules conflict, precedence shall first be given to the **CMP Competition Rules**, then to applicable CMP rule interpretations, then to the match program and then to a match director's bulletin. Conflicting statements

The illustration shows a 'CMP Range Incident Form' with a header containing the CMP logo and the title. Below the header are several fields for recording incident details: 'Date' and 'Time' (with blank lines), 'Range', 'Relay', and 'Firing Pt.' (with blank lines), 'Event' and 'Stage' (with blank lines), and 'Competitor' and 'CMP #' (with blank lines). A section labeled 'INCIDENT:' follows, with a large empty box for text. At the bottom, there are checkboxes for 'Incident concerns: Scoring', 'Match Operation', 'Rule Violation', and 'Other'. Below these is a line for 'RO/TO:' and a small note at the very bottom: 'Please give completed RIF to the ACRO or ACTO'.

in a match program or match director's bulletin cannot take precedence over **CMP Competition Rules**.

3.2 Competition Officials

Competition Officials are responsible for safely conducting competitions and for ensuring that competitors have the best possible conditions for completing their events according to these rules. Competition Officials who are authorized to participate in decisions to penalize or disqualify competitors according to Rule 3.12.2 are the Match Director, Range Officers, Scoring Officers, Statistical Officers, Technical Officers and appointed Juries. Competition Officials should normally not also be competitors, but if exceptionally Competition Officials are competitors they must also fulfill all competitor requirements listed in Rule 3.4. CMP-sanctioned competitions should have the following Competition Officials:

3.2.1 Match Director

The Match Director is the chief executive officer of the competition. The Match Sponsor appoints the Match Director. The Match Director has overall responsibility for managing and safely conducting the competition in accordance with applicable rules. The Match Director may make decisions regarding the application or interpretation of rules during the competition, however, if a protest is submitted (Rule 3.13.1), he/she must appoint a Jury to decide the protest.

3.2.2 Chief Range Officer and Range Officers

The Chief Range Officer is appointed by the Match Director and is directly responsible for the safe conduct of range firing during the competition in accordance with applicable rules, range safety procedures and **Highpower Rifle Firing Procedures and Range Officer Commands** (see Annex A). If there are more than ten firing points on a range, the Chief Range Officer must be assisted by at least one Range Officer for every ten firing points. Range Officers may make decisions regarding the application of rules during the competition, however, if a Range Officer ruling is doubtful or questioned, they must consult with the Chief Range Officer or Match Director before making a decision. Range Officers must be familiar with the rules and have received training regarding safe range firing procedures and their duties and functions.

3.2.3 Chief Target Officer and Target Officers

On rifle ranges with pit-operated targets, a Chief Target Officer is appointed by the Match Director and is responsible for operating the target system during the competition in accordance with applicable rules, range safety procedures and **Highpower Rifle Target Procedures** (see Annex B). When targets are scored in the pits, the Chief Target Officer is responsible for making decisions regarding the number or scores of shots and for making final decisions on all score challenges. If there are more than ten firing points on a range, the Chief Target Officer must be assisted by at least one Target Officer for every ten

firing points. Target Officers must be familiar with the rules and have received training regarding safe range firing procedures, scoring procedures and their duties and functions.

3.2.4 Chief Statistical Officer and Scoring Officers

The Chief Statistical Officer is appointed by the Match Director and is responsible for processing competitor entries, squadding competitors, scoring targets (if targets are not scored in the pits) and for processing scores to produce preliminary and final results lists. When targets are scored in the Statistical Office, the Chief Statistical Officer is responsible for making decisions regarding the number or scores of shots, and for making final decisions on all score challenges. The Chief Statistical Officer must appoint and train sufficient Scoring Officers to ensure that all targets from one relay can be accurately scored before the targets from a subsequent relay arrive at the Statistical Office.

3.2.5 Technical Officer

When competitions are conducted with electronic targets, there must be a qualified Technical Officer on duty. Technical Officers must be trained in electronic target operations, the resolution of electronic target complaints and how to operate electronic target competition management software. During competitions, the Technical Officer is responsible for operating the electronic target control computer and working with the Range Officer(s) to resolve any electronic target complaints. The Technical Officer is responsible for making decisions regarding the number or scores of shots, and for making final decisions in coordination with the Statistical Officer and Range Officer regarding electronic target score protests or complaints.

3.2.6 Scorer

When fixed targets are used, competitors may be assigned to act as Scorers for other competitors. When competitions are conducted on ranges with pit-operated targets, competitors on a prior or upcoming relay will be assigned to act as Scorers for the relay of competitors that is firing. When competitors act as Scorers, they are acting as Match Officials who are responsible for accurately recording the value of each shot fired. Scorers who record scores that were not actually fired by the competitor may be falsifying scores and subject to disqualification (3.12.1 e)). Scorers' responsibilities on ranges with pit-operated targets are:

- a) Act as a Safety Officer on that firing point;
- b) Check the competitor's scorecard to be sure the competitor is clearly identified and that the rifle being fired is properly identified on the scorecard;
- c) Record the value of each shot fired on the competitor's scorecard;

- d) Call out the value of each slow-fire shot and rapid-fire total when they are signaled from the pits, unless the competitor instructs the Scorer not to call out shot values or scores; and
- e) During rapid-fire series, record whether the competitor started from standing and counting the number of shots fired by the competitor. Scorers must report any saved rounds or excessive rounds (11 or more shots) to the Range Officer (Scorers should not look through their spotting scopes when rapid-fire series are fired).

3.2.7 Verifier

When competitions are conducted on electronic targets, competitors on a prior or upcoming relay may be assigned to act as Verifiers for the relay of competitors that is firing. Verifiers responsibilities are:

- a) Act as a Safety Officer on that firing point;
- b) Check the competitor's scorecard to be sure the competitor is clearly identified and that the rifle being fired is properly identified on the scorecard;
- c) Confirm that competitors fire the correct number of shots at their targets, and that their targets score those shots;
- d) Immediately notify a Range Officer or Technical Officer regarding problems on their competitor's target; and
- e) During rapid-fire series, record whether the competitor started from standing and counting the shots fired by that competitor. Any saved rounds must be recorded as misses (0) on the competitor's scorecard. If a competitor fires more than ten rounds, this must be reported to a Range Officer.

3.2.8 Target Marker

When competitions are conducted with paper targets on ranges with pit-operated targets, competitors on a prior or upcoming relay will be assigned to act as Target Markers for the relay of competitors that is firing. When competitors act as Target Markers, they are acting as Match Officials who are responsible for accurately scoring and signalling the value of each shot fired.

3.2.9 Jury

If a protest is filed in accordance with Rule 3.13.1, the Match Director must appoint a Jury of three qualified persons to decide the protest. Jury members should be experienced competitors, coaches or team officials who do not have a direct interest in the protest to be decided. The competition shall be completed based on the Jury decision. Jury decisions, however, may be appealed to the CMP and are subject to review (Rule 3.13.3).

3.3 Entries

3.3.1 Advance Notice

Advance notice for all upcoming CMP-sanctioned competitions must be provided to eligible and interested competitors. Such notice can be given with a sanctioned match posting on the CMP web site or by the distribution of the match program electronically or by mail.

3.3.2 Match Entries

Individual entries should be made in advance as prescribed in the match program. Late entries may be accepted if range space is available and the additional entries do not unduly interfere with match operations.

3.4 Competitor Responsibilities

Every competitor who participates in a CMP competition must fulfill the following responsibilities. Failure to fulfill all of these responsibilities may result in disqualification in accordance with Rule 3.12.1.

3.4.1 Safety

Every competitor must be capable of safely completing the course of fire for that match and of following all safety rules. If, in the opinion of the range officers and match director, a participant is not able to handle the rifle safely, that person may be removed from the firing activity. Any decision to remove a competitor must be made by at least two officials such as a range officer and chief range officer or range officer and match director.

3.4.2 Knowledge of the Rules

Competitors are responsible for knowing and complying with the **CMP Competition Rules**, the Match Program and any match director bulletins issued for the match.

3.4.3 Scorer, Verifier and Target Marker Responsibilities

Competitors are responsible for fulfilling Scorer, Verifier and Target Marker duties as assigned.

3.5 Coaching

Coaching competitors on the firing line is permitted only during team matches.

3.6 Range Safety Procedures

3.6.1 Safety Flags

Safety Flags (*formerly called Empty Chamber Indicators or ECIs*) must be placed in all rifles when they are brought to a range. Safety flags must be fluorescent orange, yellow or a similar bright color and must have a probe that inserts into the gun chamber and a visible flag that projects out from the open gun action. Safety flags must remain in rifles at all times, except during preparation and firing periods. A rifle being carried on a range must have a safety flag inserted whether it is carried uncased or in a gun case.

3.6.2 Eye and Hearing Protection

All competitors and competition officials are **required** to wear appropriate eye and hearing protection when **on shooting range firing lines during highpower rifle firing**. All competitors must comply with this requirement before they can participate in a CMP sponsored or sanctioned competition. Competitors are responsible for selecting their eyewear and hearing protection.

3.6.3 Carrying Rifles

The carrying of rifles is defined as physically moving or transporting firearms to and from a range assembly area or firing line. Rifles may be carried in closed gun cases or in an uncased condition, but a safety flag must remain inserted at all times while the rifle is on the range.

3.6.4 Handling Rifles

The handling of rifles is defined as anything a competitor does to operate the mechanism, shoulder or aim the firearm, put a sling on, load, practice loading, insert a clip or magazine or otherwise perform any action that would prepare the competitor to fire the rifle. Handling rifles behind the firing line is not permitted. Adjusting or blackening sights, adjusting slings without placing them on the arm or making minor adjustments to the firearm in the ready area or behind the firing line is not regarded as handling and is permitted as long as a safety flag remains inserted. Competitors may load removable clips or magazines in the ready area.

3.6.5 Carrying Rifles to the Firing Line

After competitors are instructed to move their rifles and equipment to the firing line, they are permitted to handle their rifles on the firing line as long as rifle muzzles remain pointed up or downrange and safety flags remain inserted. After arrival at the firing line and prior to the start of the preparation period, competitors may put slings on and get into a firing position with their rifles. Competitors may not remove safety flags, close actions or dry fire until the Range Officer announces the start of the preparation period.

3.6.6 Safety During Loading

Loading is defined as bringing a cartridge or magazine containing cartridges in contact with a rifle or pistol. Firearms may be loaded only when a competitor is on a firing point and only after the Range Officer gives the command **LOAD**.

3.6.7 Safety During Firing

During preparation and firing times and until firearms are cleared and benched or grounded, competitors must:

- a) Rifle muzzles must be pointed up, downrange or down; they may not be pointed to the side or rear.

- b) Rifle muzzles or butt-stocks may be rested on a shooting stool between shots, but only if the rifle is unloaded. Rifles may not be loaded when the muzzle or butt is resting on a shooting stool.
- c) On ranges where elevating rifle or pistol muzzles above the targets or impact berm behind the targets is not permitted, all rifle muzzles must be pointed downrange or down and muzzles may not point above the targets or impact berm.

3.6.8 Safety After Firing

As soon as a firing series ends, competitors must open their rifle actions, clear or remove magazines (if removable), insert safety flags and ground their rifles. A Range Officer must inspect all rifles to confirm that their actions are open, with chambers empty, magazines cleared or out and safety flags inserted. Competitors may move from their positions and remove their firearms and equipment from the firing line after a Range Officer has checked to be sure their rifles are cleared.

3.6.9 Special Range Safety Restrictions

On ranges where restrictions apply regarding how high muzzles may be pointed, competitors must take special care during loading and firing to keep gun muzzles pointed at the target backstop.

3.6.10. Smoking and Vaping Prohibition

Smoking or vaping is not permitted on the firing line during any CMP-sanctioned competition.

3.7 Range Design

Specific areas of each range are designated to fulfill special functions to ensure safety and ensure effective range operations.

3.7.1 Ready Line

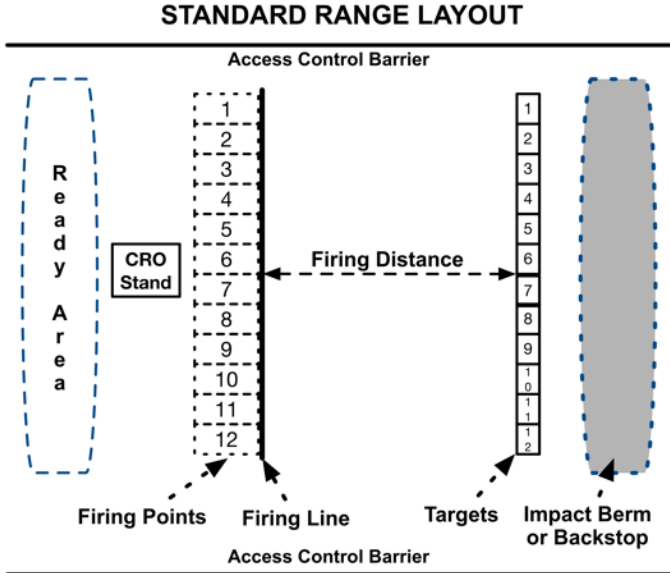
The ready area is the area immediately behind the firing line. The forward edge of the ready area may be designated with a ready line. Only competitors on a relay that has been called to the firing line, competition officials and team officials (during team events only) are allowed forward of the ready line, except by permission of a range officer. Firearms may be carried (Rule 3.6.4), but may not be handled (Rule 3.6.5) behind the ready line.

3.7.2 Firing Line and Firing Points

The firing line is the location where firing takes place. Firing points are specific numbered spaces on the firing line that correspond with numbered targets that are assigned to specific shooters or teams during a match. Competitors must take their positions to the right of their firing point number.

3.7.3 Target Line

Targets are located along a line parallel to the firing line(s). Each target must have a firing point number that is placed either directly above or below the target. Target numbers must be clearly visible to competitors with normal vision at the longest firing distance used on that range. Firing point numbers should begin with number 1 for the first target on the left. All other targets on the range should be consecutively numbered from left to right. Numbers should be alternately black on white and white on black.



3.7.4 Impact Area

A berm or controlled area behind the target line serves as the impact area. The impact area and range firing procedures (see Rule 3.6.11) should be capable of capturing all shots fired on the range.

3.7.5 Range Safety and Wind Flags

A Range Safety Flag visible from the firing line must be displayed at all times while firing is in progress on the range. The Range Safety Flag should be 18 feet in length and 5 feet wide tapering to 3 feet in width. Wind flags that are 12 feet in length and four feet wide tapering to 18" should be displayed at 200 and 400 or 500 yards on both sides of the range.

3.8 Firing Procedures and Range Commands

*Rifle firing procedures in CMP-sanctioned matches must be conducted according to **CMP Highpower Rifle Firing Procedures and Range Commands** published as Annex A to these rules.*

3.9 Firing and Completing a Match

3.9.1 Fire in a Match

Any competitor who fires one or more recorded shots in at least two stages of a match shall be counted as having fired in the match.

3.9.2 Completed Match

A competitor who fires recorded shots in all stages of a match has completed the match. A team has completed a match when all firing-members fire recorded shots in all stages of the match. A match is completed when all competitors have had an opportunity to complete all stages of the match. If a match course of fire must be reduced in accordance with Rule 3.1.5, all firers must complete at least three stages (30 shots) of a rifle National Match Course.

3.9.3 Range Alibi or Interruption of Fire

A range alibi or interruption of fire occurs when a competitor, group of competitors or relay of competitors are prevented from firing or completing a series due to a fault of the range or range officials. If a range alibi occurs, additional time or a refire shall be permitted as follows:

- a) If there is a range alibi or interruption on an individual target during a slow-fire stage, the competitor will be allowed to finish firing within the time remaining when the range alibi occurred or the competitor may be moved to another target and be given the amount of time remaining when the range alibi occurred plus two (2) additional minutes.
- b) If there is a range alibi or interruption on all targets on the range during a slow-fire stage, all competitors will be allowed to finish firing as soon as the problem is resolved within the time remaining when the range alibi occurred.
- c) In matches where sighters are allowed (CMP Cup and Long Range Matches only) and there is an interruption of three (3) minutes or more at 600 yards or an interruption of five (5) minutes or more at 500 yards or less, one additional sighter is authorized before returning to record firing and one additional minute of time will be added to the time remaining when the competitor(s) resumes firing. The Scorer/Verifier must confirm the length of the interruption and the authorization for an additional sighter before the competitor(s) resumes firing.
- d) If a range alibi or interruption occurs during a rapid-fire series, all shots fired will be nullified and pasted and a new series will be fired as soon as the problem is resolved.

3.10 Scoring and Results

The scoring of shots fired in CMP-sponsored or sanctioned competitions and the production of results lists shall be governed by these regulations.

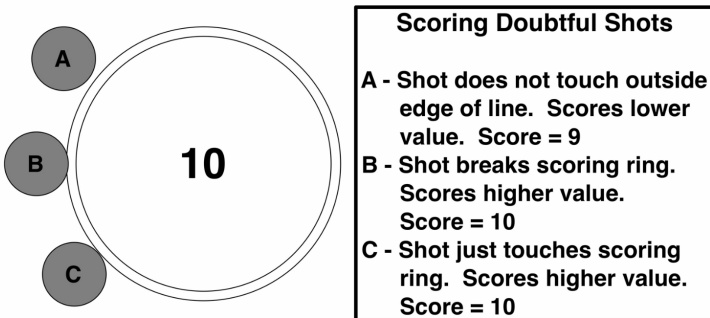
3.10.1 Scoring Methods and Standards

One of three methods of scoring may be used: a) the manual scoring of paper targets, b) the use of CMP-approved electronic targets (EST) or c) the use of a CMP-approved visual image electronic scoring system (VIS). All shots fired in one competition must be scored with only one method of scoring. Shots must be scored according to the diameter of the bullet being fired. Scoring templates, scoring gauges and electronic or VIS targets shall use the following cartridge caliber dimensions:

<u>Cartridge Caliber</u>	<u>Bullet Diameter (in.)</u>
<u>5.56 mm</u>	<u>.224 +/- .001</u>
<u>6 mm</u>	<u>.243 +/- .001</u>
<u>6.5 mm</u>	<u>.264 +/- .001</u>
<u>7 mm</u>	<u>.284 +/- .001</u>
<u>7.62 mm</u>	<u>.308 +/- .001</u>

3.10.2 Scoring Shots on Paper Targets

All shots shall be scored according to the highest value scoring ring that is hit or touched by that shot (see diagram below). The shot hole diameter for each competitor shall be determined according the bullet diameter of the cartridge the competitor is using. A shot hole where the outside edge of the shot hole touches or is tangent to the outside edge of the scoring ring must be scored the higher value. Target Markers. Target Officers or Statistical Officers may use appropriate scoring templates or gauges to determine whether a doubtful shot does or does not touch a scoring ring or to determine whether two or more shots passed though one shot hole (double).



3.10.3 Signaling Shot Values (Pit Operated Paper Targets)

When pit operated targets are used with paper targets, score value discs must be placed in the locations shown on the chart that correspond to the scored value of slow-fire shots. For rapid-fire stages, score value discs must be placed in the top center to indicate insufficient hits and in the top right to indicate excessive hits.

3.10.4 Scoring Shots on Electronic Targets

Electronic targets determine the x/y coordinates of the center of each shot and the radial distance

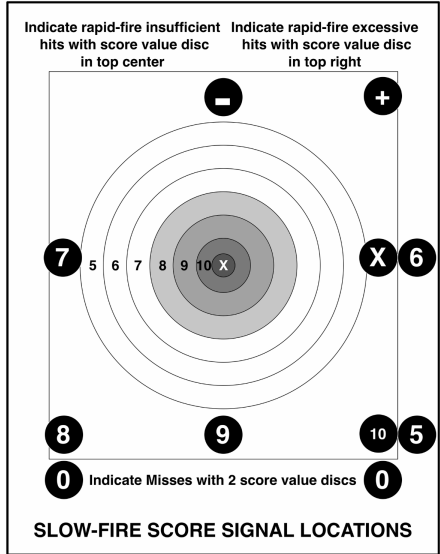
from the shot center to the center of the target. The target calculates the score of the shot by comparing that radial distance with the appropriate scoring ring radius, with the scoring ring radius varying according to the bullet diameter of the pistol being used by the competitor. This data is displayed on the competitor's monitor and recorded in the main computer. Prior to a competition, the Technical Officer must confirm that the correct target dimensions, distance and rifle or pistol bullet diameter being used by each competitor have been entered in the main computer. Scores indicated by competitors' electronic target monitors are final unless successfully protested in accordance with these rules.

3.10.5 Scoring Shots with the VIS Scoring System

Visual Imaging Scoring (VIS) uses computer vision technology (i. e. scanning, digitizing, photography, etc.) to record shot and target images that are analyzed and scored with complex computer algorithms. Like electronic scoring targets, a VIS system calculates distances from the center of the target to the center of the shot hole. When using VIS, match officials must follow the scoring procedures described in the system user manual.

3.10.6 Score Challenges, Paper Targets

If a competitor feels that a shot fired by him/her was improperly scored, the competitor must notify the Range or Statistical Officer that he/she wishes to challenge that score. Match sponsors may charge a challenge fee of no more than \$3.00 for each score challenge. If targets are scored in the pits, the Target Officer must decide the challenge. If targets are scored on frames, the Statistical Officer must decide the challenge. If targets are scored in the



Statistical Office, the Statistical Officer must decide the challenge. Any score challenge decision by one of these officers is final and not subject to further protest or appeal. Scoring decisions made by Target or Statistical Officers regarding challenged shot values are final and not subject to further protest or appeal. **If a challenge is upheld the challenge fee must be returned.**

3.10.7 Score Complaints and Protests, Electronic Targets

If a competitor feels that a shot or series of shots (rapid-fire only) was improperly scored, the competitor must notify a Range Officer immediately after the shot or series in question. The Range Officer shall take appropriate immediate action and refer the complaint to a Technical Officer. Detailed procedures for adjudicating electronic target complaints are found in Rule 6.6. The Range Officer and Technical Officer will use the applicable provisions of Rule 6.6 to resolve the complaint. A score complaint decision by these Match Officials is final and not subject to further protest or appeal.

3.10.8 Requests for Re-Evaluation of Visual Image Scores

If a competitor feels that a shot or series of shots (rapid-fire or multi-shot bulls) was improperly scored, the competitor must notify the Statistical Officer. The Statistical Officer must evaluate the protested shot by examining the original scan to determine if the shot hole was correctly identified or if there is an obvious error where the scoring system did not make a reasonable interpretation of actual shot hole location. An obvious error is one where the shot hole image in the original scan does not reasonably correspond with the scored shot as displayed by the VIS system. If the Statistical Officer concludes that there is an obvious error, he/she may make a manual correction of the score for that shot without requiring the competitor to protest that shot.

3.10.9 Scorecards

The CMP provides official scorecards that may be used to record the scores of all shots fired during CMP sponsored or sanctioned matches that use manual or electronic target scoring. Scorecards are not required when VIS scoring is used. For manual scoring, the Scorer is responsible for correctly recording scores. For electronic targets, the Verifier is responsible for recording scores, however, if there is a discrepancy between the score recorded by the Verifier and the score recorded in the main computer, the score recorded in the main computer shall be counted as the correct score. Scorecards must identify the competitor and his/her CMP number. When signed by the competitor and Scorer or Verifier, the scorecard becomes a record of the competitor's score in that event. The Scorer or Verifier, not the competitor, must turn in signed scorecards to a designated Competition Official.

