

2017 CMP GAMES WEEKEND!



**Tournament Hosted By Worland Shooting
Complex,
Worland, Wyoming
<http://www.worlandshootingcomplex.com/>**

**Matches sanctioned with the
CIVILIAN MARKSMANSHIP PROGRAM**

MATCH DATE: Saturday May 13 & Sunday May 14th, 2017. **NOTE:** THIS IS A 2 DAY EVENT, GARAND's AND CARBINE's ON DAY ONE, SPRINGFIELD's AND VINTAGE MILITARY RIFLE's MATCHES ON DAY 2.

REGISTRATION: Saturday - 07:30-08:30, Firing starts at 9:00
Sunday - 07:30-08:30, Firing starts at 9:00

LOCATION: Worland Shooting Complex (WSC), from Worland go west on Hwy 20 to West River Road (WYO 433) turn right and go north approx. 1/3 of a mile then turn left onto 15 Mile Road at Washakie County Fairgrounds. Follow the road past the county shop. Take the paved road up the hill to the right (northerly), driving past the gravel pits. In approximately 1 mile, you should see the Worland Shooting Complex sign on the right. Follow the gravel road to the front gate. Registration will be conducted at the club house, squadding at the 100 yard firing line on day 1, 200 yd line on day 2.

FOR TOURNAMENT INFORMATION, CONTACT WSC MATCH DIRECTOR:

Dave Babits, PO Box 510, Thermopolis, Wyoming 82443, Phone: 307-864-3257
Email: dbabits@gps2.biz

RULES: CMP Games Rifle Competition Rules, 5th Edition-2017 will govern. Hearing and eye protection is required on the firing line and in the pits. See rules on-line: [CMP GAMES RIFLE AND PISTOL MATCHES;](http://thecmp.org/wp-content/uploads/CMPGamesRules.pdf?ver=01052017)
<http://thecmp.org/wp-content/uploads/CMPGamesRules.pdf?ver=01052017>

ELIGIBILITY: Open to all who support the rights of citizens to keep and bear arms and that have not been convicted of a state or federal felony.

ADVANCE ENTRY RECOMMENDED but not required! Competitors are guaranteed an individual entry in the matches by pre-registering and sending payment with registration form to the address listed on the entry form; **entries will be on a first come basis up to range capacity.** Competitors may cancel their pre-registration before **May 1** and receive a full refund. Cancellations after **May 1** may result in forfeit of entry fees. Post-entries made on May 13 will be accepted up to limit of range capacity.

SQUADDING: All matches will be squadded. Competitors will also score and be responsible for pit duty. Infiltration squadding will be utilized if deemed necessary by the match director.

TARGETS: M1 Carbine Match SR-1 target fired at 100 yds; all other matches SR at 200 YDS.

EMPTY CHAMBER INDICATOR (ECI): ECI's are required and will be available for \$2.

CHALLENGES: \$2 fee, refunded if challenge is sustained. Present fee at time of challenge. Challenge period ends 30 min. after results are posted.

M1 CARBINE & M1 GARAND MATCHES MAY 13, 2017

The M1 Carbine and M1 Garand Matches will be fired in two separate matches. ONLY those shooting the correct rifle for the individual matches per the CMP rules will be eligible to win the individual matches. ONLY those shooting the correct listed rifles for each match will have scores sent in to the CMP. ONLY those shooting all 4 matches on both days with the correct rifle for each match will be eligible for the MATCH 3, 6 and MATCH 7 aggregate scores. Scores from re-fired matches using the same rifle will not be eligible for awards in those matches.

1. **M1 Carbine Match**—CMP Games Rule 5.2.1: Competitors may fire “as-issued” U. S. M1 or M1A1 Carbine chambered for the Caliber .30 Carbine cartridge. (Rules 5.2.3 Modern Sporting Rifles, 5.2.4 Class B Modern Military Rifles, 5.2.5 Unlimited Garand will be allowed if space is available but are out of category and not eligible for awards).
2. **M1 Garand Match**— CMP Games Rule 4.2.2 Competitors may fire “as-issued” Caliber .30 U. S. M1 Garand rifles. In addition, competitors per rule 4.2.2 may fire a U. S. M1 Carbine (see rule 5.2.1), or M1941 Johnson rifles. **NOTE: Rule 5.2.5: Unlimited Garand’s are allowed but cannot win the match, their scores will be sent in. They are allowed to win their category if there are three or more shooting and are eligible for CMP achievement awards** (Rules 5.2.3 Modern Sporting Rifles, 5.2.4 Class B Modern Military Rifles will be allowed if space is available but are out of category and not eligible for awards).

MATCH 1: M1 CARBINE MATCH

M1 Carbine Course of Fire: (CMP Games Rule 5.5.1, Table 5, page 46). All firing is at 100 yards on the SR-1 (200 yard reduced target.)

- Stage 1—10 sighting shots in any position and 10 shots prone position, 15 minutes.
- Stage 2—10 shots prone from standing rapid-fire in 60 seconds.
- Stage 3—10 shots sitting or kneeling from standing rapid-fire in 60 seconds.
- Stage 4—10 shots standing, slow fire in 10 minutes.