3.10.10 Scoring Irregular Shots, Slow Fire

The following rules apply when there are irregularities in scoring competitor targets during slow-fire stages:

- a) **Early Shot Before LOAD.** If a competitor loads and fires a shot before the command **LOAD**, they must be disqualified for that match (Rule 3.1.8).
- b) **Early Shot After LOAD.** If a competitor loads and fires a shot after the command **LOAD**, but before the **COMMENCE FIRING, TARGETS** or **START** command or before pit-operated targets come up, the early shot in a slow or rapid-fire series must be scored as a zero (0). If fixed targets are used, the highest value shot in the series must be nullified and scored as a zero (0).
- c) **Late Shot.** If a competitor fires a shot after the **CEASE FIRING** or **STOP** command, and pit-operated are used and the late shot hits the target it must be scored according to where it hit the target. If the late shot does not hit the target, that shot must be scored as a zero (0) or, if fixed targets are used, the highest value shot on that stage must be nullified and scored as a zero (0).
- d) **Crossfire Shot.** A crossfire is a shot fired on another competitor's target. All crossfire shots must be scored as misses (0) for the competitor who fired the crossfire. If a competitor receives a crossfire shot in a slow-fire stage that cannot be distinguished from a shot the competitor fired, the competitor who received the crossfire will receive the score of the highest value shot. *Note: A crossfired sighting shot must be scored as a miss and recorded as a sighting shot that does not count in the competitor's score.*
- e) **Unfired Shot.** Any shot(s) not fired within the time limit must be scored as a miss (0).
- f) **Too Many Shots.** If a competitor fires more than ten (10) or twenty (20) shots in a slow-fire series, the extra shots shall be nullified and a two (2) point penalty must be deducted from the last valid shot. If a competitor fires more than 10 shots in a rapid-fire series, as confirmed by the Range Officer and Scorer, the competitor's score for that series must be recorded as zero (0). See also Rule 6.6.5 c) for extra shots on electronic targets.
- g) **Inadvertent Target Pull.** If a Target Marker mistakenly pulls a target down before or when a shot is fired at that target, he/she must notify the Target Officer who shall confirm the inadvertent pull and prepare a Range Incident Report. The Target Marker must paste the shot hole if a shot hit the target, place score value discs in both the 9 and 3 o'clock positions on the target and run it up.



Inadvertent Pull

This signal authorizes the competitor to refire that shot. The Target Officer must notify the Range Officer.

- h) **Crossfire.** A crossfire is a shot fired on another competitor's target. A crossfired shot must be scored as a miss (0). *Note: A crossfired sighting shot must be scored as a miss and recorded as a sighting shot that does not count in the competitor's score.*

3.10.11 Scoring Irregular Shots, Rapid Fire

The following rules apply when there are irregularities in scoring competitor targets during rapid-fire series:

- a) **Insufficient Shots.** If a competitor fires fewer than ten (10) shots and has saved rounds, as confirmed by the scorer and Range Officer, only the actual number of shots fired shall be scored. If a competitor fired an early shot before the targets came up from the pits or a late shot after the targets went down that did not hit the target, shots that did not hit the target must be scored as misses (0).
- b) **Insufficient hits.** If a competitor fires ten (10) shots, has no saved rounds or early or late shots that did not hit the target, and the scorer confirms that the competitor fired ten (10) shots, but fewer than ten (10) shots are found on the target:
- The Range Officer and Target Officer must check for possible crossfires (excessive hits) on adjacent targets (normally two targets left and right). If there is a probable crossfire(s) on an adjacent target, only the visible hits on the target shall be scored and the missing shot(s) shall be scored as a miss (0).
 - If the Target Officer confirms that there is evidence of an off-target miss (for example, an irregular impact as seen by a Target Marker), the missing shot(s) shall be scored as a miss (0).
 - If there is no evidence of an early or late shot, crossfire or off-target miss and the scorer confirms that the competitor fired 10 shots, the Target Marker(s) and Target Officer shall determine whether one of the visible shots is a "double." If they find a double, the competitor shall be scored the score of ten (10) shots, with the score of the missing shot(s) to be determined by the shot identified as the double; or
 - If the Target Marker(s) and Target Officer cannot find a double, but there are nine shots all in the 9 and 10 rings, there is no evidence of an early or late shot, crossfire or off-target miss and the scorer

confirms that the competitor fired 10 shots, the competitor shall be given the value of the lowest scored shot for his/her 10th shot; or

- If the Target Marker(s) and Target Officer cannot find a double, and not all shots are in the 9 and 10 rings, the competitor shall be given the score of the visible hits.
- c) **Excessive Shots.** If a competitor fires more than ten (10) shots in a rapid-fire series, as confirmed by the Range Officer and Scorer, the competitor's score for that series must be recorded as zero (0).
- d) **Excessive hits.** If a competitor's target receives more than ten (10) hits in a rapid-fire series:
- The Target Marker and Target Officer must confirm that the competitor fired ten (10) shots at his target; the competitor cannot be given scores for more than the actual number of shots fired.
 - The Target Marker and Target Officer may attempt to identify crossfire shots by determining if there are any different size shot holes.
 - If it cannot be determined which shots are crossfires and there are eleven (11) or twelve (12) hits on the target, the competitor shall be given the scores of the ten (10) highest value shots.
 - If it cannot be determined which shots are crossfires and there are thirteen (13) or more hits on the target, the competitor shall be given the scores of the ten (10) lowest value shots or the competitor may elect to refire and receive the score fired during the refire series.
- e) **Stationary (fixed) targets.** Scoring insufficient or excessive hits shall be done according to this rule (above).
- f) **Insufficient and Excessive Hits on Adjacent Targets.** If one target has nine (9) hits and an adjacent target on the immediate right or left has 11 hits, the Target Markers on those two targets must score the competitor on the target with nine hits as having fired nine (9) shots on his/her own target and a crossfire on the target with 11 hits. The Target Markers must score the competitor who had 11 hits on his/her target according to 3.10.10 d) above.

3.10.12 Tie-Breaking

- a) Ties in individual events shall be broken by the highest number of Xs, then the highest numerical score at the longest range or last stage (last 10-shot series), then the highest number of Xs at the longest range or last stage (last 10-shot series), then the highest numerical score at the next longest range or next to the last stage, etc.

- b) If ties in individual slow-fire events remain unbroken, the tie will be broken by comparing each individual shot, beginning with the last shot fired, then the next-to-the-last shot, etc. (an X ranks higher than a 10).
- c) If ties in individual rapid-fire events remain unbroken, the tie is unbreakable and the tied competitors shall be listed in alphabetical order according to their family names with the same ranking.
- d) Ties in team events shall be broken by applying the individual tie-breaking procedure (Rule 3.10.12 a) to the totals of the scores of all team members.
- e) Ties in aggregate events shall be broken by applying Rule 3.10.12 a) to the aggregate score and then to the last match fired, etc.
- f) Ties in Infantry Trophy Team Matches will be broken according to Rule 5.8.4 e).

3.10.13 Preliminary Results List

During and immediately after each competition event, scores must be entered in a ranked results list. As soon as all scores for an event are entered, a Preliminary Results List must be printed and posted on the range so that competitors in that event can check their scores. A protest time of a minimum of 30 minutes must be given for competitors to contact the Statistical Office about possible errors or, if scoring is done by the Statistical Office, to challenge the number or scores of shots. The end of the protest time must be posted on the Preliminary Results List.

3.10.14 Results List Corrections

At any time prior to the closing of the posted challenge period, competitors or team coaches may request that an error in score posting or calculating scores be corrected. No fee may be charged for requesting such corrections. The Statistical Officer must decide if an error was made. If a competitor is disqualified according to 3.12.2, the competitor's name must be listed at the end of the results list with no score and the notation: "Disqualified, Rule (rule number)."

3.10.15 Final Results List

Final results lists must display the scores of all competitors and teams in rank order according to scores with tie-breaking rules applied. Bulletins for team matches shall include the names and scores of all firing team members. A match sponsor may use an electronic results list as the official final results list if the electronic results list is open to public access. *Note: Match results lists posted on CMP Competition Tracker are open to the public.*

3.11 Awards

To recognize competitors in CMP sanctioned rifle and pistol matches for marksmanship excellence and successful participation and to give all competitors

incentives to participate and improve, the CMP provides a comprehensive awards program.

3.11.1 Distinguished Badge Program

Non-Distinguished competitors in National Trophy and EIC Matches are eligible to earn EIC credit points that count towards the awarding of Distinguished Rifleman and Distinguished Marksman Badges in accordance with Rule 9.0.

3.11.2 National Trophy Matches Awards

All competitors, regardless of Non-Distinguished or Distinguished status, are eligible to win trophies and awards in the National Trophy Matches in accordance with awards regulations in these Rules (Rule 7.0, The National Matches) if they fire all events in regular, legal positions (5.1).

- a) **CMP National Trophies.** Permanent National Trophies are presented to match winners in accordance with these rules and the CMP National Matches Program. National Trophies are engraved with winner's names and remain in CMP custody.
- b) **CMP Trophy Winners.** Winners of National Trophies are awarded trophy plaques with photos or facsimiles of the trophies. For team events, the team members, team coach and team captain each receive a trophy plaque.
- c) **Special Awards.** The CMP or award donors may provide additional special match awards, prizes or medals.
- d) **Minimum Requirements for Awards.** Any minimum requirements for awards must be stated in the Match Program.

3.11.3 CMP Rifle Achievement Awards

To provide incentives for Rifle EIC Match competitors to participate and improve, the CMP provides Achievement Pins for competitors who equal or exceed established Achievement Award cut-scores. EIC Achievement Award cut-scores are determined on the basis of previous National Matches National Trophy Individual Non-Distinguished scores. Gold, silver and bronze Achievement Awards are presented to approximately the top 40 percent of all competitors. Achievement Award scores are calculated so that approximately the top one-sixth of the top 40 percent of all competitors receive gold awards, the next two-sixths receive silver awards and the remaining three-sixths receive bronze awards. In 2019 CMP-sanctioned Rifle EIC Matches, Gold, Silver and Bronze Achievement Pins will be awarded according to the following standards:

Table 2 – CMP Rifle Achievement Award Cut Scores			
Event	Gold	Silver	Bronze
Service Rifle or Alternative Rifle EIC NMC	476+	465-475	454-464

3.11.4 CMP Competitor Classification System

The CMP Competitor Classification System facilitates the division of competitors in a competition into competitor classifications where competitors in that class are of similar ability. Competitor classifications are based on a competitor's average scores fired in their most recent competitions. The CMP maintains a national database of competitors and scores that are used to establish competitor classifications.

- a) **Disciplines With Classifications.** The CMP Competitor Classification System is available for the Highpower Rifle events (Rules 5.3, 5.4, 5.5, 5.10) fired with the Service Rifle (Rules 4.1.1, 4.1.3, 4.1.4), Alternative Rifle (Rule 4.1.2) and Match Rifle (Rule 4.1.5). The CMP Competitor Classification System is also available for Long Range Rifle events (Rule 6.10) fired with the Service Rifle (Rules 4.1.1, 4.1.3, 4.1.4), Alternative Rifle (Rule 4.1.2), Match Rifle (Rule 4.1.5) and Long Range Service Rifle (Rule 4.1.6).
- b) **Highpower Rifle Events Recorded.** CMP Highpower Rifle Classifications are provided for scores fired by competitors in individual highpower rifle events including the President's Rifle Course, 30 shots; National Match Course, 50 shots; CMP Standard Course, 4 x 20 shots and the CMP Long Course, 5 x 20 shots; whether fired on 200, 300 or 600 yard ranges. Scores fired in 200 or 300-yard Short Range Courses will be recorded. Scores fired in team matches will not be recorded. Scores will be recorded for complete events (normally, 30, 50, 80 or 100 shots). However, if an event is shortened according to 3.1.5, the scores for the completed series will be recorded. If a competitor whose current classification is Expert or higher fires a sub-normal 10-shot series score, which is defined as a score that is less than 60 percent of the competitor's current 10-shot average, that 10-shot score will not be included in classification calculations.
- c) **Long Range Rifle Events Recorded.** CMP Long Range Rifle Classifications are provided for scores fired by competitors in individual Long Range Rifle events including the Camp Perry 1000, 20 shots at 1000 yards, and the Viale Long Range Match, 15 shots each at 800, 900 and 1000 yards (45 shots total).
- d) **Classification Calculations.** CMP Highpower Rifle Classifications are based on the competitor's current 10-shot average for a minimum of 50

shots that were recorded after 1 January 2016. CMP Long Range Rifle Classifications are based on the competitor's current 10-shot average for a minimum of 50 shots that were recorded after 1 January 2018. After a competitor has a minimum of 50 recorded shots his/her 10-shot average will be computed by considering the most recent recorded 20, 30, 45, 50, 80 or 100-shot event scores or partial event scores (Rule 3.1.5 course of fire reductions and the deletion of sub-normal scores). When the most recent recorded scores total 240 or more shots for Highpower Rifle or 140 shots for Long Range Rifle, the oldest recorded scores will no longer be considered, provided scores for at least 240 or 140 recorded shots are considered. Classifications will automatically be updated as soon as additional match scores are recorded. Any classification changes will be displayed in the CMP Competitor Classification database and become effective immediately. Classifications may go up or down until 240 or 140 shots are recorded. After at least 240 or 140 shots are recorded, classifications will not go down regardless of the competitor's current average unless a competitor requests that CMP Competitions consider a downward classification for him/her based on the competitor having a consistent lower average.

- e) **Current Classifications.** A competitor's official current classification is the classification displayed in the CMP Competitor Classification database. Competitor Classifications are available for online look-ups by the competitor or match sponsors. CMP Highpower Rifle Classification scores are shown in the chart.

Classification	High Master	Master	Expert	Sharp-shooter	Marksman
Highpower Rifle	≥98.0	95.0-97.99	90.0-94.99	85.0-89.99	<85.0
Long Range Rifle	≥98.0	95.0-97.99	90.0-94.99	85.0-89.99	<85.0

- f) **Classification System Use.** Sponsors of CMP-sanctioned highpower rifle matches may use the CMP Competitor Classification System as a basis for providing awards. When the Classification System is used, this must be announced in the match program. When a competitor's entry in a match is confirmed, the Statistical Officer may do an online lookup to confirm the competitor's current official classification. When there are fewer than six (6) competitors in a classification, match sponsors may combine that class with the next higher classification.
- g) **Classification Reciprocity.** Competitors who do not have a CMP Classification, but who have an NRA classification, may elect to compete

with their current NRA classification. After a competitor establishes a CMP classification, they may continue to elect to compete with an NRA classification if it is higher than their CMP classification, but they may not compete with an NRA classification that is lower than their CMP classification.

- h) **Unclassified Competitors.** Competitors who do not have a Highpower or Long Range Rifle classification (CMP or NRA) must compete in the Master Class for their first competition.

3.12 Rule Violations and Disciplinary Actions

3.12.1 Rule Violations

Competitors or team officials may be disciplined or disqualified from a match for any of the following acts of misconduct:

- a) Violating CMP safety rules (Rule 3.6) and/or range safety rules;
- b) Failure to comply with **CMP Competition Rules**;
- c) Refusing to obey the instructions of a match official or failure to make a correction after a warning is given (Rule 3.12.2 a);
- d) Failure to perform assigned duties as a Scorer, Verifier or Target Marker (Rule 3.4);
- e) Falsifying or being an accessory to falsifying scores;
- f) Disorderly or unsportsmanlike conduct; or
- g) Interfering with or disrupting a competitor on the firing line.

3.12.2 Enforcement

In the event of rule violations, match officials shall take the following corrective or disciplinary actions.

- a) **Warning.** Whenever possible, a warning and opportunity to correct a rule violation must be given before imposing any further penalties;
- b) **Penalty.** A penalty of two (2) or five (5) points may be deducted from the competitor's score in the event or stage where the violation took place. Any decision to penalize a competitor must be made by at least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director); unless the applicable rule specifies a five (5) point deduction, initial deductions should be for two (2) points; or
- c) **Disqualification.** A competitor may be disqualified without further warning in case of a refusal to respond to a warning. A competitor may be disqualified without warning in case of a serious violation. Any decision to disqualify a competitor must be made by at least two Competition Officials

(must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director). If a team member is disqualified, the team may be disqualified and the scores of other team members may be disqualified from consideration for other awards, depending upon the circumstances of the disqualification. Any competitor or team that is disqualified must be notified of that decision and be given an opportunity to protest the decision to disqualify them.

3.13 Protests and Protest Resolution

3.13.1 Right to Protest

Any competitor or team that is penalized or disqualified or that believes the conditions of a competition are not in accordance with applicable CMP Rules may protest the competition conditions or decision in question. However, decisions by an authorized Target Officer, Statistical Officer or Technical Officer made in accordance with applicable scoring rules (Rule 3.10) regarding the number and scores of shots are final and may not be protested.

3.13.2 Protest Procedures

- a) **Complaint.** A competitor may “complain” about competition conditions or a competition official’s decision to any Competition Official. The Competition Official who receives the complaint may respond or involve another Competition Official in responding to the complaint.
- b) **Verbal Protests.** If this informal procedure does not resolve the complaint, a competitor, team coach or team captain may state his/her intent to “protest” to any Competition Official within 30 minutes of the condition or decision being protested. At least two Competition Officials (must be a Range Officer, Target Officer, Chief or Assistant Chief Range Officer, Chief or Assistant Chief Target Officer, Technical Officer, Match Director) must hear and decide the protest.
- c) **Written Protest and Request for Jury Decision.** If the competitor or team coach or captain is not satisfied with the Competition Officials’ decision, the competitor or team coach or captain may request a Jury decision. Any appeal to a Jury must be in writing, be submitted within 30 minutes after the original protest decision and be accompanied by a protest fee of \$20.00. The protest fee must be returned if the Jury reverses the competition officials’ protest decision. The Competition Director must appoint a Jury in accordance with Rule 3.2.6 to decide the protest, except that at the National Matches the National Matches Protest Jury (see 3.13.4) shall decide protests. A competition official who was involved in the original competition officials’ decision may not serve on the Jury.

3.13.3 Protest Decisions

A majority of the Jury must decide the protest. The Jury decision must be based on these Competition Rules as they are written; in cases where the Jury must make a rule interpretation, the intent and spirit of the applicable rule(s) must be respected. The Jury decision must be in writing. The Jury decision is final, unless the person filing the protest, the Jury or the Competition Director requests a final ruling from a CMP Protest Committee.

3.13.4 Appeal of Protest Decision

Any party involved in a protest decided by a Jury may appeal that decision to the CMP for review by a CMP Protest Committee. An appeal of any Jury decision must be submitted to the CMP within 72 hours and will be decided by a CMP Protest Committee appointed by the CMP Chief Operating Officer. Decisions by a CMP Protest Committee are final. There is no further right of appeal.

3.13.5 Protests at National Matches

A CMP National Matches Protest Committee, consisting of three persons, including one senior CMP staff member, appointed by the CMP Chief Operating Officer, will decide protests submitted during CMP National Matches events. Decisions by the CMP National Matches Protest Committee are final. There is no further right of appeal.

3.14 Additional CMP Disciplinary Action

In the event of a serious violation, additional disciplinary action may be taken by the CMP Programs Committee to disqualify or suspend a competitor from the National Matches, EIC matches or other CMP-sanctioned matches for such time as it determines, and to deny any current award already won. When a competitor is charged with a serious violation, the CMP Chief Operating Officer shall investigate the charges and all available evidence and shall present a report on this investigation, together with recommendations, to the CMP Programs Committee. Any person who may be suspended must be notified as soon as possible that suspension is being considered. Subsequent to the submission of the Chief Operating Officer's report, the Programs Committee shall offer the competitor an opportunity for a hearing on the charges and evidence provided by the Chief Operating Officer's investigation. The accused competitor must be given an opportunity to present evidence or contravening arguments before a final decision is made. Subsequent to a hearing on these charges, the Rules Committee shall make a final decision regarding the charges and the suspension or other disciplinary action for the competitor if he/she is determined to be guilty of the charges against him/her. The decision of the Programs Committee regarding suspension or other disciplinary action shall be final.

4.0 Firearms, Ammunition and Equipment

4.1 CMP Highpower Rifle Rules

Rifles that comply with this rule may be used in CMP-sanctioned matches in accordance with these rules and/or the match program. A CMP Service Rifle is defined as any rifle that complies with Rules 4.1.1, 4.1.3 or 4.1.4. A CMP Alternative Rifle is any rifle that complies with Rule 4.1.2. A Match Rifle is any rifle that complies with Rule 4.1.5.

4.1.1 M16/AR15-Type Service Rifle. The rifle must be an M16 U. S. Service Rifle or a similar AR15-type commercial rifle that is derived from the M16 service rifle design. Rifles must exhibit the general overall external appearance of the M-16 rifle or carbine. Visible barrel profiles, handguards or quad rails, receivers, pistol grips, carry handles or rails and fixed or collapsible stocks must appear essentially the same as the M16 service rifle and must incorporate the following features; functional forward assist, integral case deflector, functional ejection port cover, MIL-SPEC standard charging handle, and a Picatinny rail located at standard MIL-SPEC height. The following specific rules apply to this rifle:

- a) **Cartridge.** Must be chambered for the 5.56 x 45 mm NATO (.223) cartridge.
- b) **Action.** Must be designed or modified so that only semi-automatic fire is possible. The gas operating system must be fully operable and adhere to the original M16 rifle design (i. e. Stoner design, gas impingement system) or have a piston-operated gas system. Adjustable gas blocks are not permitted. A gas block without a front sight is permitted. Left-handed receivers that reverse the operational design features of M16/AR-type rifles and with the ejection port opening upwards are permitted. An extended bolt release is permitted on both right and left-handed receivers, provided there are no permanent alterations to upper or lower receivers.
 - i) Relieved (Milled/Cut) lowers are allowed, but the use of an extended bolt release that requires a relief in the receiver is not permitted. Extended bolt releases must be attached on the original manufactured side of the lower receiver.
 - ii) The use of billeted uppers and/or lower receivers are not permitted.
 - iii) Ambidextrous safeties, ambidextrous magazine releases and ambidextrous charging handles are permitted, provided no permanent alteration to the receiver was made to install them.
- c) **Barrel.** Barrel length may not exceed the standard A2 barrel length of 20 inches, as measured from the bolt face to the end of the barrel. Flash suppressors are not required, but if the barrel has a flash suppressor the

length of the barrel measured from the bolt face to the end of the flash suppressor shall not exceed 21 ¼ inches. No full-length heavy barrels are permitted. No portion of the barrel forward of the rearward location of the gas block or front sight tenon shall have a diameter exceeding .750". Upper receivers and/or barrels may not be changed during the firing of any event. Standard rifle length gas systems must be used for 20 inch barrels; carbine length gas systems may be used for barrels less than 20 inches. Barrels may not have compensators, muzzle brakes or sound suppressors.

- d) **Trigger.** Triggers may be either two-stage or single-stage. Triggers may be adjustable, provided all adjustments are internal. Triggers must be of standard curved design; trigger shoes are not permitted. The trigger pull must be at least 4.5 pounds.
- e) **Handguard.** The receiver and handguard must be machined as separate parts. Standard M16-type service handguards (which may conceal a float tube) may be used or military design or aftermarket free floating rail systems may be used. The rail may be of one or multiple piece design and be attached to the receiver by means of the rail itself or with a standard or special barrel nut. Key-Mod, M-Lok or similar mounting systems are permitted. Handguards may be of any length and the front sling swivel may be attached to the hand guard, but any front sling swivel location must be fixed 13 in. (+/- 0.5 in.) from the forward edge of the magazine well on M16 configured rifles or 8.0 in. (+/- 0.5 in.) on M4 configured rifles. Handguards or float tubes may not have any additional features that could be used as a hand stop.
- f) **Butt-Stocks.** Butt-stocks may vary in length and be either fixed or adjustable. Adjustable length butt-stocks may be changed during an event, but butt-stocks that allow other adjustments such as the cheek-piece height or butt-plate location are not permitted. Only standard A1 or A2 type pistol grips are permitted.
- g) **Magazines.** Metal or synthetic (polymer) magazines, standard issue or commercial equivalent, straight or curved, must be attached during the firing of all courses and in all positions. Allowable magazines must have external dimensions that are similar to the standard service 20 or 30-round box magazines, but may vary slightly in length and curvature, provided they do not exceed 7 ¾ inches, from top to bottom, as measured along the back of the spline. Magazines must not have any additional pads, extensions or other support features. A 10-round magazine with external dimensions at least as long as a standard service 20-round box magazine, but not longer than a 30-round box magazine, may be used. A dummy magazine with a ramp for single shot loading may be used if this magazine

has external dimensions at least as long as a standard service 20-round box magazine, but not longer than a 30-round box magazine.

- h) **Optical Sights.** The rifle may have an optical sight (reflective sights are considered optical sights) with a maximum power of 4.5X installed on the receiver. Variable scopes with a maximum of 4.5X are permitted. Only commercially manufactured scopes that were produced with a maximum magnification of 4.5X and have a maximum objective lens diameter of 34 mm may be used. If an optical sight is used, the same optical sight configuration must be used in all stages of a course of fire (changing sights or sight mount configurations is not permitted). The centerline of an optical sight shall be no higher than 3.5 inches above the centerline of the bore.
- i) **Metallic Sights.** Alternatively, the rifle may be equipped with an issue type front sight assembly, removable front sight, or a collapsible front sight. Metallic rear sights, if used, must have an M16 type sight design with the rear sight in the carry handle. All metallic sights must utilize a front sight post and have a maximum sight radius of 20.5 inches.

4.1.2 CMP Alternative Rifle. Residents of states where the ownership of a Service Rifle that complies with Rule 4.1.1 is prohibited by law may use a CMP Alternative Rifle that complies with the following requirements:

- a) **Cartridge.** Must be chambered for the 5.56 x 45 mm NATO (.223) cartridge.
- b) **Action.** The rifle action may be semi-automatic or manually operated.
- c) **Barrel.** Barrel length may not exceed the standard A2 barrel length of 20 inches, as measured from the bolt face to the end of the barrel. If the barrel has a flash suppressor, the length of the barrel measured from the bolt face to the end of the flash suppressor shall not exceed 21 1/4". No full heavy barrels are allowed; the forward seven (7) inches of the barrel shall not have a diameter exceeding .750". Barrels may not have compensators, muzzle brakes or sound suppressors.
- d) **Trigger.** Triggers may be either two-stage or single-stage. Triggers may be adjustable, provided all adjustments are internal. Triggers must be of standard curved design; trigger shoes are not permitted. The trigger pull must be at least 4.5 pounds.
- e) **Stock.** The type of stock is optional. The front sling swivel location must be fixed on the fore-end or handguard 17 in. (+/- 0.5 in.) from the trigger. The butt-stock and cheek-piece must be symmetrical (ambidextrous) and in line with the centerline of the bore. The butt-plate must be vertical (perpendicular to the centerline of the bore). The length of pull of the stock may be adjustable, but butt stocks that allow other adjustments such as the cheek-piece height or butt-plate location may not be used. The stock

may or may not have a pistol grip. If the stock has a pistol grip, it may not be designed to support the bottom of the trigger hand (hand rest) or extend more than 6 inches below the centerline of the bore.

- f) **Magazines.** The rifle may have an internal magazine, a flush-mounted removable magazine, or a standard box magazine that does not exceed the dimensions of the M16-type 20-round magazine. Magazines must be capable of holding at least five (5) rounds.
- g) **Optical Sights.** The rifle may have an optical sight with a maximum power of 4.5X. Variable scopes with a maximum power of 4.5X are permitted, provided they were produced with a maximum magnification of 4.5X and have a maximum objective lens diameter of 34 mm. If an optical sight is used, the same optical sight configuration must be used in all stages of a course of fire (changing sights or sight mount configurations is not permitted). The centerline of an optical sight shall be no higher than 3.5 inches above the centerline of the bore.
- h) **Metallic Sights.** Alternatively, the rifle may be equipped with an aperture rear sight and an M16-type fixed front sight assembly with a maximum sight radius of 20.5 inches.

4.1.3 M14/M1A-Type Service Rifle

The rifle must be an M14/M1A-type rifle that was issued by the U.S. Armed Forces, a Springfield Armory manufactured rifle or another commercial rifle of the same type and caliber. The following specific rules apply:

- a) The rifle must be chambered for the 7.62 mm NATO cartridge (.308 Winchester).
- b) The rifle must have a trigger pull of at least 4.5 pounds.
- c) No alteration or modification may change the external configuration of the rifle.
- d) Internal modifications may be made to improve functioning and accuracy. A special match barrel may be installed. Synthetic materials may be applied to the interior of the stock to improve the bedding.
- e) No modification may interfere with the original functioning of the rifle and its safety devices.
- f) Rear sight windage and elevation adjustments may be modified to allow finer adjustments.
- g) Stock dimensions must comply with original stock dimensions, except that stocks may be no more than 2 inches wide at a point immediately to the rear of the front band, no more than 2.5 inches wide at the front and rear of the receiver, and have a continuous taper from receiver to front band. The width at the receiver may be carried through to the butt plate.
- h) The hinged butt plate may only be used in the folded position.
- i) Stocks may have any color. Metals may have any finish. Metal components may be either steel or aluminum alloy.

- j) Magazine capacity may not exceed 20 rounds. All M14 or similar commercial rifles must be used with full-length 10 or 20 round capacity magazines. Magazines with a maximum capacity of 10 rounds may be used, provided the length of the magazine box is the same as the standard service 20-round magazine.
- k) Vented barrel extensions with the same external dimensions as the M14 flash suppressor, but without the bayonet lug, may be installed. A muzzle brake designed to reduce recoil is not permitted.
- l) **Optical Sights.** The rifle may have an optical sight (reflective sights are considered optical sights) with a maximum power of 4.5X installed on the receiver. Variable scopes with a maximum of 4.5X are permitted. Only commercially manufactured scopes that were produced with a maximum magnification of 4.5X and have a maximum objective lens diameter of 34 mm may be used. If an optical sight is used, the same optical sight configuration must be used in all stages of a course of fire (changing sights or sight mount configurations is not permitted). The centerline of an optical sight shall be no higher than 3.5 inches above the centerline of the bore.
- m) **Metallic Sights.** Alternatively, the rifle may be equipped with standard issue metallic sights. The dimensions of the rear sight aperture (internal diameter) and the front sight post (width) may vary from standard military dimensions. The rear sight hood diameter may not be longer than 0.70" or larger than 0.50" in diameter. The rear sight aperture may have a fixed, non-adjustable round, square or rectangular aperture insert. A corrective lens or multi-focal lens system may be inserted in the rear sight hood.

4.1.4 M1 Garand-Type Service Rifle

- a) The rifle must be an M1 Garand rifle that was issued by the U.S. Armed Forces or a commercial rifle of the same type and caliber. The following specific rules apply to this type of rifle:
- b) The rifle must be chambered for either the .30-06 or 7.62 mm NATO (.308 Win) cartridge.
- c) No alteration or modification may change the external configuration of the rifle.
- d) Internal modifications may be made to improve functioning and accuracy. A special match barrel may be installed. Synthetic materials may be applied to the interior of the stock to improve the bedding.
- e) No modification may interfere with the original functioning of the rifle and its safety devices.
- f) The rifle must have a trigger pull of at least 4.5 pounds.
- g) Rear sight windage and elevation adjustments may be modified to allow finer adjustments.
- h) The dimensions of the rear sight aperture (internal diameter) and the front sight post (width) may vary from standard military dimensions. The rear sight hood diameter may not be longer than 0.70" or larger than 0.50" in

diameter. The rear sight aperture may have a fixed, non-adjustable round, square or rectangular aperture insert. A corrective lens or multi-focal lens system may be inserted in the rear sight hood.

- i) Stock dimensions must comply with original stock dimensions.

4.1.5 CMP Match Rifle

A rifle that complies with this rule may be used in CMP sanctioned matches when authorized by the match program. Match sponsors may divide sanctioned match competitors into two categories for a) Service and Alternative Rifles and b) Match Rifles.

- a) **Cartridge.** May be chambered for any cartridge not exceeding .308" in diameter and not less than .224" in diameter.
- b) **Action.** May be semi-automatic or manually operated magazine-fed repeater actions, except that match rifles used in prone only or Long-Range Matches (Rule 5.10) may be single shot rifles.
- c) **Barrel.** Barrels may not have compensators, muzzle brakes or sound suppressors.
- d) **Trigger.** Unlimited, but rifles with triggers that will not remain cocked under common competition conditions are not permitted.
- e) **Weight.** Weight is unlimited.
- f) **Magazine.** Must have a magazine capacity of not less than 5 rounds and not more than twenty (20) rounds, except that rifles used in prone only or Long-Range Matches (Rule 5.10) may be single shot rifles and are not required to have magazines. Magazines may be internal or detachable.
- g) **Sights.** Sights may be metallic or optical. Optical sights may be of any magnification, either fixed or variable. If the Match Program requires the use of metallic ("iron") sights for a specific event, only metallic sights may be used when firing that event.
- h) **Accessories.** Adjustable cheek-pieces and butt-plates are permitted. Butt-plates may have a curved rear surface, but the depth of the curve, as measured from a straight line from the top to the bottom of the butt-plate may not exceed 0.5 inches. Hook butt-plates and palm-rests are prohibited. Fore-end attachments (fore-end riser blocks) that do not exceed 3.5 inches in depth from the centerline of the bore when attached to the fore-end may be used in one or more positions or removed in one or more positions. Fore-end attachments must have a flat (straight line) surface without anatomical shaping (i.e. thumb or finger grooves, etc.). Fore-end attachments may have a hand stop that can be used in the prone and kneeling positions or an attachment device that are not included in stock depth measurements (Rule 4.1.2 e).

4.1.6 Long Range Service Rifle

The rifle must be an M110 U. S. Army Service Rifle or a similar AR10-type commercial rifle that is derived from the M16 service rifle design. The rifle must comply with the technical requirements in Rule 4.1.1, except that the rifle must be chambered for the 7.62 x 51 mm NATO (.308) cartridge. The rifle may be equipped with optical sights, maximum 4.5X, in accordance with 4.1.3 I).

4.2 Special Firearm Regulations

4.2.1 Changing Firearms

Firearms used in CMP rifle events may not be changed during the firing of any single event, except when a rifle is declared disabled by the Chief Range Officer. The changing of the upper receiver and/or upper barrel assembly of a Service Rifle is not allowed.

4.2.2 Firearm Inspections

Competitors are responsible for ensuring that their firearms are safe and meet all applicable requirements of Rules 4.1 through 4.6. The Match Director and competition officials are authorized to check firearms and equipment for compliance with CMP Rules before, during or after competitions. The CMP may establish post-competition firearm inspections where firearms used in CMP sanctioned competitions are disassembled and checked to ensure compliance with CMP Rules. Such inspections, however, may only be made after the competitor has completed firing all stages of an event. If a competitor's firearm fails an inspection during or immediately after a competition event, the competitor's score for that event must be disqualified.

4.2.3 Weighing Triggers

Service rifles must comply with minimum trigger pull weights that are specified in Rules 4.1.1-4.1.4 and 4.2.1-4.2.6. When trigger pulls are checked, the trigger weight must be lifted so that it hangs freely from the cocked trigger. After the trigger weight is lifted, the trigger must be released to confirm that it was properly cocked. A maximum of three attempts may be made to lift the trigger weight.

4.2.4 Sharing Firearms

Two or more competitors may use the same firearm in a match if their squadding permits.

4.2.5 Disabled Firearms

A disabled rifle is one that cannot be fired or cannot safely be fired. Disabled rifles may be replaced if a substitution can be made without delaying that stage of the match. The replacement rifle must comply with these rules and be of the same type and caliber as the disabled firearm. A Range Officer must confirm that the rifle is disabled before it may be replaced.

4.2.6 Authority to Bar Unsafe Firearms or Ammunition

Each competitor is responsible for using a rifle and ammunition that operates and functions safely. In CMP-sponsored or sanctioned competitions, the CMP Chief Operating Officer, Match Director or their designees are authorized to bar from use any firearm or ammunition that he/she, in his/her sole discretion, determines to be in an unsafe condition or to pose an unreasonable risk of personal injury or property damage.

4.3 Ammunition

Rifle competitors may use any safe ammunition, except that match sponsors may elect to issue ammunition to all competitors. If ammunition is issued, all competitors must use the issued ammunition. No tracer, armor piercing or incendiary-type ammunition or projectiles may be used.

4.4 Rifle Slings

Slings may be used to provide support for the firing position in CMP-recognized rifle events in accordance with these regulations:

4.4.1 Standard U. S. Military Slings

Slings used on all service rifles must be standard U. S. military issue M1907 leather, or M1 web slings or identical slings of commercial manufacture made of leather, web or synthetic material.

4.4.2 Sling Configuration

Military issue or commercial M1907 and M1 slings must conform to the original pattern with no modifications or additional hooks, claws, clips or clamps. Leather or web slings may be no wider than 1 3/8 inches and no thicker than 3/16 inch. Leather slings may have no more than two keepers no wider than 7/8 inch each.

4.4.3 Sling Attachment

Slings must be attached directly to the front sling swivel; a sling hook may not be used to attach a M1907 pattern or M1 sling to the front sling swivel. Quick detachable sling swivels are permitted on the handguard/fore-end and/or butt-stock.

4.4.4 Prohibited Sling Features

Competitors using Service Rifles (Rules 4.1.1, 4.1.3, 4.1.4) or Alternative Rifles (Rule 4.1.2) may not use sling cuffs or padded or lined slings. The use of hooks, buttons, straps or similar devices fastened to the shooting coat to hold the sling in place is not permitted.

4.4.5 Match Rifle Slings

Competitors using Match Rifles (Rule 4.1.5) may wear shooting coats with hooks, buttons or straps used to hold the sling in place. Slings used with Match Rifles may be any type of sling with a maximum width of 3.5 inches.

4.4.6 How Slings Are Used

Slings must remain attached to Service or Alternative rifles in all positions when they are being fired. M1907 or M1 slings may be configured with arm loops and used for support in the prone, sitting or kneeling positions. In the standing position, slings must remain attached at both the butt-stock and handguard/fore-end of the rifle and may not be so tight as to support the back of the hand or wrist. The sling may be included within the grip. The sling may be used to support the standing position only in the 200-yard stage of the Infantry Team Match where the sling may be used as a hasty sling without using an arm loop, but with the sling wrapped around the arm (Rule 5.8.3 b)). In the sitting or kneeling and prone positions, the sling must be attached at the forward sling swivel, but it does not have to remain attached at the rear sling swivel.

4.5 Shooting Clothing and Accessories

4.5.1 Shooting Jackets

- a) **Allowable Materials.** Shooting jackets worn in CMP Rifle competitions may only be made of pliable (soft, flexible, easily bent) fabric or leather, except for buckles, straps, zippers or other adjustment or fastening devices and rubber or similar material on gripping surfaces. The internal or external use of any other material, device or substance that serves to stiffen, rigidify or immobilize any part of the competitor's upper body, back, arm or arms is prohibited. Prohibited materials include, but are not limited to, plastic, wood or metal inserts or devices, fiber board, fiberglass, fiberglass resin, carbon fiber or laminated materials. The alteration or repair of shooting jackets is permitted provided the jacket continues to comply with this rule.
- b) **Inspection Procedures.** Competition Officials may establish inspection procedures to determine if shooting jackets comply with this rule. Scores fired with shooting jackets that are ruled to be illegal must be nullified. Manufacturers or shooting equipment suppliers with questions regarding the legality of a shooting jacket should submit a sample to the CMP for evaluation.

4.5.2 Other Clothing

Except for the shooting jacket, only normal outdoor or sports clothing may be worn. Wearing a maximum of two sweatshirts made of soft, pliable, flexible material under the shooting jacket is permitted. Trousers and shoes or boots must be ordinary trousers and shoes or boots; special shooting trousers or special shooting shoes or boots may not be worn.

4.5.3 Shooting Glove

Special shooting gloves may be worn on the left hand (right-handed shooter) in all CMP Service Rifle events.

4.5.4 Shooting Mats

Ground cloths or shooting mats may be used in all CMP Service Rifle events, except the National Trophy Infantry Team Match (Rule 7.5.4). Mats may only be folded once (maximum double layer). Competitors must sit with their entire body, except for the legs and feet, on the mat.

4.5.5 Kneeling Rolls

A kneeling roll not exceeding seven (7) inches in diameter may be used under the right ankle or instep if shooting is done in the kneeling position. A kneeling roll may not be used in the sitting or prone positions.

4.5.6 Spotting Scopes

The use of a telescope to spot shots is permitted. The spotting scope stand may not be positioned forward of the firing line. When rifle scorers use spotting scopes, scopes should be turned away from the target during rapid-fire stages when scorers must observe their firers and count shots fired.

4.5.7 Shooting Kits or Stools

A shooting kit, stool, or cart may be used to carry equipment. The kit, stool or cart may be placed on the firing point, but may not be located forward of the firing line. The kit or stool may not be of such size or construction as to constitute a windbreak.

4.5.8 Electronic Devices

Competitors on the firing line may use electronic devices such as cell phones, tablets or other hand-held communication devices only to keep time, record shots or compute sight adjustments. All such devices must be in silent mode and must be incapable of communicating with other electronic devices or systems (must be switched to airplane mode). Match officials or scorers may use such devices on the firing line for communication purposes when performing official duties. Competitors who use such devices on the firing line for communication purposes are subject to a warning and possible disqualification. Timers may be used if any sound producing capability is silenced.

4.5.9 Wind Indicators

Electronic or mechanical wind gauges or indicators may be used behind the firing line or on the line to evaluate wind conditions, but they may not be placed ahead of the firing line.

4.6 Targets

4.6.1 Targets

Firing may be done on paper or electronic targets. Paper targets must bear the specific designations authorized in this rule. Electronic targets must be targets approved by the International Shooting Sport Federation (ISSF) or the CMP and be programmed to score hits according to the scoring ring dimensions of targets described in this rule. If VIS scoring is used, the target must be compatible with target specifications identified in the VIS system documentation.

4.6.2 Highpower Rifle Targets

The following targets or a CMP-approved target with the same scoring ring dimensions are used for all CMP courses of fire (Tables 3, 4 and 5) except the National Trophy Infantry Team Match (Table 6). National Trophy Infantry Team Match targets are described in Rule 5.8.2 a).

- a) **200-Yard SR Target.** The standard U.S. Army Short-Range (SR) (200-300 yards or meters) competitive rifle target with the X, 10 and 9 rings black or the NRA SR target may be used.

X ring	3.00 in.	8 ring	19.00 in.
10 ring	7.00 in.	7 ring	25.00 in.
9 ring	13.00 in.	6 ring	31.00 in.
Aiming black	13.00 in.	5 ring	37.00 in.

- b) **300-Yard SR-3 Target.** Same target as in (1) above, but with the X, 10, 9 and 8 rings black. The NRA SR-3 target may be used.

X ring	3.00 in.	Aiming black	19.00 in.
10 ring	7.00 in.	7 ring	25.00 in.
9 ring	13.00 in.	6 ring	31.00 in.
8 ring	19.00 in.	5 ring	37.00 in.

- c) **600-Yard MR Target.** Standard U.S. Army Mid-Range (MR) (600 yards or meters) competitive rifle target with the X, 10, 9, 8 and 7 rings black. The NRA MR-1 target may be used.

X ring	6.00 in.	7 ring	36.00 in.
10 ring	12.00 in.	Aiming black	36.00 in.
9 ring	18.00 in.	6 ring	48.00 in.
8 ring	24.00 in.	5 ring	60.00 in.

- d) **800, 900 and 1000-Yard LR Target.** The target is used for long range shooting at 800, 900 and 1000 yards.

X ring	10.00 in.	Aiming black	44.00 in.
10 ring	20.00 in.	7 ring	60.00 in.
9 ring	30.00 in.	6 ring	72" x 72" square

8 ring 44.00 in. 5 ring 37.00 in.

- e) **100-Yard Reduced 200-Yard SR Target.** The 200-yard SR target reduced for firing at 100 yards. This target is used for the M1 Carbine Match and may be used in Short Range courses of fire that are fired at 100 yards. The NRA SR-1 target may be used.
- f) **100-Yard Reduced 300-Yard SR Target.** The 300-yard SR target reduced for firing at 100 yards. This target is used in Short Range courses of fire that are fired at 100 yards. The NRA SR-21 target may be used.
- g) **100-Yard Reduced 600-Yard MR Target.** The 600-yard MR target reduced for firing at 100 yards. This target is used in Short Range courses of fire that are fired at 100 yards. The NRA SR-31 target may be used.
- h) **200-Yard Reduced 300-Yard SR Target.** The 300-yard SR target reduced for firing at 200 yards. This target is used in Short Range courses of fire that are fired at 200 yards. The NRA SR-42 target may be used.
- i) **200-Yard Reduced 600-Yard MR Target.** The 600-yard MR target reduced for firing at 200 yards. This target is used in Short Range courses of fire that are fired at 200 yards. The NRA SR-52 target may be used.
- j) **300-Yard Reduced 600-Yard MR Target.** The 600-yard MR target reduced for firing at 200 yards. This target is used in Short Range courses of fire that are fired at 200 and 300 yards. The NRA MR-63 target may be used.

4.6.3 Infantry Trophy Rifle Targets

U. S. Army “E” and “F” silhouette targets that are used for the Infantry Trophy Team Match are described in Rule 5.8.

5.0 Rifle Competition Event Regulations

5.1 Rifle Firing Positions

Firing positions used by competitors in CMP Highpower Rifle events must comply with these rules. The use of any form of artificial support that is not specifically described or authorized in these rules is prohibited. Rifle magazines may touch the arm or shooting jacket sleeve, but may not touch the ground or be used to provide artificial support.

5.1.1 Standing Position

The shooter must stand on both feet while supporting the rifle with both hands, the shoulder or upper arm and the cheek. The arm that supports the rifle may rest on the hip or side of the body. The other arm must grasp the rifle at the pistol grip. The sling may be within the grasp of the left hand (right-handed shooter) or it may pass over the outside of the hand, but it may not be used to

support the rifle. Some part of the rear surface of the butt-plate (toe of the butt-plate) must contact the shoulder (shoulder pad on the jacket); the butt-stock may not rest on top of the shoulder. The sling must remain attached to the rifle in parade configuration when the Service or Alternative Rifle is used (see Rule 4.4.6). Slings are not required for Match Rifles or in CMP Games Matches.