MATCH 2: GARAND RIFLE MATCH

The course of fire is the standard John C. Garand Match Course A (CMP Games Rule 4.5.1, Table 3, page 33). All firing is at 200 yards on the SR target. **(NOTE: If participants are in agreement, at the discretion of the match director, this match may be upgraded to Course B, 50 shots for record)**

- Stage 1—5 sighters any position & 10 shots for record in prone position, 15 minutes. **(Or optional upgrade to 20 rounds for record total block time of 25 min.)**
- Stage 2—10 shots prone from standing rapid-fire in 80 seconds.
- **Stage 2a—Optional upgrade to course B with additional 10 shots sitting from standing rapid fire in 70 sec.**
- Stage 3—10 shots standing slow fire in 10 minutes.

MATCH 3: AGGRAGATE OF MATCH 1 & 2

1903 SPRINGFIELD AND VINTAGE MILITARY RIFLE MATCHES 14 MAY 2017



Figure 1 The Ostrom helmet

REGISTRATION: Sunday – Squadding 07:30-08:30, Firing starts at 9:00

MATCH 4: 1903/1903A3 SPRINGFIELD MATCH

Course of fire standard AS-ISSUED MILITARY RIFLE Match Course B; 50 SHOTS FOR RECORD (CMP Games Rule 4.2.3 & 4.5.1-Table 4, page 37). All firing at 200 yards on SR target. (NOTE: Rules 5.2.3 Modern Sporting Rifles, 5.2.4 Class B Modern Military Rifles, 5.2.5 Unlimited Garand allowed if space available but are out of category, not eligible for awards).

- Stage 1—5 sighters any position & 20 shots for record in prone position, 25 minutes.
- Stage 2—10 shots prone from standing rapid-fire in 80 seconds.
- Stage 3—10 shots Sitting or Kneeling from standing rapid-fire in 70 seconds.
- Stage 4—10 shots standing slow fire in 10 minutes.

MATCH 5: VINTAGE MILITARY RIFLE MATCH

OTHER AS-ISSUED MILITARY RIFLE VINTAGE MATCH: Course of fire standard Match Course A; 30 SHOTS FOR RECORD (CMP Games Rule 4.2.4, OTHER AS ISSUED MILITARY RIFLES & 4.2.5; AS ISSUED FOREIGN MILITARY RIFLES & PER RULE 4.5.1, Table 3, page 36). All firing at 200 yards, SR target. (NOTE: If participants are in agreement, at the discretion of the match director, this match may be upgraded to Course B, 50 shots for record) Permitted rifles are Cal. .30 US Rifle M1917, Caliber .30-40 US Krag; .30-40 M1895 and 6mm M1895 Lee-Navy, Other rifles include as issued foreign military rifles that must be manually operated bolt action or straight pull rifles. (NOTE: Rules 5.2.3 Modern Sporting Rifles, 5.2.4 Class B Modern Military Rifles, 5.2.5 Unlimited Garand allowed if space available but are out of category, not eligible for awards).

- Stage 1—5 sighters any position & 10 shots for record in prone position, 15 minutes. **(Or optional upgrade to 20 rounds for record total block time of 25 min.)**
- Stage 2—10 shots prone from standing rapid-fire in 80 seconds.
- **Stage 2a—OR optional upgrade to course B with additional 10 shots sitting from standing rapid fire in 70 sec.**
- Stage 3—10 shots Sitting or Kneeling from standing rapid-fire in 70 seconds. **(optional)**
- Stage 4—10 shots standing slow fire in 10 minutes.

MATCH 6: AGGRAGATE OF MATCH 4 & 5

MATCH 7: GRAND AGGRAGATE OF MATCHES 1, 2, 4 & 5

AWARDS: CMP Achievement Award medallions or pins may be presented in accordance w/Rule 3.9 and Annex G. (Certificates of Achievement will be available for those that want them.)

CMP Affidavits & Jr Release forms will be available at the range on match days as well as a notary.

Ammunition will not be issued to competitors.

ROUND COUNT: Match 1: 50 rounds of M1 Carbine ammo for the carbine match

Match 2: 35 or 55 rounds depending on Course A or B

Match 4: 55 rounds Course B

Match 5: 35 or 55 rounds depending on Course A or B

Total for all 4 matches will be 50 rds M1 Carbine plus minimum of 125 rds max of 165 rds for the other 3 matches

REGISTRATION & ENTRY FORM

2017 CMP GAMES WEEKEND!

Name: _____ E-mail: _____
Address: _____ Phone #: _____
City, ST: _____ CMP #* _____
Zip: _____ Birthdate: _____ (mm-dd-yy)

*(*If you are not an CMP member, a classification number will be assigned to you by the CMP)*

Please Circle Appropriate Choices

Type of rifle: M1 Garand M1 Carbine Springfield Vintage Military

Other Rifle (Specify) _____

MATCH FEES

All individual matches:

- Adults: \$15/match, \$25 for one day or \$45 for all 4 matches on both days
- Juniors: \$10/match, \$15 for one /day or \$20 for all 4 matches on both days
- Active Military shoot FREE
- Check here ___ for a US Mail copy of Match Bulletin (otherwise, it will be emailed to you)

Total Fees Enclosed: \$ _____

Make checks payable to Dave Babits & Mail Entry with Payment to: Dave Babits, PO Box 510, Thermopolis, Wyoming 82443