5.1.2 Sitting or Kneeling Position

The shooter may elect to shoot in either the sitting or kneeling position. In the sitting position, the shooter sits on the buttocks while supporting the rifle with both hands, the shoulder and cheek. A sling may be used in either the sitting or kneeling position. The legs may be crossed, extended or open. Both elbows may rest on the legs that are extended or crossed in front of the shooter at any point above the ankles. The elbows may not rest on the ground. In the kneeling position, the shooter sits on one foot, which may be supported by a kneeling roll, while supporting the rifle with both hands, the shoulder and cheek. If a kneeling roll is used, the foot may not be turned at an angle of more than 45 degrees. One elbow may rest on the knee opposite the leg/foot on which the shooter is sitting. No other part of the body or rifle may rest on any object or support.

5.1.3 Prone Position

The shooter lies on the ground, with the head towards the target, with the rifle supported by both hands, the shoulder and cheek. A sling may be used in the prone position. The rifle may not touch the ground or rest on any object or support. No part of the arm ahead of the elbow may touch the ground or any artificial support. The magazine may touch the shooting jacket sleeve, but it may not rest on the jacket sleeve, jacket elbow pad, arm or ground.

5.2 General Competition Conditions

5.2.1 Target Assignments (Squadding)

Individual competitors in National Trophy and EIC Matches must be assigned to designated relays and firing points on the basis of random draws. Individual competitors in CMP Sponsored Matches, State Championships or other CMP-sanctioned Highpower Rifle matches and teams in the National Trophy, National Trophy Infantry and other team matches may be squadded by match officials to ensure that individual competitors or teams of similar ability fire under relatively equal conditions.

5.2.2 Sighting Shots

Sighting shots are not allowed in National Trophy Event Matches, including all National Trophy or EIC Matches. A maximum of two (2) sighting shots per stage are allowed for events in CMP Standard and Long Course aggregates (Rule 5.5), CMP-sanctioned State Championships or other CMP-sanctioned Highpower Rifle Matches, unless the Match Program states that sighting shots are not allowed. Sighting shots, if allowed by the Match Program, must be fired

before the first shot for record. Sighting shots are allowed in CMP Long Range Matches according to Rule 5.10 (Table 8). A competitor may elect not to fire one or both sighting shots by informing his/her Scorer that the next shot will be a record shot.

5.2.3 Loading and Reloading Rifles

- a) **Slow-Fire Loading.** In all slow-fire stages, the rifle must be loaded with only one cartridge. The rifle must remain pointed downrange while loading; a rifle may not be loaded with the rifle butt resting on a shooting stool.
- b) **Rapid-Fire Loading, National Trophy Events.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors with Rule 4.1.1 or 4.1.3 Service Rifles, Rule 4.1.2 Alternative Rifles and, if allowed by the match program, Rule 4.1.5 Match Rifles must stand with actions closed on empty chambers or must close their rifle actions on empty chambers and insert/load a magazine with two (2) or five (5) rounds. Competitors with manually operated rifles must leave bolts open until they are down in position. Competitors with M1 Garands must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the magazine. When the targets rise or the command **TARGETS** is given, competitors must go down into position and then cycle or close the bolt to chamber the first round. No round may be chambered until the competitor is down in position. A competitor is considered down in position when the buttocks are on the ground in sitting or one elbow is on the ground in prone. After firing two (2) or five (5) rounds, the competitor must reload eight (8) or five (5) rounds and continue firing. Reloading before firing the 2nd or 5th round ('hot reload') is not permitted and any competitor who does this will receive a score of zero (0) for that 10-shot series.
- c) **Rapid-Fire Loading, CMP Cup Match Events.** For rapid-fire series, all competitors must start in the shooting position for the appropriate stage of fire (i.e. kneeling, sitting or prone). After the command **YOUR SIGHTING PERIOD HAS ENDED** or **FOR YOUR SECOND SERIES OF RAPID FIRE**, and before the targets appear, the rifle must be kept out of the shoulder, and the ammunition must remain on the ground, shooting mat or shooting stool. When the targets appear, competitors must take their ammunition, load either two (2) or five (5) rounds and fire their first two or five rounds. After firing two or five rounds, competitors will reload eight (8) or five (5) rounds and continue firing. Reloading before firing the 2nd or 5th round ('hot reload') is not permitted and any competitor who does this will receive a score of zero (0) for that 10-shot series.
- d) **Infantry Trophy Loading.** Team Captains will direct loading and reloading in coordination with range officer commands to **LOAD AND BE READY**.

5.2.4 Starting Rapid Fire Stages Standing or In Position

- a) **National Trophy Events.** When the preparation period for a rapid-fire stage ends, shooters are given the command **ON THE FIRING**

LINE...STAND. All competitors who wish to be eligible to earn EIC credit points, win National Trophy Match awards or win overall match winner awards must stand and begin each rapid-fire stage from the standing position. A competitor who is unable to stand or who has a medical authorization to remain in position may begin rapid-fire stages in position. They are eligible to win other awards in accordance with the Match Program, but they not eligible to earn EIC points, win National Trophy Match awards or win overall match winner awards. Competitors who begin rapid-fire stages in the firing position must follow the same loading commands and procedures that are specified in Rule 5.2.3 b). Competitors who do not stand may not look through their spotting scopes while competitors are standing. No competitor may cycle the bolt to chamber a round and shoulder the rifle until after the firing time begins (targets rise or the command **TARGETS** is given) and no competitor who begins a rapid-fire series in position may fire a shot until after a shooter who was standing fires a shot.

- b) **CMP Cup Match Events.** For rapid-fire series in CMP Cup Match Events, all competitors must start in the shooting position for the appropriate stage of fire (i.e. kneeling, sitting or prone) before loading and firing their rapid-fire series (Rule 5.2.3 c)).

5.2.5 Slow Target Service, Slow Fire

When pit operated targets are used, slow fire pulling and marking should be done in 12 seconds or less and must be done in 18 seconds or less. Any claim for extra time must be made during the first five shots, may only be allowed if the delay was not the fault of the competitor and must be confirmed by a Range Officer. The amount of extra time awarded shall normally not exceed two minutes for a ten-shot series or three minutes for a 20-shot series.

5.2.6 Malfunctions

A malfunction is the failure of the rifle or ammunition to function properly. Competitors are responsible for having rifles and ammunition that function reliably and do not malfunction or misfire. If a malfunction occurs, a competitor may attempt to clear the malfunction and continue firing, if he/she can do so safely. If a competitor is unable to fire the prescribed number of shots within the time limit, the unfired shots (saved rounds) must be scored as misses (0):

- a) No additional time shall be authorized for malfunctions or malfunction repairs during slow-fire stages.
- b) No refires shall be authorized for malfunctions during rapid-fire series.

5.2.7 Refires

If a competitor is authorized a refire because of a range alibi (3.9.3) or he/she elects to refire an excessive hit target (3.10.10 d) or 6.6.6 c)), the refire will be

conducted immediately after the scoring period for other targets is completed and before the next stage or relay. Refire competitors must remain on their assigned targets. They will be given a one (1) minute preparation period before the refire is conducted. No additional sighting shots are permitted for refires.

5.3 President's Rifle Course and President's Rifle Match

The President's Rifle Course (30 shots) with final (40 shots) is a National Trophy Event that may be fired with Service, Alternative or Match Rifles.

Table 3 -- President's Rifle Course					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
1 st	200 yds.	Slow	Standing	10	10 min.
2 nd	300 yds.	Rapid	Prone from Standing	10	70 sec.
3 rd	600 yds.	Slow	Prone	10	10 min.
Final Stage (for top 20 competitors in Stages 1-3)					
Final	600 yds.	Slow, with each shot timed separately	Prone	10	50 sec. for each shot

5.3.1 Final Stage Procedures

All competitors fire the first three stages of the President's Rifle Course. Scores fired in stages 1-3 of the President's Rifle Course determine the competitors who are designated as "The President's One Hundred." After scores for the first 30 shots are recorded and ranked, the top 20 shooters will fire an additional ten shots at 600 yards to determine the match winner and the final ranking of those shooters. Top 20 final stage competitors will have a five (5) minute preparation period, followed by ten additional record shots that are fired and scored, one-shot-at-a-time. Competition shots will be fired with this command sequence: **FOR YOUR FIRST SHOT...LOAD...COMMENCE FIRING**. After 50 seconds or when all competitors have fired, the Range Officer will command: **CEASE FIRING, SCORE ALL TARGETS**. Ten seconds after all targets are raised in the pits, with scores marked, the command sequence will continue: **FOR YOUR NEXT SHOT...LOAD...COMMENCE FIRING**. This command-firing-scoring sequence will continue until all ten record shots in this stage are fired. Any competitor who wishes to protest a scored shot value must

do so before the commands for the next shot begin. If a shot value is protested, the commands for the next shot will not begin until the protest is decided.

5.3.2 Final Rankings and Awards

Competitors in places 1-20 will be ranked according to their 40-shot totals in stages 1-4. If two or more competitors are tied for first place with the same numerical and X-count score, the first place tie only will be broken by continuing to shoot single shots until the tie is broken. The highest score in the final stage, then in stage 3, etc., will determine ties for places 2 through 19. Competitors in places 21 and below will be ranked according to their 30-shot totals in stages 1-3.

5.4 Rifle National Match Course

The Rifle National Match Course (50 shots) is a National Trophy Event that may be fired with Service, Alternative or Match Rifles.

Table 4 -- Rifle National Match Course					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
1 st	200 yds.	Slow	Standing	10	10 min.
2 nd	200 yds.	Rapid	Sitting or Kneeling from Standing	10	60 sec.
3 rd	300 yds.	Rapid	Prone from Standing	10	70 sec.
4 th	600 yds.*	Slow	Prone	20	20 min.
*The CMP may authorize the fourth stage to be fired at 500 yards for EIC matches other than the National Trophy Matches, if a 600-yard range is not available. The 600-yard MR target is used if firing is done at 500 yards.					

5.5 CMP Highpower Rifle Standard Course

The CMP Highpower Rifle Standard Course is a CMP highpower rifle event that may be conducted during the National Matches, CMP National Ranges Matches, CMP Travel Games Matches or in other sanctioned competitions. Competitors may use the Service Rifle (Rules 4.1.1 - 4.1.2) or Match Rifle (Rule 4.1.5). The two highpower rifle aggregates (800 points or 1000 points) may be fired as either National Trophy Events (no sighters, competitors start rapid-fire series standing) or as CMP Cup Match Events (with sighters, competitors start rapid-fire series in position). This must be specified in the Match Program.

Table 5 – CMP Highpower Rifle Standard Course

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
1 st	200 yds.	Slow	Standing	2 sighting shots and 20 record shots	22 min.
2 nd	200 yds.	Rapid	Sitting or Kneeling	2 sighting shots and 2 series of 10 shots	60 sec. per series
3 rd	300 yds.	Rapid	Prone	2 sighting shots and 2 series of 10 shots	70 sec. per series
4 th	600 yds.	Slow	Prone	2 sighting shots and 20 record shots	22 min.

5.5.1 Rapid-Fire Stages

In accordance with the Match Program, competitors will start rapid-fire stages in standing (Rules 5.2.3 b) and 5.2.4 a)) or in position (Rules 5.2.3 c) and 5.2.4 b).

5.5.2 Individual Stage Matches

Each 20-shot stage in the CMP Standard Course may be programed as a separate event for which awards are given.

5.5.3 CMP Standard Course Aggregate

The CMP Standard Course is a total of 80 record shots (800 points).

5.5.4 CMP Long Course Aggregate

Match sponsors may, at their option, add a fifth stage, 2 sighting shots and 20 record shots at 600 yards in a time limit of 22 minutes. The Standard Course Aggregate then becomes a 1000-point aggregate.

5.6 Short Range Highpower Rifle Courses

Short Range Highpower Rifle Courses are Highpower Rifle events where all stages are fired at 300, 200 or 100 yards on reduced targets. Short Range Highpower Rifle Courses may be included in the program of a CMP-sanctioned state championships or club highpower rifle matches. Competitors may use the Service Rifle (Rules 4.1.1 - 4.1.2) or Match Rifle (Rule 4.1.5). The two highpower rifle aggregates (800 points or 1000 points) may be fired as either National Trophy Events (no sighters, competitors start rapid-fire series standing) or as CMP Cup

Match Events (with sighters, competitors start rapid-fire series in position). The Match Program must specify the type(s) of rifles that may be used and whether the events will use National Trophy or CMP Cup Match Rules. The following Short Range Highpower Rifle events may be used:

5.6.1 Short Range President's Highpower Rifle 200-Yard Course:

10 shots standing at 200 yards on the SR target, 10 shots prone rapid fire on the 300-yard target reduced for 200 yards and 10 shots prone slow fire on the 600-yard MR target reduced for 200 yards.

5.6.2 Short Range President's Highpower Rifle 100-Yard Course:

10 shots standing at 100 yards on the 200-Yard SR target reduced for 100 yards, 10 shots prone rapid fire on the 300-yard target reduced for 100 yards and 10 shots prone slow fire on the 600-yard MR target reduced for 100 yards.

5.6.3 Short Range National Match Highpower Rifle 200-Yard Course:

10 shots standing at 200 yards on the SR target, 10 shots sitting rapid-fire on the SR target, 10 shots prone rapid fire on the 300-yard target reduced for 200 yards and 20 shots prone slow fire on the 600-yard MR target reduced for 200 yards

5.6.4 Short Range National Match Highpower Rifle 100-Yard Course:

10 shots standing at 100 yards on the SR target reduced for 100 yards, 10 shots sitting rapid-fire on the SR target reduced for 100 yards, 10 shots prone rapid fire on the 300-yard target reduced for 100 yards and 20 shots prone slow fire on the 600-yard MR target reduced for 100 yards.

5.6.5 Short Range Highpower Rifle Standard Course.

This event can be fired at either 100 yards or 200 yards. The 80-shot event consists of 20 shots standing at 200 yards on the SR target or at 100 yards on the reduced SR target, 2 x 10 shots rapid-fire sitting at 200 yards on the SR target or at 100 yards on the reduced SR target, 2x10 shot rapid-fire prone at 200 yards on the 300-yard SR target reduced for 200 yards or at 100 yards on the 300-yard SR target reduced for 100 yards and 20 shots slow-fire prone at 200 yards on the 600-yard MR target reduced for 200 yards or at 100 yards on the 600-yard MR target reduced for 100 yards.

5.6.6 Ranges with 200 and 300 Yard Firing Lines. Clubs that have 300 yard ranges may also sanction and conduct events where 200 yard stages of Highpower Rifle Events are fired at 200 yards, 300 yard stages are fired at 300 yards on the SR-3 target and 600 yard stages are fired at 300 yards on the MR-63 target.

5.7 Rifle Team Matches

Rifle team matches for six, four and two-person teams are conducted in the National Matches, CMP National Range Matches, CMP Travel Games or other CMP-sanctioned Competitions. Rifle Team Matches may be fired as National

Trophy Events for the Service Rifle (Rules 4.1.1, 4.1.3, 4.1.4) or the Alternative Rifle Rule (4.1.2) or they may be fired as CMP Cup Match Events where the Service Rifle (Rules 4.1.1, 4.1.3, 4.1.4), Alternative Rifle (4.1.2) or Match Rifle (4.1.5) may be used. Details concerning team size, team eligibility, the course of fire and whether the team match will be fired as a National Trophy event (no sighters, start rapid-fire from standing) or CMP Cup Match event (with sighters, start rapid-fire in position) Match must be specified in the Match Program.

5.7.1 Team Composition

Teams consist of a captain, coach and six, four or two members who fire for the team's score.

5.7.2 Team Eligibility Requirements

Teams may be comprised of any eligible individuals (Rules 2.2 and 2.3) or team membership may be restricted by these rules (Rule 2.6, National Trophy Team Match) or team eligibility requirements in the Match Program.

5.7.3 Courses of Fire

In team matches, each firing member will fire the Rifle National Match Course of Fire (Table 4, 50 shots) or the President's Rifle Course (Table 3, 30 shots).

5.7.4 Team Match Competition Conditions

- a) **Team Targets.** All teams must be assigned the same number of targets. Each team normally is assigned to one target.
- b) **Sighting Shots.** See Rule 5.2.2. When team matches are fired as National Trophy Events, sighters are not allowed. When team matches are fired as CMP Cup Match Events, two (2) sighting shots per team member are allowed for each stage.
- c) **Pair Firing.** **Pair firing is required in the National Trophy Team Match. Match Programs for other team events must specify whether pair firing is required.** When pair firing is required, all teams must pair fire in the slow-fire stages of rifle team matches (200 yards standing and 600 yards prone). In pair firing, two firers are assigned to a single target and fire alternating shots, with the competitor on the right firing first. A shot fired out of turn must be scored as a miss. Pair firing is not required in Long Range Matches.
- d) **Slow-Fire Time Limits.** Pair firing time limits for rifle team match slow-fire stages are specified in the chart.

Stage of Fire	6-Person Team 3 Pairs	4-Person Team 2 Pairs	2-Person Team 1 Pair
200 Yds. Standing	66 min.	43 min.	20 min.
600 Yards Prone	126 min.	83 min.	40 min.

- e) **Rapid-Fire Stages.** When team matches are fired as National Trophy Events, team members will load and begin rapid-fire stages standing (Rule 5.2.4 a)). When team matches are fired as CMP Cup Match events, team members will load and begin rapid-fire stages in position (Rule 5.2.3 b)).
- f) **Firing Order.** Team captains may assign pairs (slow-fire stages) or team members (rapid-fire stages) to fire in any order. The firing order may change between stages, but the scorer must be notified.
- g) **Target Markers.** The Match Program may require teams to furnish Target Markers or it may provide for a relay rotation that uses teams as Target Markers and scorers.
- h) **Team Captain.** The team captain may be in front of the ready line and slightly behind the team coach so he/she can observe team operations and scoring. Team captains may not assist in coaching, except during the National Trophy Infantry Team Match. Team captains may talk with team coaches, but they may not talk directly with team members during firing.
- i) **Coaching.** Coaching is permitted during all stages of team matches, except the National Trophy Hearst Doubles Team Match (see 7.5.5 f) where a non-firing coach is not permitted. Only one person may coach a team at one time. Any member of the team, including the captain may act as a team coach.
- j) **Scorers.** Each team must provide one scorer or verifier to score the team on its right. A designated scorer, team member who is not firing or the team captain may perform scorer duties.

5.8 National Trophy Infantry Team Match

The National Trophy Infantry Team Match is a National Trophy Event for the Service Rifle (Rules 4.1.1, 4.1.3, 4.1.4) or the Alternative Rifle (Rule 4.1.2) that is conducted during the annual National Matches or in other CMP-sanctioned competitions.

5.8.1 Team Composition

The team consists of a captain, coach and six team members.

5.8.2 Course of Fire

The National Trophy Infantry Team Match course of fire (Table 6) is used.

- a) For firing at 600 and 500 yards, a standard 600-yard target is reversed to display a white background and pasted on a standard competitive target frame. The Army "E" silhouette target is centered horizontally on this background, with the top of the silhouette 13" below the top of the frame. For firing at 300 and 200 yards, the Army "F" silhouette target is pasted on the face of a standard 200-yard target, with the top of the silhouette positioned at the top of the 8 ring.
- b) Teams take their positions on the 600-yard firing line as directed by team officials. Only the captain, coach, and firing members are permitted on the firing line. A three-minute preparation period is given at the 600-yard firing line only. After the preparation period ends, the command **LOAD AND BE READY** is given and the targets are exposed between 10 seconds and no later than 40 seconds after this command. Shooters may start firing when targets appear. The Chief Range Officer must vary the start command within these standards so that the timing of the **LOAD AND BE READY** command is not predictable. Between stages, each team moves forward abreast. Rifles must be unloaded, with magazines removed and bolts open, with muzzles elevated and pointed down range. The firing procedures at each range are the same as those at 600 yards. Each relay must complete the match before the next relay is called.

Table 6 -- Infantry Team Match Course

Stage	Distance	Firing Position	Time Limit
First	600 yds.	Prone	50 sec.
Second	500 yds.	Prone, Sitting or Kneeling	50 sec.
Third	300 yds.	Sitting or Kneeling	50 sec.
Fourth	200 yds.	Standing	50 sec.

5.8.3 Competition Conditions

- a) **Ammunition.** Each team starts the match with a total of 384 rounds of ammunition. The team captain allocates the ammunition among stages, divides it among the firing members and decides the number of rounds to be loaded in the clips or magazines.
- b) **Slings.** M1907 or M1 slings may be configured with arm loops and used for support in the prone, sitting or kneeling positions. In the 200-yard

standing position stage, the sling may only be used as a hasty sling, without an arm loop, but with the sling strap wrapped around the arm (Rule 4.4.6).

- c) **Targets.** Each team is assigned a block of eight adjacent targets. Gaps in the target line separate one team's targets from those of another.
- d) **Coaching.** During the Infantry Team Match, both the team captain and the team coach may coach and talk directly with the shooters and they may touch the shooters' rifles.
- e) **Target Markers.** During the National Trophy Infantry Team Match, each team must serve as or provide Target Markers for a team on the following relay, except that last relay teams must provide Target Markers for the first relay. Target Markers must be capable of performing these duties correctly. Failure to provide capable Target Markers may disqualify a team.
- f) **Malfunctions.** No malfunctions may be claimed for misfires, disabled firearms or other failures of range or team equipment.
- g) **Score Recording.** A Range Officer is assigned to each team to enforce safety regulations and record team scores. A designated team representative (verifier) may accompany this officer downrange to verify scores.

5.8.4 Scoring

- a) All scores are recorded on the firing line at the end of each stage.
- b) Hits outside the silhouettes are not scored or marked.
- c) Hits on the silhouettes count four (4) points at 600 yards, three (3) points at 500 yards, two (2) points at 300 yards and one (1) point at 200 yards.
- d) A bonus for distribution is calculated at each range. The bonus is determined by counting the number of silhouette targets that contain six (6) or more hits each. The number of targets with six or more hits is squared and that result is added to the total hit score for that range to produce the total score for that range.
- e) Ties are broken according to the highest team score at 600 yards, then at 500 yards, etc.

5.8.5 Telescopes and Field Glasses

In the National Trophy Infantry Team Match, the team captain and coach are permitted to use binoculars that do not exceed 10X50 in power and objective lens diameter. Telescopes may only be used behind the ready line and before the preparation period starts. Telescopes and field glasses may be used as follows:

- a) The team captain and coach may use a telescope behind the assembly line for the purpose of reading the wind before the start of their team's relay. These telescopes may not be used for coaching or reading wind after the preparation period starts.
- b) After the preparation period starts, the captain and coach may use binoculars that do not exceed 10X50 in power and objective lens diameter.
- c) The assistant range officer or verifier may carry one telescope downrange and may use it only to check and verify scores.
- d) Telescopes taken downrange must be turned parallel to the firing line during the time when targets are exposed and may be turned towards the targets only during scoring.

5.9 Springfield M1A Match Course

The Springfield M1A Match Course is a CMP highpower rifle event that is conducted during the National Matches and may be conducted at CMP National Ranges or Travel Games Matches or in other sanctioned competitions. Competitors must use the M14/M1A-Type Service Rifle (Rule 4.1.3).

Table 7 – Springfield M1A Match Course

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	300 yds.	Slow	Any position	5	15 min.
1 st		Slow	Prone	10	
2 nd		Rapid	Prone*	10	70 sec.
3 rd		Rapid	Sitting*	10	60 sec.
4 th		Slow	Standing	10	10 min.
* Competitors must start rapid-fire stages in position according to Rules 5.2.3 c) and 5.2.4 b).					

5.10 CMP Long Range Courses

The CMP Long Range Courses are CMP highpower rifle events that are conducted during the National Matches and may be conducted in other CMP-sanctioned competitions. Competitors may use the Service Rifle (Rules 4.1.1, 4.1.3, 4.1.4), Alternative Rifle (Rule 4.1.2), Match Rifle (Rule 4.1.5) and the Long Range Service Rifle (Rule 4.1.6).

Table 8 – Long Range Match Courses

Event	Stage	Distance	Sighting Shots	Record Shots	Time Limit
1000 Yard Match		1000 Yards	Unlimited	20	30 min.
Palma Match	1st	800 Yards	Unlimited	15	22 min.
	2nd	900 Yards	2 or Unlimited	15	
	3rd	1000 Yards	2 or Unlimited	15	

Sighting Shots. Sighting shots must be fired at the beginning of each event or stage and may be fired only before the first shot for record. No sighting shots may be fired after the first shot for record. Unlimited sighting shots will be permitted in each event or stage except when the Match Program limits sighting shots to two (2) in the 900 and 1000-yard stages of the Viale Long Range Match.

Rifles Allowed. The Match Program may permit the use of Service Rifles (Rules 4.1.1, 4.1.2, 4.1.3, 4.1.4 and 4.1.6) and/or Match Rifles (Rule 4.1.5) and/or Long Range Service Rifles (Rule 4.1.6). The Match Program may also permit or require the use of “Palma” rifles as defined in ICFRA Rules (Rule T2, rifles chambered for 5.56x45 mm or 7.62x51 mm cartridges only, with a minimum trigger pull of 500 grams.).

6.0 Electronic Target Scoring Rules

6.1 System Components

Ranges equipped with electronic target systems (EST) must have the following fully functioning components:

6.1.1 Main Computer

A central ranking or main computer **may be** used to control the targets **and record shot and scoring data generated by the targets.** **If a central ranking or main computer is used, it** must have a software program that records the names of competitors, **score data from competitors targets,** the bullet size for the rifle each competitor is using and functionality for producing results lists. **Alternatively, a manual results management system may be used to record and rank competitors' results.**

6.1.2 Target

The targets must score shots according to the following criteria:

- a) Targets may use acoustical, optical, laser or computer vision systems to accurately score all shots that hit the target in competition conditions where there are multiple targets and multiple competitors.
- b) Score data recorded in system memories (shot logs) must specify shot values with x/y coordinates and shot times. Shot values (scores) must be determined according to the scoring ring dimensions on SR1, SR, SR-3, MR or LR targets (4.6.2) while taking into account bullet diameter variations (3.10.1).
- c) Scoring recycle times between shots must allow for scoring all rapid-fire shots fired in standard courses of fire.
- d) Targets must provide correct-sized aiming areas that correspond to the black areas on the targets being used.
- e) Targets score data must distinguish between sighter shots, which do not count in match totals, and record shots, which do count.
- f) Targets **should** have a secondary verification system using backing targets or another similar system that can be used to resolve missing **shot** complaints or score value protests.
- g) **A scoring ring overlay may be placed on the front of the target to provide competitors with visual points of reference for aiming. If a scoring ring overlay is used, it shall not be used to rescore any shots scored by the target except where it may provide evidence of a target malfunction that is handled according to Rule 6.6.6 a).**

6.1.3 Competitor Monitor

Each firing point on the range must have an individual monitor that displays an image of the target being used, the locations of fired shots and the values and totals of fired shots. Monitors must indicate whether sighting or record shots are being fired.

6.2 Competition Officials

When CMP sponsored or sanctioned competitions are conducted, the following Competition Officials must be on duty at the range: A Chief Range Officer and Range Officers are required to conduct the competition according to Rule 3.2.2, at least one Technical Officer who has specialized training and experience in EST operations and the operation of the main computer (Rule 3.2.5), and sufficient Target Assistants to change target faces during range distance changes. Other competitors can be assigned to serve as Verifiers (Rule 3.2.7) for competitors who are firing.

6.3 Target Checks

ESTs should be checked for proper function and scoring accuracy at least once a year. Target checking can be done on a practice day by placing clean backing cards or control sheets on the targets and having competitors shoot 5-10 shots at the targets before removing the target cards. The Technical Officer can then print shot plots for the shots that were fired at each target. These shot plots must be compared with the shot holes on a backing card or control sheet. If there are discrepancies between the shot plots and shot holes on the backing card, that target should not be used for competition until the target can be repaired and rechecked.

6.4 Target Maintenance

ESTs require basic maintenance in order to keep the targets functioning and scoring accurately. The front face of the entire target needs to be kept clean and patched or replaced. Targets must be maintained according to manufacturer specifications. Backing cards or the secondary verification system must be periodically renewed.

6.5 Rapid Fire Time Tolerances

Electronic target scoring times must be programmed so that the timing of rapid-fire series accounts for the time required for pit-operated targets to rise to their full height when rapid-fire times start. To compensate for this difference, 3.0 seconds must be added to rapid-fire times.

6.6 EST Issues, Complaints or Protests

If an irregular or missing shot occurs during a competition stage, Range and Technical Officers must follow these procedures to resolve issues concerned with such shots:

6.6.1 Protested Shot Value

If a competitor feels that the value of a shot registered on his/her monitor is incorrect, he/she may protest the value of that shot if the Range Officer is notified of the protest immediately after the shot (slow-fire) or series (rapid-fire) in question and before the next shot or series is fired. A shot that is scored as a X, 10 or 9 may not be protested. If a competitor protests the value of a registered shot, Range and Technical Officers must follow these steps:

- a) **Confirm and Document.** Record the firing point, shot number and indicated value of the protested shot on a RIF. If the protested shot was a slow-fire shot, direct the competitor to continue firing to complete the series and to fire one extra provisional shot at the end of the series.
- b) **Technical Officer Examination.** After that stage is completed, the Technical Officer will examine the backing card or secondary verification system and any available data in the shot log or main computer to determine if protested shot was scored correctly.

- c) **If Shot Was Scored Correctly.** If the examination of the backing card or secondary verification system confirms that the protested shot was scored correctly, a two (2) point penalty must be deducted from the indicated value of the shot that was protested and the provisional shot at the end of the series must be deleted.
- d) **If Shot Was Scored Incorrectly.** If the examination of the backing card or secondary verification system confirms that the protested shot was scored incorrectly, the Technical Officer shall determine the correct score of that shot according to its location on the backing card or secondary verification system and the provisional shot at the end of the series must be deleted.
- e) **If the Correct Score Cannot Be Determined.** If the examination of the backing card or secondary verification system confirms that a protested slow-fire shot was scored incorrectly, but the examination is unable to determine the correct score of that shot, the protested shot shall be deleted and the provisional shot at the end of the series shall be counted.
- f) **No Backing Card.** If backing cards or a secondary verification system are not used, score value protests cannot be accepted.

6.6.2 Missing Shot, Slow Fire

A missing shot is one where the competitor claims to have fired at his/her target, but no shot is registered on the monitor. Missing shots usually occur when the competitor crossfires on another target or fires an off-target miss. If a competitor complains about a missing shot during a slow-fire stage, Range and Technical Officers must follow these steps in the order they are listed:

- a) **Confirm and Document.** Record the firing point, shot number and the time remaining when the complaint was made on a RIF. Check with the competitor's Verifier to determine if there is any possibility of an off-target miss (*i. e., competitor did not have a zero at the start of the stage; competitor is shooting low-scoring shots, etc.*). In this case, the Range Officer may discuss with the competitor whether further action is necessary.
- b) **Check for a Crossfire.** Check with the Verifiers on adjacent targets (two on either side) to determine if one of those targets received an extra shot. If yes, score the missing shot as a crossfire miss (0), inform the competitor and instruct the competitor to continue firing to complete the stage.
- c) **Provisional Shot.** If there is no likelihood of an off-target miss or evidence of a crossfire, direct the competitor to fire a provisional shot. **If that shot registers on the monitor**, direct the Scorer to record that shot in place of the missing shot and direct the competitor to continue firing to complete the series. The Range Officer must initial the provisional shot on the competitor's scorecard.
- d) **Technical Officer Examination.** After that stage of fire is completed, the Technical Officer will examine the backing card or secondary verification system and any available data in the shot log or main computer to

determine if the missing shot can be located on the target or in the computer record.

- e) **If Missing Shot is Found.** If the analysis determines the location of the missing shot, the missing shot will be scored accordingly, and the provisional shot must be nullified.
- f) **If Missing Shot is Not Found.** If the missing shot is not found on the backing card or in the computer record, the provisional shot must be deleted, and the missing shot must be scored as a miss (0).
- g) **If the Technical Officer Examination is Inconclusive.** If the analysis cannot determine a shot location or missing shot with reasonable certainty or if a backer is not used, disregard the missing shot and count the provisional shot in the competitor's score.
- h) **If Provisional Shot Does not Register.** If the provisional shot is fired as directed in para. c) above and it **does not register**, move the competitor to a spare (*hospital*) target and allow the competitor to complete the remaining shots in that series, plus two additional shots to replace the missing shots (original missing shot and the provisional shot), within the time that was remaining when he/she complained plus five (5) minutes.

6.6.3 Missing Shot, Rapid-Fire (Insufficient Hits)

Missing shots or insufficient hits in a rapid-fire series usually occur when the competitor does not fire all ten rounds, crossfires on another target or fires an off-target miss. If a competitor complains about a missing shot during a rapid-fire stage, Range and Technical Officers must follow these steps in the order they are listed:

- a) **Confirm and Document.** Record the firing point, shot number and the time remaining when the complaint was made on a RIF. Check with the competitor's Verifier to determine if there is any possibility of an off-target miss (competitor did not have a properly zeroed pistol; competitor is shooting low-scoring shots, etc.). In this case, the Range Officer may discuss with the competitor whether further action is necessary.
- b) **All Shots Fired?** Confirm with the competitor's Verifier whether the competitor fired all 10 shots or had saved rounds. If there were any saved rounds, score those shots as misses (0).
- c) **Check for a Crossfire(s).** If the competitor fired all 10 shots and there are nine or fewer shots indicated, check for excessive hits on adjacent targets. If a crossfire is confirmed by identifying an excessive hit on an adjacent target or through an examination of the time logs, score the missing shot as a crossfire miss (0).
- d) **Technical Officer Examination.** If the competitor fired all 10 shots and there are nine or fewer shots indicated, and there are no excessive hits on adjacent targets, examine the backing card or secondary verification system and count the hits to determine if the missing shot hit the target.
- e) **If Missing Shot(s) is Found.** If the examination determines the location of the missing shot, score the missing shot according to its location.

- f) **If Missing Shot(s) is Not Found.** If the missing shot is not found on the backing card or in the computer record, score the missing shot as a miss (0).
- g) **If TO Examination is Inconclusive.** If the analysis cannot determine a shot location for the missing shot with reasonable certainty or if a backing card is not used, and if all shots are in the 9 or 10 rings, score the missing shot according to the value of the lowest scoring shot in that series. If all shots are not in the 9 or 10 rings, score the missing shot as a miss (0).

6.6.4 Unclaimed or Extra Shot, Slow-Fire

In slow-fire stages, extra shots can be caused by a crossfire from another target or, in rare cases, by a ricochet or debris from a shot fired at a target. If there is an unclaimed or extra slow-fire shot, Range and Technical Officers must follow these steps in the order they are listed:

- a) If an **unclaimed or extra shot appears on the monitor**, the competitor may complain: 1) when he/she discovers the extra shot, 2) when the competitor has one shot to fire and the monitor indicates that all shots in that series have already been fired, or 3) after firing his/her last shot, when the competitor's monitor indicates an extra shot has been fired.
- b) Record the firing point, shot number and the time remaining, if any, when the complaint was made on a RIF.
- c) If the unclaimed shot appears before the completion of the series, check for missing shots on adjacent targets. If there is a missing shot on an adjacent target, direct the competitor to continue firing to complete the series, including what will be indicated as an extra shot at the end of the series. Nullify the unclaimed shot on the competitor's target and score the crossfire shot from another target as a miss (0) on that competitor's target.
- d) If the extra shot cannot be identified before the end of the series, examine the shot times for the competitor's target and any adjacent targets where there are missing shots to determine if the extra shot can be identified as a crossfire from an adjacent target. If a crossfire is identified, nullify that shot and count the shots fired by the competitor including the indicated extra shot.
- e) If the crossfire shot cannot be identified, nullify the lowest value shot as the crossfire shot and count the remaining ten (10) shots as the competitor's score.
- f) If a target receives two or more unclaimed extra shots in a slow-fire series and the crossfire shots cannot be identified, nullify the lowest value shots and count the remaining ten (10) shots as the competitor's score (Rule 3.10.9 e).
- g) If there is an unclaimed extra shot, it is also possible (*very rare*) that the extra shot (*usually indicated as a frame hit or miss*) was caused by a piece of debris from an off-target miss or frame hit on an adjacent target (*ricochet hit*). In this case, the shot timings for the unclaimed shot may coincide with the shot timings for a frame hit on an adjacent target. If a ricochet hit is

identified, nullify the unclaimed extra shot and count the 10 or 20 record shots fired by the competitor.

6.6.5 Extra Shot(s), Rapid-Fire (Excessive Hits)

In rapid-fire stages, extra shots can be caused by a crossfire(s) from another target or, in rare cases, by a ricochet or debris from another target. ROs should follow these steps in the order they are listed:

- a) Record the firing point and numbers of shots displayed on the competitor's monitor on an RIF
- b) If more than 10 hits are indicated in a rapid-fire series, obtain the shot timings for the competitor's firing point and any adjacent targets where there are missing shots (*insufficient hits*) to determine if there are any out-of-sequence shots that can be identified as crossfire shots. Nullify that shot or shots and count the remaining ten (10) shots as the competitor's score.
- c) If more than ten (10) hits are indicated in a rapid-fire series and a shot timing analysis cannot identify the crossfire shot(s), nullify the lowest value hit(s) and count the ten (10) highest value shots as the competitor's score.

6.6.6 Failure of One or More Targets

If the target(s) or monitor(s) are not functioning (indicating scores) or there is an indication that the target is malfunctioning (*failure to indicate a fired shot or shots*) or scoring erratically, the following actions must be taken:

- a) **Competitor Claims Target is Scoring Inaccurately.** If a competitor complains that his/her target is scoring inaccurately or erratically, the Range and Technical Officers must evaluate the target and decide if the complaint has possible validity. If they conclude that the complaint may be justified, they can move the competitor to another target or relay, award extra time according to the amount of time lost in evaluating the complaint and authorize the competitor to complete that stage of fire. The Range and Technical Officers may nullify any shots that they determine are likely to be incorrectly scored.
- b) **Power Failure.** If there is a power failure and the targets stop working, the computer memory will have stored the shot data and scores for all shots fired, except for any shots that may have been fired between the power outage and a **CEASE FIRING** command. If there is a power outage during a slow-fire series, competitors must be allowed to complete the series they were firing within the time remaining when the **CEASE FIRING** command was given. Any shots fired after the power outage and before the **CEASE FIRING** command that were not scored and indicated on the competitor monitors or in the main computer must be refired. If there is a power outage during a rapid-fire series, all shots fired must be nullified and the complete series must be refired as a range alibi.
- c) **Delayed Shot Display, Rapid Fire.** If the locations of the first two shots during a rapid-fire series are not displayed when the competitor begins

his/her reload, the competitor may elect to stop firing and refire the entire series as a range alibi. The failure of the monitor to display the first two shots immediately after they were fired must be confirmed by the Verifier.

7.0 The National Matches

7.1 Statutory Authority

An Act of Congress established the National Matches in 1903. The U. S. Congress reestablished this authorization when the Corporation for the Promotion of Rifle Practice and Firearms Safety (CPRPFS) was created in 1996. The CMP conducts the National Matches in accordance with Title 36, U. S. Code, § 40725-40727. The National Matches are held annually at Camp Perry, Ohio, usually in July and August.

7.2 CMP National Matches

The CMP National Matches Program includes CMP National Trophy Rifle and Pistol Matches, National CMP Games Matches and CMP National Championships in Pistol, Smallbore Rifle, Rimfire Sporter Rifle, Highpower Rifle and Long Range Rifle. CMP National Matches events are open to all persons, civilian or military, regardless of skill level. Authorized National Matches Rifle events are described in this rule (Rule 7.0). Detailed descriptions of these events and National Matches procedures and regulations are published in the annual **CMP National Matches Program**.

7.3 Armed Services Support

The Ohio National Guard provides personnel, equipment and supplies to support the National Matches in accordance with Title 36, U. S. Code, § 40727. The Ohio National Guard licenses the CMP to use Camp Perry ranges, housing and administrative facilities. The U. S. Army Marksmanship Unit and the U. S. Marine Corps Weapons Training Battalion, in cooperation with the CMP, and with assistance from other military rifle and pistol teams, conduct schools and clinics that are part of the National Matches.

7.4 National Matches National Trophy Rifle Events

The National Matches Program shall include the following National Trophy and CMP Cup Matches Rifle events. Competitors in these events receive the awards described in the applicable rule or National Matches Program.

7.4.1 National Trophy President's Rifle Match

The President's Rifle Match is an individual National Trophy Service Rifle Match conducted during the annual National Matches.

- a) **Arms Allowed.** The Match is fired with Service Rifles (Rule 4.1.1, 4.1.3, 4.1.4) or Alternate Rifles (Rule 4.1.2).
- b) **Course of Fire.** The President's Rifle Course (40 shots, Table 3).

- c) **Awards.** The match winner is awarded the **President’s Rifle Trophy**. The 100 highest scoring competitors are designated as “**The President’s One Hundred**” and are awarded President’s One Hundred medallions and certificates.
- d) **Junior Awards.** The high scoring junior is awarded a President’s Rifle High Junior Recognition Plaque.
- e) **Special Awards.** The high scoring senior and high scoring woman are awarded President’s Rifle Recognition Plaques.

7.4.2 National Trophy Individual Rifle Match

The National Trophy Individual Rifle Match is a National Trophy Service Rifle event conducted during the annual National Matches. [The top ten percent of Non-Distinguished competitors receive EIC Service Rifle credit points in accordance with these Rules.](#)

- a) **Arms Allowed.** The Match is fired with Service Rifles (Rule 4.1.1, 4.1.3, 4.1.4) or Alternative Rifles (Rule 4.1.2).
- b) **Course of Fire.** The Rifle National Match Course (50 shots, Table 4).
- c) **Awards.** The highest scoring competitor in each category of the National Trophy Individual Rifle Match receives the award listed below:
 - **Overall Match Winner. Daniel Boone Trophy**
 - **Reserve. Citizen Soldier Trophy**
 - **National Guard. National Guard Association Trophy**
 - **Police. Police Rifle Trophy**
 - **Civilian. Nathan Hale Trophy**
 - **Junior. Golden Eagle Trophy**
 - **Women. Woman’s Rifle Trophy**
 - **Army (Active, Reserve, or National Guard). Association of the U.S. Army Trophy**
 - **Marine Corps (Active, Reserve). Coast Artillery Trophy**
 - **Air Force (Active, Reserve or National Guard). Lieutenant Paul J. Roberts, Jr., Memorial Trophy**
 - **Infantry (U. S. Army Active, Reserve, or National Guard). 25th Infantry Division Trophy**
 - **Navy. Wyatt Trophy**
 - **Senior. High Senior Recognition Plaque**

- d) **Individual Awards.** Individual competitors in the National Trophy Individual Match receive Daniel Boone Trophy medals in accordance with Rule 9.2.6. Medals are awarded to the highest scoring 10 percent of all Non-Distinguished competitors. Gold medals are awarded to competitors earning 10 points, silver medals to competitors earning eight points and bronze medals to competitors earning six points. A Distinguished competitor is awarded the same place medal as the next Non-Distinguished competitor who places below that competitor.

7.4.3 National Trophy Rifle Team Match

The National Trophy Rifle Team Match is a National Trophy team event conducted during the annual National Matches.

- a) **Team Composition.** Teams consist of a Team Captain, Team Coach and six (6) firing members.
- b) **Arms Allowed.** All competitors must fire Service Rifles (Rule 4.1.1, 4.1.3, 4.1.4) or Alternative Rifles (Rule 4.1.2).
- c) **Course of Fire.** Each team member fires the Rifle National Match Course (50 shots, Table 4). Pair firing is required in the slow-fire stages (Rule 5.7.4 c)).
- d) **Rules.** Rule 5.7 governs the National Trophy Rifle Team Match.
- e) **Target Markers.** For the National Trophy Team Match, each team must provide two Target Markers to serve in the pits who are physically able to pull and mark targets for highpower rifle matches. Failure to provide capable Target Markers may disqualify a team. Both Target Markers must go into the pits to their team's assigned target. Before firing starts, the Chief Target Officer randomly assigns one puller to his/her own team's firing point and the other to another team's firing point. Firing is not interrupted for pit changes.
- f) **Scorers.** Each team must provide a Scorer to score the team on their right. A designated Scorer, team member who is not firing or the team captain may perform Scorer duties.
- g) **Team Awards.** The firing members, coach and team captain of the highest scoring team in each category of the National Trophy Rifle Team Match receive trophy plaques for the National Trophy listed. The second place team in each category receives silver medals and the third place team receives bronze medals.
- **Overall Team Champion. National Trophy**
 - **Reserve Component. Hilton Trophy**
 - **Civilian. Soldier of Marathon Trophy**
 - **Junior. Minuteman Trophy**

- h) **National Trophy Team Match Individual Awards.** The highest scoring individual in each category of the National Trophy Rifle Team Match receives the award listed below:
- **Highest-Scoring Competitor. Pershing Trophy**
 - **Highest-Scoring Army Competitor** (Active, Reserve, or National Guard): **Rattlesnake Trophy**
 - **Highest-Scoring Air Force Competitor** (Active, Reserve, or National Guard): **General Thomas White Trophy**
- i) **National Civilian Rifle Team Awards.** The National Civilian Rifle Team consists of the six highest-scoring individual Civilian competitors and the coach and captain of the highest-scoring Civilian team in the National Trophy Team Match. Each member of the National Civilian Rifle Team is awarded an **Elihu Root Gold Medal**.

7.4.4 National Trophy Infantry Team Match

The National Trophy Infantry Team Match is a National Trophy team event conducted during the annual National Matches.

- a) **Team Composition.** Teams consist of a Team Captain, Team Coach and six (6) firing members.
- b) **Arms Allowed.** All competitors must fire Service Rifles (Rule 4.1.1, 4.1.3, 4.1.4) or Alternative Rifles (Rule 4.1.2).
- c) **Course of Fire.** Team members fire the Infantry Team Match Course (384 shots per team, Table 6).
- d) **Rules.** Rule 5.8 governs the National Trophy Infantry Team Match.
- e) **Team Awards.** The firing members, coach and team captain of the highest scoring team in each category of the National Trophy Infantry Team Match receive trophy plaques for the National Trophy listed. The second place team in each category receives silver medals and the third place team receives bronze medals.
- **Overall Team Champion. Infantry Trophy**
 - **Reserve Component. Celtic Chieftain Trophy**
 - **Civilian. Leatherneck Trophy**
 - **Junior. Junior Infantry Team Trophy**

7.4.5 Hearst Doubles Rifle Team Match

The Hearst Doubles Rifle Team Match is a National Trophy Event conducted during the annual National Matches.

- a) **Team Member Eligibility.** Each team consists of two members. Rule 2.8 regarding team affiliation or composition does not apply. Any two competitors may form a Hearst Doubles Team.
- b) **Squadding.** Each team will fire together on one target. Three teams will be squadded on each target. The teams will be squadded so that one team fires, one team pulls targets and one team scores and assists in conducting firing.
- c) **Arms Allowed.** All competitors must fire Service Rifles (Rule 4.1.1, 4.1.3, 4.1.4) or Alternative Rifles (Rule 4.1.2).
- d) **Course of Fire.** Each team member fires the President Rifle Course, Stages 1-3 (30 shots, Table 3). Pair firing is required in the slow-fire stages (Rule 5.7.4 c)).
- e) **Rules.** The Hearst Doubles Rifle Team Match is a National Trophy Event; there are no sighters and rapid-fire series start from standing (5.2.3 b)).
- f) **Coaching.** Hearst Doubles teams may not have non-firing coaches with them on the firing line, but team members may coach each other.
- g) **Team Awards.** The two-person team with the highest total score in the Hearst Doubles Match receives the William Randolph Hearst Trophy.

7.4.6 National Trophy Junior Rifle Team Match

The National Trophy Junior Team Match is a National Trophy Event conducted during the annual National Matches.

- a) **Team Composition.** Each team consists of two members. Team members must be juniors who comply with Rule 2.6.3 a) and Rule 2.6.7 (Junior Team) or Rule 2.6.8 (At-Large Team). State or Club teams must represent a CMP-affiliated state association or club in accordance with Rules 2.8.4 or 2.8.5. Team firing members and the Team Captain must be in compliance with Rule 2.7.6 residency requirements. Teams that do not meet Rule 2.7.6 state association or club residency requirements may compete in an At-Large Category.
- b) **Arms Allowed.** All competitors must fire Service Rifles (Rule 4.1.1, 4.1.3, 4.1.4) or Alternative Rifles (Rule 4.1.2).
- c) **Course of Fire.** Each team member fires the Rifle National Match Course (50 shots, Table 4). Pair firing is required in the slow-fire stages (Rule 5.7.4 c)).
- d) **Rules.** The National Junior Rifle Team Match is a National Trophy Event; there are no sighters and rapid-fire series start from standing (5.2.3 b)).
- e) **Team Awards.** The two-person team with the highest total score in the National Junior Rifle Team Match receives the Freedom's Fire Trophy. Other awards will be given to State or Club and At-Large Teams in accordance with the award schedule in the CMP National Matches Program.

7.4.7 Special National Trophy Rifle Match Aggregates

- a) **NTI/NTT Aggregate and Awards.** The NTI/NTT aggregate consists of individual scores fired in the National Trophy Individual Rifle Match (Rule 7.5.2) and the National Trophy Rifle Team Match (Rule 7.5.3). Competitors with the highest total scores in this aggregate receive the following awards:
- **Active Army. U.S. Forces Command Rifle Trophy**
 - **Navy (Active or Reserve). Admiral Arleigh A. Burke Trophy**
 - **Marine Corps (Active or Reserve). General Shepherd Trophy**
 - **Civilian. Pietroforte Trophy**
- b) **President's/NTI Aggregate.** The Civilian competitor with the highest aggregate score in the President's Rifle Match (Rule 7.5.1, Stages 1-4) and the National Trophy Individual Rifle Match (Rule 7.5.2) will receive the **Alice Bull Trophy**.
- c) **President's/NTI/NTT Aggregate.** Individual competitors with highest aggregate scores in Stages 1-4 of the President's Rifle Match (Rule 7.5.1), National Trophy Individual Rifle Match (Rule 7.5.2) and National Trophy Rifle Team Match (Rule 7.5.3) receive the following awards:
- **Overall Individual Champion. Mountain Man Trophy**
 - **Marine Corps (Active or Reserve). GySgt Carlos Hathcock II Trophy.**
- d) **Deneke Trophy Junior Aggregate.** The Deneke Trophy Junior Aggregate consists of the individual scores fired by Juniors in Stages 1-3 of the President's Rifle Match (Rule 7.5.1), the National Trophy Individual Rifle Match (Rule 7.5.2) and the National Trophy Junior Team Match (Rule 7.5.6). Members of state, club or at-large teams are eligible to compete for this award.
- The **National Junior Rifle Team** consists of the six highest-scoring individual Junior competitors in the Deneke Trophy Junior Aggregate in the National Trophy Rifle Matches, plus the coach and captain of the highest-scoring team in the National Trophy Junior Team Match.
 - Members of the National Junior Rifle Team are awarded **Col. William L. "Bill" Deneke medallions** and will have their names inscribed on the **Col. William L. "Bill" Deneke Trophy**. The team consists of the six highest-scoring individual junior competitors in an aggregate of stages 1-3 of the President's Rifle Match (Rule 7.5.1), the National Trophy Rifle Match (Rule 7.5.2) and the National Trophy Junior Team

Match (Rule 7.5.6), plus the coach and captain of the winning team in the National Trophy Junior Team Match.

7.4.8 Oliver Hazard Perry Match

The Oliver Hazard Perry Match may be fired as an individual Service Rifle Match conducted during the annual National Matches.

- a) **Arms Allowed.** The Match is fired with Service Rifles (Rule 4.1.1, 4.1.3, 4.1.4) or Alternative Rifles (Rule 4.1.2).
- b) **Course of Fire.** Competitors will fire the course of fire shown in Table 9.
- c) **Rules.** The Oliver Hazard Perry Match is a special course of fire developed as a warm-up match for the National Trophy Rifle Matches. Rapid-fire series start from standing (5.2.3 b) and 5.2.4 a)).

Table 9 – Oliver Hazard Perry Rifle Match Course

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
1 st	200 yds.	Rapid	Sitting*	10 record shots	60 sec.
2 nd	300 yds.	Rapid	Prone*	10 record shots	70 sec.
3 rd	600 yds.	Slow	Prone	10 record shots	10 min.

* Competitors must start the rapid-fire stages from standing according to Rules 5.2.3 b) and 5.2.4 a).

- d) **Awards.** The highest scoring competitor in the Oliver Hazard Perry Rifle receives a CMP Recognition Plaque.

7.4.9 Springfield M1A Match

The Springfield M1A Rifle Match is an individual Service Rifle Match conducted during the annual National Matches.

- a) **Arms Allowed.** The Match is fired with M14/M1A-Type Service Rifles (Rule 4.1.3).
- b) **Course of Fire.** Competitors will fire the Springfield M1A Course (40 shots, Table 7).
- c) **Rules.** The Springfield M1A Match is a special event. Rule 5.9 governs this Match. Five (5) sighters are allowed before the first position. Rapid-fire series start in position (5.2.3 c) and 5.2.4 b)).
- d) **Awards.** Cash and merchandise awards will be provided according to a schedule published in the National Match Program.

7.4.10 CMP Cup Matches

CMP Cup Rifle Matches are individual Highpower Rifle Events that are conducted during the annual National Matches.

- a) **Arms Allowed.** The Matches are fired with Service Rifles (Rule 4.1.1, 4.1.3, 4.1.4), Alternative Rifles (Rule 4.1.2), Long Range Service Rifles (Rule 4.1.6) or Match Rifles (Rule 4.1.5).
- b) **Course of Fire.** Competitors will fire the CMP Standard Course or CMP Long Course (Table 5) each day a CMP Cup Match is scheduled.
- c) **Rules.** Rule 5.5 governs CMP Cup Matches. Two (2) sighting shots are allowed before each stage. Rapid-fire series start in position (5.2.3 c) and 5.2.4 b)).
- d) **Awards.** Awards will be provided according to a schedule published in the National Match Program.

7.4.11 Long Range 1000 Yard Matches

The CMP Long Range 1000 Yard Matches are individual and team Highpower Rifle events that are conducted during the annual National Matches.

- a) **Arms Allowed.** Matches are fired with Service Rifles (Rule 4.1.1 - 4.1.4 and 4.1.6), Long Range Service Rifles (Rule 4.1.6) and/or Match Rifles (Rule 4.1.5). The Match Program will specify whether Match Rifles may be fired with metallic or any sights. The Match Program may also permit or require the use of “Palma” rifles as defined in ICFRA Rules.
- b) **Course of Fire.** Competitors will fire the CMP Long Range 1000 Yard Course (Table 8) in each 1,000 yard match.
- c) **Rules.** Rule 5.10 governs CMP Long Range Matches. Unlimited sighting shots are allowed before each Camp Perry 1000 Long Range Match.
- d) **Awards.** Awards will be provided according to a schedule published in the National Match Program.

7.4.12 Long Range Palma Match

The Long Range Palma Match is an individual Highpower Rifle Event that is conducted during the annual National Matches [and is conducted according to ICFRA Rules.](#)

- a) **Arms Allowed.** The Match is fired with Service Rifles (Rule 4.1.1 - 4.1.4 and 4.1.6), Long Range Service Rifles (Rule 4.1.6) and/or Match Rifles (Rule 4.1.5). The Match Program may also permit or require the use of “Palma” rifles as defined in ICFRA Rules.
- b) **Course of Fire.** Competitors will fire 15 shots each at 800, 900 and 1000 yards (Table 8).
- c) **Rules.** Rule 5.10 governs CMP Long Range Matches. Unlimited sighting shots are allowed before the 800-yard stage; two (2) sighting shot are allowed before the 900 and 1000-yard stages.

- d) **Awards.** Awards will be provided according to a schedule published in the National Match Program.

7.5 National Matches Schools

During the National Matches, the CMP offers instructional schools and special training opportunities for shooters and coaches. Detailed descriptions of the schools and clinics offered are found in the CMP National Matches Program.

7.6 CMP National Matches Entry Fees

Entry fees for all CMP National Matches events shall be published in the CMP National Matches Program.

8.0 Excellence-In-Competition Matches

8.1 Purpose

Excellence-In-Competition (EIC) Matches are Highpower Rifle, Service Pistol, 22 Rimfire Pistol and Smallbore Rifle competitions where civilian and military competitors can earn EIC credit points that count towards the awarding of Distinguished Rifleman, Distinguished Pistol Shot, Distinguished 22 Rimfire Pistol, Distinguished Marksman and Distinguished Smallbore Rifle Badges. The highest-ranking Non-Distinguished competitors in EIC Matches earn EIC credit points in accordance with Rule 8.2 or 9.2. The number of EIC Matches in which a competitor may participate in any calendar year is limited in accordance with Rule 9.2.2 or 9.4.3.

8.2 Types of EIC Matches

Two types of EIC Matches are available to Civilian and Service competitors, Regular and Special EIC Matches:

8.2.1 Regular EIC Matches

In Regular EIC Matches, the top Non-Distinguished competitors are awarded 10, 8 or 6 points in accordance with Rule 9.2. Regular EIC Matches are:

- a) National Trophy Individual Matches conducted by the CMP during the National Matches;
- b) Regular EIC Matches conducted by the CMP during CMP Travel Games;
- c) CMP-Sanctioned EIC Matches conducted by CMP-affiliated clubs authorized to organize EIC Matches; and
- d) Military EIC Matches conducted by the U. S. Army, U. S. Air Force, U. S. Navy, U. S. Marine Corps and U. S. Coast Guard Military in accordance with regulations prescribed by the respective Armed Services.

8.2.2 Special EIC Matches

Special EIC Matches may only be conducted by the CMP according to these rules or by the Armed Services in accordance with their respective regulations. The top 10 percent of competitors in Special EIC Matches who have earned no previous EIC points are awarded a one-time, “introductory” 4-point EIC credit. Competitors may earn only one four-point EIC credit in Service Pistol and one four-point EIC credit in Service Rifle. Rules governing Special EIC Matches that are conducted by the CMP are found in the ***CMP Competition Rules for CMP Games Rifle and Pistol Matches***. Special EIC Matches are:

- a) M9 and M16 Special EIC Matches conducted by the U. S. Army during the Pistol and Rifle Small Arms Firing Schools at the National Matches;
- b) Special EIC Matches conducted by the CMP during CMP Travel Games; and
- c) Special Service (Combat) EIC Matches conducted during Armed Services Championships.

8.3 Regulations for CMP-Sanctioned EIC Matches

8.3.1 CMP-Sanctioned EIC Matches

CMP-affiliated state associations, clubs and other organizations may apply to the CMP to conduct EIC matches in conjunction with regional, state championship or other competitions or as separate competitions. The CMP must approve and sanction all EIC matches conducted by CMP-affiliated organizations prior to their being conducted. Only one EIC match may be scheduled to take place in conjunction with a state or regional championship or during one series of competition events. EIC matches may be conducted in the United States or U. S. territories or at U. S. military installations in other countries.

8.3.2 EIC Match Locations and Dates

EIC rifle matches must be scheduled and conducted as separate EIC events or courses of fire and may not be combined with any other competition events. Except for schedule or course of fire changes made in accordance with Rule 3.1.5, any deviation from these requirements must be approved in advance by CMP Competitions and explained in the Match Program (Rule 3.1.3) so that all potential competitors may be notified prior to the competition. Information regarding the location and dates of approved EIC matches is published on the CMP web site at <http://ct.thecmp.org>.

8.3.3 EIC Match Program

Each CMP-sanctioned EIC match must consist of a National Match Course fired as prescribed in these rules (Table 4). All competitors in Highpower Rifle EIC matches must complete the same stages on the same day. Any unauthorized deviation from this rule that is not approved by CMP Competitions

in accordance with Rule 3.1.5 will be cause for disallowing the scores fired in that match.

8.3.4 Arms Allowed

Competitors in EIC Matches must fire the Service Rifle (Rule 4.1.1, 4.1.3, 4.1.4), Alternative Rifle (Rule 4.1.2) to be eligible to earn EIC credit points (Rule 9.2). Match sponsors may allow competitors to fire Match Rifles (Rule 4.1.5) in EIC Rifle Matches; Match Rifle shooters may compete for separate awards or they may compete in an Open Individual Category (Rule 2.10), but they are not eligible to earn EIC credit points.

8.3.5 Course of Fire

All competitors in Service Rifle EIC Matches must fire the Rifle National Match Course (50 shots, Table 4). All competitors in Special EIC (4-point) Matches must fire the M16 Rifle EIC Match Course (**CMP Games Rulebook**, 40 shots, Table 6). Sighters are not authorized in EIC Matches, except in Special EIC Matches. All rifle competitors must start rapid-fire series in standing in accordance with 5.2.3 b) and 5.2.4 a).

8.3.6 Entry Fees

Each competitor in an EIC match, regardless of Non-Distinguished or Distinguished status, must pay a fee of \$~~15.00~~ to be remitted to the CMP after the match. The match sponsor may charge an additional fee to cover expenses necessary to conduct the EIC match.

8.3.7 Entries in EIC Matches

Entries in all CMP-sanctioned EIC matches must be made through the EIC match sponsor and not the CMP.

8.3.8 EIC Match Reporting

EIC match sponsors must forward a match report, with scorecards and CMP fees for all competitors who fire in EIC matches, to the CMP within five (5) days following the completion of the competition. Reports, scorecards and fees not received within 30 days will invalidate the EIC match. The CMP, not the match sponsor, will determine EIC credit point winners and post scores for each EIC match on the CMP Competitor Tracker web site as soon as possible after scorecards are received from EIC match sponsors. The official final EIC match results are the results determined by the CMP after scorecards are returned to the CMP.

8.3.9 EIC Credit Points

Eligible Non-Distinguished competitors are awarded EIC credit points in accordance with Rule 9.2.

8.3.10 CMP-Sanctioned EIC Match Awards

The three highest-ranking competitors regardless of Distinguished status will be awarded gold, silver and bronze CMP place medals. CMP gold, silver and

bronze Achievement Pins are awarded to all competitors who exceed CMP Achievement Award scores in accordance with Rule 3.11.3 (Table 2) regardless of Distinguished status.

9.0 Distinguished Badge Program

9.1 Distinguished Badge Program

Distinguished Badges are the highest individual awards authorized by the U. S. Government for recognizing excellence in marksmanship competitions.

9.1.1 Distinguished Badges

The following Distinguished Badges are awarded for excellence in marksmanship competitions in accordance with authority granted by the U. S. Government and confirmed in 36 USC §40722 [3].

- a) **U. S. Distinguished International Shooter Badge.** The Badge is awarded for excellence in rifle, pistol, shotgun or running target marksmanship in international competitions governed by the International Shooting Sports Federation (ISSF) or the International Paralympic Committee (IPC). Regulations for awarding the Badge are found in Rule 9.3.
- b) **Distinguished Rifleman Badge.** The Badge is awarded for excellence in Service Rifle marksmanship in U. S. competitions governed by the CMP or the individual Armed Services. Regulations for awarding the Badge are found in Rule 9.2 or applicable Service regulations.
- c) **Distinguished Pistol Shot Badge.** The Badge is awarded for excellence in Service Pistol marksmanship in national competitions governed by the CMP or the individual Armed Services. Regulations for awarding the Badge are found in Rule 9.2 or applicable Service regulations.
- d) **Distinguished 22 Rimfire Pistol Badge.** The Badge is awarded for excellence in Pistol marksmanship in U. S. competitions governed by the CMP. Regulations for awarding the Badge are found in Rule 9.2.
- e) **Junior Distinguished Badge.** The Badge is awarded to Junior shooters for excellence in Three-Position Air Rifle marksmanship in national competitions governed by the National Three-Position Air Rifle Council and the CMP. Regulations for awarding the Badge are found in the 2018-2020 Edition of the ***National Standard Three-Position Air Rifle Rules***.
- f) **Distinguished Marksman Badge.** The Badge is awarded for excellence in CMP Highpower Rifle or Pistol marksmanship to competitors with medical disabilities or limitations who are authorized by CMP to participate

in the Distinguished Marksman Badge Program. Regulations for awarding the Badge are found in Rule 9.4.

- g) **Distinguished Smallbore Rifle Badges.** Two badges, one for Smallbore Rifle Three-Positions and one for Smallbore Rifle Prone, are awarded for excellence in Smallbore Rifle competitions governed by the CMP. Regulations for awarding these Badges are found in the **CMP Smallbore Rifle Rules.**

9.1.2 Military Badge Program Administration

The respective Armed Services administer Distinguished Rifleman Badge and Distinguished Pistol Shot Badge programs for Active Service, Reserve or National Guard personnel in accordance with applicable service regulations. The Distinguished Rifleman and Distinguished Pistol Shot Badges and the Distinguished International Shooter Badge are authorized for wear on military uniforms.

9.1.3 Civilian Badge Program Administration

The CMP administers the Distinguished Badge Program for civilians in accordance with Title 36 USC §40722 (3) and these Rules. The CMP administers the U. S. Distinguished International Shooter Badge, Distinguished 22 Rimfire Pistol Badge, Distinguished Marksman Badge **and the Distinguished Smallbore Rifle Badge** Programs for all competitors in accordance with Title 36 USC §40722 (3) and these Rules. All Distinguished Badges issued by the CMP are serial numbered and are accounted for on an individual badge basis. The name of the recipient, the year the badge was earned and the badge serial number are engraved on the badge. Replacement or duplicate Distinguished Rifleman and Distinguished Pistol Shot Badges for civilians and other Distinguished Badges for competitors who earned them are available from the CMP at a cost to be determined by the CMP. The CMP maintains a master file of all replacement or duplicate badges issued.

9.1.4 Master Distinguished and EIC Files

The CMP maintains master files of all civilian and military Distinguished Badge winners. This file records the badge number, name of the recipient and date of the award. The CMP also maintains, for the Badge programs that it administers, master files of all competitors who earn EIC credit points towards Distinguished designation. These files are posted on the CMP web site at <https://ct.thecmp.org/app/v1/index.php?do=reportDistinguishedShootersByCriteria>.

9.2 Distinguished Rifleman and Distinguished Pistol Shot Badges

In addition to general CMP eligibility requirements (see Rule 2.0), the following eligibility requirements apply for participating in Service Rifle and Service Pistol EIC Matches:

9.2.1 EIC Match Eligibility for Military Competitors

Non-Distinguished military competitors may compete to earn EIC credit points in the National Matches and CMP-sanctioned EIC matches, but the military services may restrict the number and type of EIC matches where military shooters are eligible to earn EIC credit points. In order to earn EIC credit points that count towards the awarding of the Distinguished Rifleman Badge, competitors must shoot in regular, legal positions and start rapid-fire stages from standing in accordance with Rule 5.2.3 b) and 5.2.4 a). Non-Distinguished military competitors, who according to their service regulations cannot be credited with points earned in the National Matches or CMP-sanctioned EIC Matches, shall be counted as ineligible competitors in determining the total number of Non-Distinguished competitors.

9.2.2 EIC Match Eligibility for Non-Distinguished Civilians

The number of EIC matches in which Non-Distinguished Civilians may compete for EIC points is limited. In any calendar year, Non-Distinguished Civilians, in either rifle or pistol, may compete in:

- a) One National Trophy Individual Match.
- b) A maximum of five (5) CMP-sanctioned Service Rifle or Service Pistol EIC matches, except that in years when there is no National Trophy Individual Match, a maximum of six (6) CMP-sanctioned EIC matches may be fired. The scores of any competitor who fires in more than five (5) EIC matches in one calendar year, except as authorized in this rule, will not be counted in determining EIC credit points.
- c) A service-sponsored EIC match may be fired and counted in lieu of one of the five (5) CMP-sanctioned EIC matches, if civilian entries are accepted in that match. Civilian shooters who fire in military EIC matches will be credited with earning EIC points in accordance with Rule 9.2.6 if they place in the top 10 percent of all Non-Distinguished military and civilian shooters in that match.
- d) Civilian or service shooters who do not have any EIC credit points in that event, also may enter and compete in Special EIC Matches (Rule 1.3.1) sponsored by the CMP, or in Special EIC Matches sponsored by a branch of the Armed Services, where a maximum of four EIC credit points may be earned. Civilian military academy cadets who earn four EIC credit points in Special Service (Combat) EIC Matches will be credited with those points. These special introductory EIC matches do not count as one of the five (5) regular CMP-sanctioned EIC matches specified above.

9.2.3 EIC Match Eligibility for Distinguished Competitors

Distinguished competitors may compete for CMP Achievement Pins in as many EIC matches as they wish. If range capacity is limited, preference for entries in CMP-sanctioned EIC matches other than the National Trophy Individual Matches must be given to Non-Distinguished competitors.

9.2.4 Criteria for Earning Badges

Non-Distinguished Civilians may earn credit points toward Distinguished designation in the following matches:

- a) National Trophy Individual Pistol and Rifle Matches.
- b) CMP-sanctioned EIC matches.
- c) EIC matches conducted by a branch of the U. S. Armed Forces in accordance with applicable service regulations governing EIC matches. Civilians who place among the top ten percent of the Non-Distinguished competitors in any Service EIC match may, by submitting a request and match results bulletin to CMP, be awarded with EIC credit points for that match if that is the only service-sponsored EIC match they have fired in that calendar year (Rule 9.2.2).
- d) Special EIC Matches sponsored and conducted by the CMP in accordance with **CMP Competition Rules**. Only one four-point EIC credit may be counted towards either the rifle or pistol Distinguished designation.
- e) To be eligible to earn EIC credit points, competitors must shoot in regular, legal positions (4.1.1 or 5.1) and start Service Rifle rapid-fire stages from standing (5.2.4 a)).

9.2.5 Recognition of EIC Match Results

In order for EIC credit points earned in a CMP-sanctioned EIC match to be recognized, the match must:

- a) Comply with **CMP Competition Rules**.
- b) Use a National Match Course of Fire (Table 4) or a Special CMP EIC Match Course of Fire (See **CMP Competition Rules for CMP Games Rifle and Pistol Matches**).
- c) Be one of the eligible EIC matches permitted for that competitor (Rule 8.2.2).
- d) Be completed at all stages. If any stage is not completed due to circumstances beyond the match sponsor's control, the match sponsor must petition the CMP for a waiver in accordance with Rule 3.1.6.
- e) Have at least six (6) eligible Non-Distinguished competitors who fire recorded shots in at least two stages of competition in Pistol EIC Matches or three stages of competition in Rifle EIC Matches (Rule 3.9.2). *Note:*

10% of six competitors equals 0.6 legs. 0.6 rounds up to 1.0 in accordance with rounding Rule 9.2.6.

9.2.6 Determining EIC Credit Points

The highest scoring 10 percent of all Non-Distinguished competitors who fire recorded shots in at least two stages of the competition in a pistol National Match Course or three stages in a rifle National Match Course (Rule 3.9.2) in EIC Matches are awarded EIC credit points in accordance with this formula (Table 10, EIC Credit Point Table), provided that the score fired by the competitor equals or exceeds the EIC Minimum Credit Score (MCS, Rule 10.2.7):

- a) Highest one-sixth of the top 10 percent: Gold medal or 10 points.
- b) Next highest two-sixths of top 10 percent: Silver medal or eight points.
- c) Remaining three-sixths of top 10 percent: Bronze medal or six points.
- d) In computing the awarding of EIC points, fractions of 0.6 or higher are rounded to the next higher number (For example, for 76 Non-Distinguished competitors there would be 8 medals awarded. $10\% = 7.6$ which rounds up to 8.).
- e) All Civilian competitors who earn a medal in a National Trophy Individual Match receive ten points.
- f) All eligible competitors who earn EIC credit points in a Special EIC Match receive four points.
- g) Former Military. If a service member does not become Distinguished while in the service, the CMP will accept points earned in military EIC Matches as credit points towards Civilian Distinguished designation.

Table 10 -- EIC Credit Point Table				
Eligible Non-Distinguished Competitors	Legs	Gold	Silver	Bronze
1 to 5	0	0	0	0
6 to 15	1	0	0	1
16 to 25	2	0	1	1
26 to 35	3	0	1	2

Table 10 -- EIC Credit Point Table

36 to 45	4	1	1	2
46 to 55	5	1	1	3
56 to 65	6	1	2	3
66 to 75	7	1	2	4
76 to 85	8	1	3	4
86 to 95	9	1	3	5
96 to 105	10	2	3	5
Etc.				

9.2.7 EIC Minimum Credit Scores

To receive EIC credit points, the score fired by the competitor must fulfill the requirements of Rule 9.2.6 (top 10%, etc.) and equal or exceed the EIC Minimum Credit Score (MCS) for that discipline. Minimum Credit Scores are:

- a) Service Rifle. 455 x 500
- b) Minimum Credit Scores will not be adjusted for weather or other conditions. If an EIC match course of fire is shortened in accordance with Rules 3.1.5 and 3.9.2 and approved by the CMP, the MCS requirement will not apply for that match.

9.2.8 Silver and Bronze EIC Badges

The CMP awards bronze EIC badges to Civilian competitors after they have earned at least six points towards Distinguished designation. The CMP awards silver EIC badges to Civilian competitors after they have earned at least 20 points.

9.2.9 Awarding of Distinguished Badges

The CMP awards the Distinguished Badges when a Civilian competitor earns 30 or more points in the discipline concerned and has earned at least one eight or ten-point award.

9.3 Distinguished International Shooter Badge

9.3.1 Criteria

The CMP awards the Distinguished International Shooter Badge to the most outstanding athletes who compete in major international competitions

governed by the International Shooting Sport Federation (ISSF) or World Shooting Para Sport (WSPS, formerly International Paralympic Committee, IPC). Athletes who qualify to represent the United States in an ISSF Championship a WSPS Championship and who distinguish themselves by winning medals or exceptionally high place finishes may earn credit points for the Distinguished International Shooter Badge in accordance with this rule.

9.3.2 ISSF Championships

ISSF Championships in which the Distinguished International Shooter Badge may be earned are:

- a) Olympic Games
- b) World Shooting Championships
- c) World Shotgun Championships
- d) World Cup Finals
- e) World Cups
- f) Pan American Games
- g) Shooting Championships of the Americas
- h) World Shooting Championships for Juniors
- i) Shooting Championships of the Americas for Juniors
- j) Junior World Cups

9.3.3 WSPS Championships

WSPS Championships in which the Distinguished International Shooter Badge may be earned are:

- a) Paralympic Games
- b) WSPS World Championship
- c) WSPS Regional Championship (not yet sanctioned in the Americas)
- d) WSPS World Cups

9.3.4 Credit Points

Subsequent to 1 January 1999, the Distinguished International Shooter Badge will be awarded to athletes who earn a total of 30 or more credit points in eligible competitions. Credit points are earned in accordance with the International Distinguished Badge Credit Point Table (Table 11).

- a) Athletes who have not earned the Distinguished International Shooter Badge who participated in eligible ISSF Championships subsequent to 1 January 1962 and prior to 1 January 1999 and who would have won credit points under the new system will be credited with those points.

- b) To earn credit points for a team placing, the team must rank ahead of at least two other teams.
- c) Credit points must be earned in official Championship program events, not in grand prix, demonstration, badge or special events.
- d) Starting with the 2018 competition year, athletes who participate in 10m Air Rifle, 10m Air Pistol or Trap Mixed Team events for one male and one female athlete in any eligible Championship shall each be awarded the same credit points that are awarded in individual events in that Championship.
- e) Athletes who establish New or Equal World Records will receive additional credit points as follows:
 - New World Record in an individual or mixed team Final: 20 points
 - New World Record Junior in an individual or mixed team Final: 10 points
 - Equal World Record in an individual or mixed team Final: 10 points
 - Equal World Record Junior in an individual or mixed team Final): 5 points
 - New or Equal World Record for a Non-Olympic, Qualification or Team event: 10 points
 - New or Equal World Record Junior for a Non-Olympic, Qualification or Team event: 5 points
- f) An athlete who earns an Olympic Games Quota Place or a Paralympic Games Quota earns 10 additional credit points.
- g) Athletes who participated in the 1912, 1913 or 1924 Pan American Rifle Matches receive credit points on the same basis as credit points are awarded for the Shooting Championship of the Americas.

9.3.5 Award of Badge

The CMP will review official results from all eligible competitions where U. S. athletes earn credit points and determine the awarding of credit points. The CMP maintains the official record of athletes who earn credits towards Distinguished International Shooter designation. When an athlete who has not previously earned the badge earns a total of 30 or more points, the CMP will issue the Distinguished International Shooter Badge to that athlete. The CMP will coordinate the issuance of these badges with USA Shooting.

9.3.6 Credit for Earning Badge Prior to January 1962

Athletes who would have earned the Distinguished International Shooter Badge prior to January 1962 under the original criteria, but who did not apply for it prior to 1 January 1999, will be credited with earning it. The original criteria for earning the badge prior to 1 January 1999 was to win an individual or team

medal in the Olympic Games (1896-1960), Pan American Games (1951-1959), Pan American Rifle Match (1912-1924), World Shooting Championships (1897-1958) or the World Moving Target Championships (1959-1961). Changes in credit points awarded for World Championship Non-Olympic events that were adopted in 2009 do not change credit points earned in these events in years prior to 2009.

9.3.7 Credit Points for Paralympic Games and WSPS Championships

Athletes who participate in the Paralympic Games and WSPS Championships became eligible to earn the Distinguished International Shooter Badge in accordance with these regulations in 2013. Credit points listed in Table 11 are applicable as follows:

- a) **Paralympic Games.** Credit points will be awarded for the 1996 and subsequent Paralympic Games. Results from 1992 and earlier Games will be evaluated by applying Rule 9.3.3 criteria on a case-by-case basis.
- b) **WSPS World and Regional Championships and World Cups.** Credit points will be awarded for these competitions starting with 2013 competitions. Results from 2012 and earlier will be evaluated by applying Rule 9.3.1 criteria on a case-by-case basis.

**Table 11 -- International Distinguished Badge
Credit Points**

Championship	1st	2nd	3rd	4-8th	1st	2nd	3rd
	Place Indiv.	Place Indiv.	Place Indiv.	Place Indiv.	Place Team	Place Team	Place Team
Olympic Games	30	30	30	20			
ISSF World Championship, Olympic Events	30	30	30	15	20	15	10
ISSF World Championship, Non-Olympic Events	20	10	10	5	10	5	5
ISSF World Shotgun Championship	30	20	20	10	15	10	5
ISSF World Cups and World Cup Final	20	10	10				
Pan American Games	20	10	5				

**Table 11 -- International Distinguished Badge
Credit Points**

Championship of the Americas	10	5	0		5	0	0
Paralympic Games 1996 and later	30	20	20	10			
WSPS World Championship 2013 and later	20	15	10	5	15	10	5
WSPS Regional Championship 2013 and later	10	5	0		5	0	0
WSPS World Cups 2013 and later	15	10	5		10	5	5
World Championship, Junior or Junior World Cups	10	5	5		5	5	5
Championship of the Americas, Junior	5	5	0		5	0	0

9.4 Distinguished Marksman Badges

In addition to general CMP eligibility requirements (see Rule 4.0), the following eligibility requirements apply for Distinguished Marksman EIC matches:

9.4.1 EIC Match Eligibility (Distinguished Marksman Candidate)

A competitor with a permanent disability or impairment that requires the use of adaptive firing positions, equipment or techniques and who is approved by the CMP in accordance with Rule 2.5.2 a) is eligible to compete to earn EIC credit points that count towards the awarding of the Distinguished Marksman Badge.

9.4.2 Criteria for Earning the Distinguished Marksman Badge

An eligible Distinguished Marksman Candidate who competes in an EIC or National Trophy Pistol Match earns the same number of points that his/her score would have earned if it had been fired by a Non-Distinguished competitor in that competition.

9.4.3 Limited EIC Match Eligibility

Competitors who are approved to compete to earn Distinguished Marksman EIC credit points may compete for EIC points in a maximum of one National Trophy Individual Match and five (5) CMP-sanctioned Service Rifle EIC matches in any calendar year, except that in years when there is no National

Trophy Individual Match, a maximum of six (6) CMP-sanctioned EIC matches may be fired.

9.4.4 Awarding of Distinguished Marksman Badges

The CMP awards the Distinguished Marksman Badge when an authorized competitor earns 30 or more points in Service Rifle EIC Matches and has earned at least one eight or ten-point award.

10.0 NATIONAL RECORDS

10.1 Purpose

National Records give special recognition to the most outstanding scores fired in CMP-governed shooting events. This rule establishes standards for National Record recognition. A current National Record List will be published on the CMP web site after the first record list is compiled. The CMP National Records program will be phased in, starting in 2018, by recognizing Highpower Service Rifle National Trophy and Pistol event records. Records for Service and Match Rifle CMP Cup Match events will follow after sufficient competition results for those sub-disciplines are recorded.

10.2 Standards for Establishing Records

To be recognized as a National Record, competitors' scores must fulfill these conditions:

10.2.1 Eligible Competitions

National Record scores must be fired in competitions conducted or supervised by the CMP Staff in accordance with **CMP Competition Rules**. Competitions where CMP National Records may be established are the National Matches and CMP Travel Games. Scores fired in any National Matches event that was conducted according to CMP or Army Regulations are eligible for National Record consideration. Scores fired in any CMP Travel Games event are also eligible for recognition.

10.2.2 Record Recognition Procedure

CMP Staff will complete a review of results lists from eligible past competitions to prepare a list of CMP National Records. This list will be published on the CMP website. Possible new National Records will be identified after each eligible competition and the list of National Records will be updated as required. Any competitor or other person who believes that a possible National Record has been overlooked is encouraged to contact CMP Competitions at competitions@thecmp.org.

10.2.3 Tied Scores

When two or more competitors have the same numerical score that is a possible National Record, the score with the highest X-count will be recognized. If two or more competitors have the same numerical score and the same X-count, the tie will not be broken and they will be recognized as National Record co-holders.

10.3 Highpower Rifle National Trophy Event National Records

Highpower Rifle National Trophy Event National Records will be recognized for Service Rifles (Rules 4.1.1, 4.1.2, 4.1.3, 4.1.4) in Open, Women, Junior and Senior categories for the following CMP Highpower Rifle events that are fired using National Trophy Event Rules (no sighters, starting rapid-fire from standing) and full distances (200-600 yards):

- *President's Rifle Course (30 shots)*
- *President's Rifle Match (40 shots, with Final)*
- *National Match Course (50 shots)*
- *Oliver Hazard Perry Course (30 shots)*
- *2-person team event, National Match Course (2 x 50 shots)*
- *4-person team event, National Match Course (4 x 50 shots)*
- *6-person team event, National Match Course (6 x 50 shots)*

10.4 Additional National Records

The CMP will expand its list of National Records after the initial program is established by adding recognition for other CMP Highpower Rifle and Pistol events including CMP Cup Matches events.

Annex A – Highpower Rifle Firing Procedures

The following range procedures and range commands must be used to conduct Service Rifle events.

BASIC SAFETY RULES AND STANDARDS TO BE ENFORCED IN ALL CMP-SANCTIONED MATCHES (To be reviewed in a pre-match safety briefing):

- A safety flag (ECI) must be inserted in your rifle at all times (cased or uncased) except during preparation and firing periods.
- Keep all rifle muzzles pointed downrange or up at all times.
- You are permitted to carry rifles behind the firing line; you are not permitted to handle rifles behind the line (see definitions of “carry” and “handle” in Rule 3.6).
- Do not take rifles or equipment to the firing line until instructed to do so.
- Competitors and other personnel who are on the firing line during Highpower Rifle events are required to wear appropriate eye and hearing protection.
- You may handle your rifle after your relay is called to the firing line (put on sling, get into position, etc.), but you may not remove the safety flag or close the action until the preparation period starts.
- A three-minute preparation period will start approximately two minutes after your relay is called to the firing line. During the preparation period you may continue your preparations for firing and may remove safety flags and dry fire.
- Do not load until the command **LOAD** is given.
- Upon completion of firing, open your rifle action, remove magazine, insert a safety flag and ground your rifle.
- Do not remove your rifle from the firing line until it has been cleared by a Range Officer.
- Do not go forward of firing line until instructed to do so.
- In CMP Rifle Matches, no extra time or refires are allowed for rifle, equipment or ammunition malfunctions. If you have a malfunction, you may attempt to clear the malfunction, if you can do so safely, but no extra time or refire will be allowed.
- If you have a problem, remain in position, keep your rifle muzzle pointed downrange and raise your hand, a Range Officer will assist you.
- When you act as a Target Marker or Scorer (or Verifier) you are a Match Official responsible for the accurate scoring and recording of your competitor’s scores.
- When you are a Scorer (or Verifier) you are also a safety officer responsible for ensuring that your competitor handles his/her rifle safely. When the Range Officer asks **IS THE LINE READY?** or **IS THE LINE CLEAR?**, it is the Scorer’s responsibility to signal **YES** (hand pointed downrange) or **NO** (hand pointed to the rear of the firing line) for the competitor whom you are scoring.
- If any competitors have medical issues (bee sting allergy, etc.) that the CRO should be aware of, please inform us.

SAFETY DEFINITIONS AND REGULATIONS:

- **Safety Flag.** A safety flag is an empty chamber indicator (ECI) with a probe that fits into an empty chamber when the action is open. The safety flag must have a yellow or orange-colored flag that extends out from the open action so that it can readily be seen by match officials and competitors to confirm that the rifle is clear.
- **Unloaded Rifle.** A rifle with an open action, magazine empty or removed (if removable) and chamber empty with a safety flag inserted to confirm that the rifle is clear.
- **Cleared Rifle.** A rifle with an open action, magazine empty or removed and chamber empty with and safety flag inserted that has been checked by a Range Officer.
- **Cleared Range.** A range where a Range Officer has confirmed that all rifles on the firing line are cleared and grounded with safety flags inserted, with no rifles being handled by any person and no personnel in front of the firing line.
- **Loaded Rifle.** A rifle is considered “loaded” when a cartridge or magazine containing cartridges comes in contact with the rifle. Rifles may only be loaded after the Range Officer commands **LOAD**.
- **Ready Line/Ready Area.** A designated or undesignated area behind the firing line where competitors who are not firing, scoring or pulling targets and spectators must remain. Rifles in the ready area must be unloaded with safety flags inserted, whether they are cased or uncased. Rifles may be carried (moved from one location to another) in the ready area, but they may not be handled (see the definitions of rifle carrying and handling in Rules 3.6.4 & 3.6.5)
- **Call to Firing Line.** No one is permitted to move rifles or equipment to the firing line until the Range Officer instructs them to do so. After a relay of competitors is called to the firing line, they may set up their equipment on the firing line, handle their rifles by putting on slings or getting into positions with them. Two minutes are allowed between the call to move to the firing line and the beginning of the preparation period. A safety flag must remain in the rifle during this period and until the preparation period begins.
- **Preparation Period.** Two minutes after a relay is called to the firing line the Range Officer will announce the beginning of a three-minute preparation period. During this period, competitors may handle their rifles, remove safety flags and dry fire. No one may load a rifle during the preparation period.
- **Sighting Shots.** Sighting shots are not allowed if the event is a National Trophy Event. Sighting shots are allowed if the event is a CMP Cup Match Event where two sighting shots are fired before each stage of fire. Separate Range Officer scripts are provided for National Trophy Events and CMP Cup Match Events to accommodate the differences between the two types of events.

- **COMMENCE FIRING.** A range command that authorizes competitors to start firing in slow-fire stages.
- **CEASE FIRING.** A range command that directs competitors to stop firing immediately. Penalties may be applied for shots fired after a **CEASE FIRING** command.
- **Slow-Fire Loading.** For slow-fire shots, Service Rifle competitors may load only one round at a time. The rifle may not rest on a shooting stool when it is loaded. Once a round is chambered, muzzles must remain pointed downrange.
- **IS THE LINE READY?** This is a question asked by the Range Officer after the command **LOAD**. Competitors who are not ready should announce **NOT READY**. The purpose of this question is to make sure all competitors have safely loaded and are ready to start a live fire series.
- **Rapid-Fire Loading.** Rapid-fire loading procedures required by CMP Rules vary according to whether the event is a National Trophy Event or a CMP Cup Match Event.
 - **National Trophy Events.** Competitors must stand to load and start rapid-fire series from standing. Competitors will stand on the command **ON THE FIRING LINE STAND**. After the command **WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, they must close the bolts on their rifles on empty chambers and then insert magazines loaded with two (2) or five (5) rounds. Competitors with manually operated rifles must leave bolts open until they are down in position. After the line is ready and targets rise (or the command **TARGETS** is given), they will drop down into position and then cycle or close the bolt to chamber the first round. They must be down in position before cycling the bolt to chamber the first round.
 - **CMP Cup Match Events.** Competitors must start in the shooting position for the appropriate stage of fire (i.e. sitting or prone). After the command **YOUR SIGHTING PERIOD HAS ENDED** or **FOR YOUR SECOND SERIES OF RAPID FIRE**, and before the targets appear, the rifle must be kept out of the shoulder, and the ammunition must remain on the ground, shooting mat or shooting stool. When the targets appear, competitors must take their ammunition, load either two (2) or five (5) rounds and fire their first two or five rounds. After firing two or five rounds, competitors will reload eight (8) or five (5) rounds as appropriate and continue firing to complete the series.
- **TARGETS.** A range command that is used to start rapid-fire stages on fixed target ranges (where pit-operated targets are not available). The command **TARGETS** authorizes competitors with loaded rifles to assume their firing positions, cycle their bolts to load rounds in chambers and commence firing or, in CMP Cup Matches, to load their rifles and commence firing.
- **Malfunction.** A malfunction is the failure of the rifle or ammunition to function properly. A competitor may attempt to clear the malfunction and continue

firing if he/she can do so safely. No refires or additional time will be allowed if the competitor is unable to complete the series.

- **Interruption in Fire.** If a **CEASE FIRE** command must be given during a firing series, the Range Officer will resume firing as soon as possible. When firing resumes, competitors are entitled to the amount of time that was remaining when the **CEASE FIRE** command was given.
- **Slow or Disabled Target.** When a single target is disabled or providing slow target service, the competitor or scorer must notify a range officer who may authorize additional time to compensate for the slow service. In the case of a disabled target that cannot be quickly repaired, the competitor must be moved to another target (hospital) and given additional time to finish firing.

FIRING PROCEDURES AND RANGE OFFICER COMMANDS.

*The following scripts are coordinated with CMP and NRA Rules and must be used in conducting slow and rapid-fire stages of fire during CMP-sanctioned highpower rifle matches. These procedures are for Service Rifle Matches. Firing Procedures and Range Officer Commands for As-Issued Military Rifle or Pistol Matches are found in a separate rulebook, **CMP Competition Rules for CMP Games Rifle and Pistol Matches.***

CMP NATIONAL TROPHY EVENTS

SLOW-FIRE PROCEDURES AND COMMANDS

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES.	<i>Competitors in the relay that is called to the line may move their rifles and equipment to their firing points. After this call to the firing line, they may handle their rifles, put their slings on and get into firing positions. Competitors may not, however, remove safety flags, close rifle actions or dry fire.</i>
RELAY (number). TAKE YOUR POSITIONS AS SCORERS	<i>Instruct scorers to take their positions immediately after calling competitors to the firing line</i>
TIME: Two (2) minutes; after two (2) minutes	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>YOUR PREPARATION PERIOD WILL BEGIN WHEN YOUR TARGETS APPEAR.</p>	<p><i>For ranges without pit operated targets, command: YOUR PREPARATION PERIOD BEGINS NOW. During the preparation period, competitors may remove ECIs, close their bolts and dry fire. They may not load any rounds in the chamber or magazine or insert a loaded magazine.</i></p>
<p>TIME: Three (3) minutes; after three (3) minutes</p>	
<p>THE PREPARATION PERIOD HAS ENDED.</p> <p>THIS STAGE WILL BE TEN/TWENTY SHOTS FOR RECORD IN A TIME LIMIT OF TEN/TWENTY MINUTES.</p> <p>WITH ONE ROUND LOAD... IS THE LINE READY? ... THE LINE IS (IS NOT) READY.</p> <p>YOUR TIME WILL BEGIN AND YOU MAY FIRE WHEN YOUR TARGETS APPEAR.</p>	<p><i>If the line is not ready, command: THE LINE IS NOT READY</i> <i>After confirming that the line is ready, continue with:</i> RESUMING COMMANDS...IS THE LINE READY?</p> <p><i>For ranges without pit operated targets, command: COMMENCE FIRING.</i></p>
<p>TIME: 10 or 20 minutes; after 10 or 20 minutes ALTERNATE A: When all firing appears to be finished</p>	
<p>IS ALL FIRING COMPLETED?</p> <p>ALL FIRING IS COMPLETED, CEASE FIRE, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.</p>	<p><i>If the response is NO, command: AS YOU WERE, CONTINUE FIRING.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
Range Officer(s) must check each rifle to be sure it is cleared with a safety flag inserted	
<p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE.</p> <p>THE FIRING LINE IS CLEAR...YOU MAY GO FORWARD OF THE FIRING LINE TO POLICE YOUR BRASS AND TRASH.</p>	<p><i>If the line is not clear, command:</i> THE LINE IS NOT CLEAR. <i>After confirming that the line is clear, continue with:</i> RESUMING COMMANDS...IS THE LINE CLEAR?</p> <p><i>After competitors have removed their cleared rifles from the firing line, instruct them to return to the line to police their brass and trash.</i></p>
After brass police period has ended (do not wait for the slowest competitors)	
<p>YOUR BRASS AND TRASH CALL HAS ENDED, ALL PERSONNEL RETURN BEHIND THE FIRING LINE.</p>	<p><i>Range Officers must check to make sure all competitors and other personnel have returned to behind the firing line.</i></p>
Return to the initial command to call the next relay to the line or to begin a rapid-fire relay.	
ALTERNATE ENDING FOR A SLOW FIRE RELAY	
<p>TIME: 10 or 20 minutes; after 10 or 20 minutes When time expires and targets are lowered in the pits</p>	
<p>CEASE FIRE. TIME HAS EXPIRED. HAS ADDITIONAL TIME BEEN AUTHORIZED? <i>A Range Officer must authorize additional time. This information must be communicated to the pits</i></p>	<p><i>If the response is YES, command:</i> THOSE TARGETS AUTHORIZED ADDITIONAL TIME, YOUR TIME WILL BEGIN WHEN YOUR TARGETS APPEAR.</p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<i>(target numbers, additional time authorized).</i>	ALL OTHER COMPETITORS CLEAR YOUR RIFLES, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.
After additional time expires or if no additional time has been authorized.	
<p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p> <p>THE FIRING LINE IS CLEAR...YOU MAY GO FORWARD OF THE FIRING LINE TO POLICE YOUR BRASS AND TRASH.</p>	<p><i>If the line is not clear, command:</i> THE LINE IS NOT CLEAR. <i>After confirming that the line is clear, resume commands with</i> IS THE LINE CLEAR?</p> <p><i>After competitors have removed their cleared rifles from the firing line, instruct them to return to the line to police their brass and trash.</i></p>
After brass police period has ended (do not wait for the slowest competitors)	
YOUR BRASS POLICE PERIOD HAS ENDED, ALL PERSONNEL RETURN BEHIND THE FIRING LINE.	<i>Range Officers must check to make sure all competitors and other personnel have returned to behind the firing line.</i>
Return to the initial command to call the next relay to the line.	

CMP NATIONAL TROPHY EVENTS

RAPID-FIRE PROCEDURES AND COMMANDS

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES.</p> <p>RELAY (number). TAKE YOUR POSITIONS AS SCORERS.</p>	<p><i>Competitors in the relay that is called to the line may move their rifles and equipment to their firing points. After this call to the firing line, they may handle their rifles, put on their slings and get into the firing positions. Competitors may not remove ECIs, close rifle actions or dry fire.</i></p> <p><i>Call scorers to take their positions immediately after calling competitors in the next relay to the firing line.</i></p>
<p>TIME: Two (2) minutes; after two (2) minutes</p>	
<p>YOUR PREPARATION PERIOD WILL BEGIN WHEN YOUR TARGETS APPEAR</p>	<p><i>For ranges without pit operated targets, command: YOUR PREPARATION PERIOD BEGINS NOW. During the preparation period, competitors may remove ECIs, close rifle actions and dry fire. They may not load any rounds in the chamber or magazine or insert loaded magazines. <u>During the preparation period, the CRO should remind Scorers that they must watch their competitors and count shots fired; they should not be looking through their spotting scopes.</u></i></p>
<p>TIME: Three (3) minutes; after three (3) minutes</p> <p>On ranges with pit-operated target, the targets will be withdrawn and returned to half-mast to signal that the pits are ready for the rapid-fire series.</p>	
<p>THE PREPARATION PERIOD HAS ENDED.</p> <p>THIS STAGE WILL BE:</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>TEN SHOTS RAPID-FIRE SITTING/PRONE FROM STANDING IN A TIME LIMIT OF 60/70 SECONDS. ON THE FIRING LINE STAND... WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD</p> <p>IS THE LINE READY?... THE LINE IS READY READY ON THE RIGHT...3-second pause...READY ON THE LEFT...3-second pause... READY ON THE FIRING LINE. <i>Targets must be run up within 5 seconds. For ranges without pit operated targets, command:</i></p> <p>TARGETS</p>	<p><i>In Service Rifle Matches, competitors must ensure that their bolts are closed.</i></p> <p><i>If the line is not ready, command:</i> THE LINE IS NOT READY <i>After confirming that the line is ready, resume commands with IS THE LINE READY?</i></p>
<p>TIME: 60 or 70 seconds; after 60 or 70 seconds On pit-operated ranges, targets will be withdrawn at the end of the time limit.</p>	
<p>CEASE FIRE...REMAIN IN POSITION UNTIL THE LINE IS CLEAR...ARE THERE ANY SAVED ROUNDS?</p> <p>CLEAR ALL RIFLES, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.</p> <p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR</p> <p>STANDBY FOR SCORES</p>	<p><i>Range Officers must report saved rounds to the pits.</i></p> <p><i>If the answer is NO, command:</i> THE LINE IS NOT CLEAR. <i>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>After firing: On pit-operated ranges, targets will be scored in the pits and raised on command by the Target Officer so competitors may view their scores and groups and scorers may record scores.</p>	
<p>YOUR 90-SECOND SCORING AND CHALLENGE PERIOD HAS BEGUN</p>	<p><i>Range Officers must relay information about any challenges to the pits. For targets with excessive or insufficient hits, Range and Target Officers must ensure that irregular targets are scored according to the rules.</i></p>
<p>TIME: 90 seconds; after 90 seconds</p>	
<p>EXCEPT FOR TARGETS UNDER CONTENTION...IS SCORING COMPLETE?</p> <p>SCORING IS COMPLETE</p> <p>THE 90-SECOND CHALLENGE PERIOD HAS ENDED</p>	<p><i>If the answer is NO, delay until the issue is resolved. After confirming that scoring is complete, resume commands with SCORING IS COMPLETE.</i></p>
<p>After scoring is complete, the pits will withdraw all targets following the statement, "The 90-second challenge period has ended," and will prepare the targets for the next stage of fire.</p>	
<p>RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p> <p>THE FIRING LINE IS CLEAR...YOU MAY GO FORWARD OF THE FIRING LINE TO POLICE YOUR BRASS AND TRASH.</p>	<p><i>After competitors have removed their cleared rifles from the firing line, instruct them to return to the line to police their brass and trash.</i></p>
<p>After brass police period has ended (do not wait for the slowest competitors)</p>	
<p>YOUR BRASS AND TRASH CALL HAS ENDED, ALL PERSONNEL</p>	<p><i>Range Officers must check to make sure all competitors and other</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
RETURN BEHIND THE FIRING LINE.	<i>personnel have returned to behind the firing line.</i>
Return to the initial command to call the next relay to the line.	

CMP CUP MATCH EVENTS: SLOW-FIRE PROCEDURES AND COMMANDS

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
RELAY (<i>number</i>), (<i>MATCH NAME</i>). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES.	<i>Competitors in the relay that is called to the line may move their rifles and equipment to their firing points. After this call to the firing line, they may handle their rifles, put their slings on and get into firing positions. Competitors may not, however, remove Safety Flags, close rifle actions or dry fire.</i>
RELAY (<i>number</i>). TAKE YOUR POSITIONS AS SCORERS/VERIFIERS	<i>Call scorers/verifiers to take their positions immediately after calling competitors in the next relay to the firing line</i>
TIME: Two (2) minutes; after two (2) minutes	
YOUR PREPARATION PERIOD WILL BEGIN WHEN YOUR TARGETS APPEAR.	<i>For ranges with fixed or electronic targets, command: YOUR PREPARATION PERIOD BEGINS NOW. During the preparation period, competitors may remove safety flags, close their bolts and dry fire. They may not load any rounds in the chamber or magazine or insert a loaded magazine.</i>
TIME: Three (3) minutes; after three (3) minutes	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>THE PREPARATION PERIOD HAS ENDED.</p> <p>THIS STAGE WILL BE TWO SIGHTERS AND TWENTY SHOTS FOR RECORD IN A TIME LIMIT OF TWENTY-TWO MINUTES.</p> <p>WITH ONE ROUND LOAD... IS THE LINE READY? ... THE LINE IS READY.</p> <p>YOUR TIME WILL BEGIN AND YOU MAY FIRE WHEN YOUR TARGETS APPEAR.</p>	<p><i>If the line is not ready, command:</i> THE LINE IS NOT READY <i>After confirming that the line is ready, continue with:</i> RESUMING COMMANDS... IS THE LINE READY?</p> <p><i>For ranges without pit operated targets, command:</i> COMMENCE FIRING.</p>
<p>TIME: 22 minutes; after 22 minutes ALTERNATE A: When all firing appears to be finished</p>	
<p>IS ALL FIRING COMPLETED?</p> <p>ALL FIRING IS COMPLETED, CEASE FIRE, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.</p>	<p><i>If the response is NO, command:</i> AS YOU WERE, CONTINUE FIRING.</p>
<p>Range Officer(s) must check each rifle to be sure it is cleared with a safety flag inserted</p>	
<p>IS THE LINE CLEAR?</p>	<p><i>If the line is not clear, command:</i> THE LINE IS NOT CLEAR. <i>After confirming that the line is clear, continue with:</i> RESUMING COMMANDS... IS THE LINE CLEAR?</p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>THE LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p> <p>THE FIRING LINE IS CLEAR...YOU MAY GO FORWARD OF THE FIRING LINE TO POLICE YOUR BRASS AND TRASH.</p>	<p><i>After competitors have removed their cleared rifles from the firing line, instruct them to return to the line to police their brass and trash.</i></p>
<p>After brass police period has ended (do not wait for the slowest competitors)</p>	
<p>YOUR BRASS AND TRASH CALL HAS ENDED, ALL PERSONNEL RETURN BEHIND THE FIRING LINE.</p>	<p><i>Range Officers must check to make sure all competitors and other personnel have returned to behind the firing line.</i></p>
<p>Return to the initial command to call the next relay to the line or to begin a rapid-fire relay.</p>	
<p>ALERNATE ENDING FOR A SLOW FIRE RELAY</p>	
<p>TIME: 22 minutes; after 22 minutes When time expires and targets are lowered in the pits</p>	
<p>CEASE FIRE. TIME HAS EXPIRED. HAS ADDITIONAL TIME BEEN AUTHORIZED? <i>A Range Officer must authorize additional time. This information must be communicated to the pits (target numbers, additional time authorized).</i></p>	<p><i>If the response is YES, command:</i> THOSE TARGETS AUTHORIZED ADDITIONAL TIME, YOUR TIME BEGINS WHEN YOUR TARGETS APPEAR.</p> <p>ALL OTHER COMPETITORS CLEAR YOUR RIFLES, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.</p>
<p>After additional time expires or if no additional time has been authorized.</p>	
<p>IS THE LINE CLEAR?</p>	<p><i>If the line is not clear, command:</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>THE LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p> <p>THE FIRING LINE IS CLEAR...YOU MAY GO FORWARD OF THE FIRING LINE TO POLICE YOUR BRASS AND TRASH.</p>	<p>THE LINE IS NOT CLEAR. <i>After confirming that the line is clear, continue with:</i></p> <p>RESUMING COMMANDS... IS THE LINE CLEAR?</p> <p><i>After competitors have removed their cleared rifles from the firing line, instruct them to return to the line to police their brass and trash.</i></p>
<p>After brass police period has ended (do not wait for the slowest competitors)</p>	
<p>YOUR BRASS POLICE PERIOD HAS ENDED, ALL PERSONNEL RETURN BEHIND THE FIRING LINE.</p>	<p><i>Range Officers must check to make sure all competitors and other personnel have returned to behind the firing line.</i></p>
<p>Return to the initial command to call the next relay to the line.</p>	

CMP CUP MATCH EVENTS: RAPID-FIRE PROCEDURES AND COMMANDS

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES.</p>	<p><i>Competitors in the relay that is called to the line may move their rifles and equipment to their firing points. After this call to the firing line, they may handle their rifles, put on their slings and get into the firing positions. Competitors may not remove Safety Flags, close rifle actions or dry fire.</i></p>
<p>RELAY (number). TAKE YOUR POSITIONS AS SCORERS/VERIFIERS.</p>	<p><i>Instruct scorers/verifiers to take their positions immediately after calling competitors in the next relay to the firing line.</i></p>
<p>TIME: Two (2) minutes; after two (2) minutes</p>	
<p>YOUR PREPARATION PERIOD WILL BEGIN WHEN YOUR TARGETS APPEAR</p>	<p><i>For ranges without pit operated targets, command: YOUR PREPARATION PERIOD BEGINS NOW. During the preparation period, competitors may remove safety flags, close rifle actions and dry fire. They may not load any rounds in the chamber or magazine or insert loaded magazines. <u>During the preparation period, the CRO may remind Scorers that they must watch their competitors and count shots fired; they should not be looking through their spotting scopes.</u></i></p>
<p>TIME: Three (3) minutes; after three (3) minutes</p> <p>On pit-operated ranges, targets will be withdrawn and returned to half-mast to signal that the pits are ready for the rapid-fire series.</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>THE PREPARATION PERIOD HAS ENDED. YOU WILL NOW HAVE A SIGHTER PERIOD OF TWO MINUTES FOR TWO SIGHTING SHOTS. WITH ONE ROUND...LOAD</p> <p>IS THE LINE READY?... THE LINE IS (IS NOT) READY</p> <p>THE LINE IS READY YOUR TIME BEGINS AND YOU MAY FIRE WHEN YOUR TARGETS APPEAR. <i>Targets must be run up within 5 seconds.</i> <i>For ranges with fixed or electronic targets, command:</i></p> <p>TARGETS</p>	<p><i>Each rapid-fire series begins with two slow-fire sighters.</i></p> <p><i>If the line is not ready, command:</i> THE LINE IS NOT READY <i>After confirming that the line is ready, continue with:</i> RESUMING COMMANDS... IS THE LINE READY?</p>
<p>TIME: Two (2) minutes; after two (2) minutes On pit-operated ranges, targets will be withdrawn, cleared and returned to half-mast to signal that the pits are ready for the rapid-fire series.</p>	
<p>CEASE FIRE...UNLOAD, YOUR SIGHTER PERIOD HAS ENDED. THE NEXT SERIES OF FIRE WILL BE: TEN SHOTS RAPID-FIRE SITTING/PRONE IN A TIME LIMIT OF 60/70 SECONDS.</p> <p>IS THE LINE READY?... THE LINE IS READY READY ON THE RIGHT...3-second pause...READY ON THE LEFT...3-</p>	<p><i>If the line is not ready, command:</i> THE LINE IS NOT READY <i>After confirming that the line is ready, continue with:</i> RESUMING COMMANDS...</p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p><i>second pause... READY ON THE FIRING LINE.</i> Targets must be run up within 5 seconds. For ranges without pit operated targets, command:</p> <p>TARGETS</p>	<p>IS THE LINE READY?</p> <p><i>After the firing time begins, competitors must load 2 or 5 rounds, fire those rounds and load 8 or 5 round and fire those rounds.</i></p>
<p>TIME: 60 or 70 seconds; after 60 or 70 seconds On pit-operated ranges, targets will be withdrawn at the end of the time limit.</p>	
<p>CEASE FIRE...REMAIN IN POSITION UNTIL THE LINE IS CLEAR...ARE THERE ANY SAVED ROUNDS?</p> <p>CLEAR ALL RIFLES, INSERT SAFETY FLAGS AND GROUND YOUR RIFLES.</p> <p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR</p> <p>STANDBY FOR SCORES</p>	<p><i>Range Officers must report saved rounds to the pits.</i></p> <p><i>If the answer is NO, command:</i> THE LINE IS NOT CLEAR. <i>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</i></p>
<p>After firing: On ranges with pit-operated targets, the targets will be scored in the pits and raised on command of the Target Officer so competitors may view their scores and groups and scorers may record scores.</p>	
<p>YOUR 90-SECOND SCORING AND CHALLENGE PERIOD HAS BEGUN</p>	<p><i>Range Officers must relay information about any challenges to the pits. For targets with excessive or insufficient hits, Range and Target Officers must ensure that irregular shots are scored according to the rules.</i></p>
<p>TIME: 90 seconds; after 90 seconds</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>EXCEPT FOR TARGETS UNDER CONTENTION...IS SCORING COMPLETE?</p> <p>SCORING IS COMPLETE</p> <p>THE 90-SECOND CHALLENGE PERIOD HAS ENDED</p>	<p><i>If the answer is NO, delay until the issue is resolved. After confirming that scoring is complete, resume commands with SCORING IS COMPLETE.</i></p>
<p>After scoring is complete, the pits will withdraw all targets following the statement, "The 90-second challenge period has ended," and will prepare the targets for the next stage of fire.</p>	
<p>RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</p> <p>THE FIRING LINE IS CLEAR...YOU MAY GO FORWARD OF THE FIRING LINE TO POLICE YOUR BRASS AND TRASH.</p>	<p><i>After competitors have removed their cleared rifles from the firing line, instruct them to return to the line to police their brass and trash.</i></p>
<p>After brass police period has ended (do not wait for the slowest competitors)</p>	
<p>YOUR BRASS AND TRASH CALL HAS ENDED, ALL PERSONNEL RETURN BEHIND THE FIRING LINE.</p>	<p><i>Range Officers must check to make sure all competitors and other personnel have returned to behind the firing line.</i></p>
<p>Return to the initial command to call the next relay to the line.</p>	

Annex B – Highpower Rifle Target Procedures

The Target Officer/Chief Target Officer (formerly called “Pit Officer”) controls the operation and scoring of targets on ranges with pit-operated targets. Assistant Target Officers may assist the Chief Target Officer. The following procedures and commands are to be used in controlling target operation and scoring.

PRE-MATCH ACTIONS:

- **Pre-Match Checks.** Prior to the match, the Target Officer must ensure that the correct targets for the match are prepared, that sufficient replacement targets are on hand and that each active firing point has an adequate supply of score value discs, 3” and 5” spotters, golf tees and black and white pasters.
- **Pre-Match Instruction.** Confirm that the required numbers of Target Markers are in place on each target. The Target Officer/CTO must review the course of fire with other Target Officers and competitors who are pulling targets prior to each stage of fire. Instruct them as follows:
 - **For slow-fire: This is a slow fire series of 10/20 rounds. Pull and mark each shot fired on your target. Watch your impact area for shots on your target. Put a 3-inch shot marker in the shot hole, white side out for shots in or touching the black, black side out for shots in the white. Use the 5-inch (red) shot value discs to indicate the value of the shot. A miss is scored with two value disks, one in the lower right corner, one in the lower left corner. Always keep a paster of the right color ready. Targets should be in the pits for scoring no more than 10 seconds. If you are asked to reverse the spotter (integrate the spotter), pull the target down and reverse the color (unless it’s already done correctly). If asked to redisk the target, check to make sure the value disk shows the correct value of the shot. If you receive two hits of the same caliber more or less simultaneously, put shot markers in both holes, score the higher value shot and notify the Target Officer of the crossfire. If they are different calibers, score the hole for the caliber being used by the competitor on your target, paste the other hole, and notify the Target Officer of the crossfire. If you accidentally pull the target when no shot was fired, paste the old hole and put value disks in the 3 o’clock and 9 o’clock positions.**
 - **For rapid-fire: This next stage is rapid fire. When the targets go up for rapid-fire, stand back against the catwalk wall, drop the pull ropes and count the number of shots. Do not pull targets until instructed to do so. If someone accidentally pulls their**

target get it back up as quickly as possible. When firing is complete, and targets are down, count the number of shot holes in your target. If you have ten holes of the same caliber, insert shot markers and score the target. Use red golf tees for shots in the black and the 1-inch markers, black side out, for shots in the white. On the chalk board, mark the number of hits of each value to the right of the value number. Do not put a zero when there are no shots of a given value. If you have more or less than 10 hits, call a Target Officer. Do not insert shot markers until instructed by the Target Officer.

CONDUCTING A COMPETITION SERIES/STAGE:

- **Ready for Preparation Period.** When all targets and pit personnel are ready, give the command: **HALF MAST ALL TARGETS**. Then notify the Chief Range Officer by saying **READY IN THE PITS** (*When a target is at half-mast, it is halfway up between the bottom and the top of the carrier's travel in this position, the upper halves of all targets should be visible from the firing line.*)
- **Preparation Period.** Two minutes after the Chief Range Officer has given the command **RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES**, raise the targets by commanding **STAND BY YOUR TARGETS....TARGETS UP**. Three minutes after that, command **STAND BY YOUR TARGETS...TARGETS DOWN**.
- **Starting a Firing Stage.** At this time, the Chief Target Officer must repeat all firing line commands to the pit personnel as the Chief Range Officer gives them (The CRO keeps an open mike to the CTO during the commands.). When the command **READY ON THE FIRING LINE** is given, the pit officer will give the Command, **STAND BY YOUR TARGETS....TARGETS UP** within 5 seconds.
- **Firing Stage Timing.** Targets must be fully exposed for the time specified by the course of fire. Start the stopwatch when the targets reach the top of the target carriers movement. Stop the stopwatch when the targets start to be withdrawn into the pits. In slow fire series, where competitors sometimes complete the course of fire prior to the expiration of the allowed time the Chief Range Officer may command that the targets be withdrawn before the full time allowed has expired.
- **Slow-Fire Scoring.** During slow fire stages, all targets must be pulled and marked after each shot. If there are inexperienced Target Markers, it may be necessary to give instructions in the proper methods of scoring and marking targets.
- **Stopping a Firing Stage.** 15 seconds prior to the end of the time limit, the Chief Target Officer will give the command **STAND BY YOUR TARGETS**.

At the end of the firing time, command, **TARGETS DOWN**. (The word “**DOWN**” must be given at the precise second at the end of the string.)

SCORING A RAPID-FIRE SERIES:

- Immediately after the targets are down, the Chief Target Officer will instruct Target Markers **VERIFY THE NUMBER OF HITS ON YOUR TARGET. IF YOU HAVE INSUFFICIENT OR EXCESSIVE HITS, CALL A TARGET OFFICER. WHEN YOUR TARGETS ARE SCORED, RAISE THEM TO HALF-MAST ONLY.**
- The Target Officer will receive the report of saved rounds from a Range Officer and will relay this information to the Target Marker. If the Target Marker reports insufficient or excessive hits, the Target Officer must report this information to the Range Officer.
- After target are scored, the Target Officer will command **STAND BY YOUR TARGETS...TARGETS UP**. The Range Officer will then begin a 90-second challenge period when competitors and Scorers can see and record scores.
- After 90 seconds, the Target Officer will command **EXCEPT FOR TARGETS UNDER CONTENTION...STAND BY YOUR TARGETS...TARGETS DOWN...PASTE ALL TARGETS AND RETURN THEM TO HALF-MAST.**
- Any targets with challenges and discrepancies must be resolved as quickly and possible and then are pulled, pasted and returned to half-mast.

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