

CMP COMPETITION RULES FOR SERVICE RIFLE AND PISTOL

20th Edition—2016

These Rules govern all CMP sponsored and sanctioned Matches for Service Rifle, Service Pistol and .22 Rimfire Pistol events, including National Trophy Rifle and Pistol Matches, Excellence-In-Competition (EIC) Matches, and other CMP-sanctioned competitions



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Effective date 1 February 2016

This edition supersedes the 19th 2015 Edition and will remain in effect through the 2016 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 U. S. citizens in rifle marksmanship practice and competition so they would be skilled marksmen if later called to serve in the Armed Services. This government supported marksmanship program became known as the "civilian marksmanship program." During the last half of the 20th century, CMP priorities shifted to primarily focus on youth development through marksmanship.

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 a vital 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 2016 20th Edition of the ***CMP Competition Rules*** governs CMP National Trophy Rifle and Pistol Matches, Excellence-In-Competition (EIC) matches and other CMP-sanctioned competitions in Service Rifle and Service Pistol shooting. 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 arises, the CMP Rules Committee has the authority to issue a rules update to address specific rules issues that might arise.

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 Corporation for the Promotion of Rifle Practice and Firearm Safety. Specific 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 20th edition of the ***CMP Competition Rules***. Substantive rule changes from the 19th 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 and .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. It fulfills this responsibility by establishing rules, sanctioning competitions and promoting participation in these disciplines.

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.**

Rule Interpretations. To obtain a clarification or interpretation of any CMP rule, contact CMP Competitions, 419-635-2141, ext. 714 or 722 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 Programs Committee of the CPRPFS Board of**

Directors and its Rules Committee have the sole authority to modify *CMP Competition Rules*.

Definition of “Legal.” The word “legal” when used in this document means compliant with these ***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 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 Web Page. The CMP pioneered in using the Internet to administer competitions and post live match results for competitors and the public. The CMP Competition Tracker system was first used during the 2003 National Matches. Any shooter, match official or interested person, can view upcoming match announcements and some match results in Competition Tracker. On the CMP home page, click on “Competition Tracker” or visit <http://ct.thecmp.org>. Then select the type of competition or other activity that interests you. You can then click on “Upcoming Matches” for that type of competition. This site also displays a comprehensive list of “Current Distinguished Shooters” and other information of interest to competitive shooters. Competitors can 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

NOTE: References to “right” or “left” in these rules are given for right-handed marksman. “Right” and “left” must be reversed for left-handed marksman.

Questions about the CMP Competition Rulebook or rule recommendations can be directed to the CMP Competitions Department at competitions@thecmp.org or (419) 635-2141, ext. 714 or 722.

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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 Service Rifle, Service and .22 Rimfire Pistol, As-Issued Military Rifle, As-Issued Pistol and Rimfire Sporter Rifle. The CMP competition program offers competitions at four levels: Club competitions or championships, State Championships, CMP Travel Games competitions and the National Matches.

1.2 CMP Sponsored Competitions

These are competitions that are planned, organized and actually 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 2.0 for regulations governing the National Matches. National Matches events include Rifle and Pistol National Trophy Matches and National CMP Games events.

1.2.2 CMP Travel Games

CMP Travel Games offer major competitions in CMP Service Rifle and Pistol and CMP Games events in different regions of the U. S. 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. CMP Travel Games programs may include Service Rifle, Service Pistol and CMP Games rifle or pistol events.

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 competitions where civilian and military rifle and pistol competitors can earn EIC credit points that count towards the awarding of Distinguished Rifleman, Distinguished Pistol Shot and Distinguished 22 Rimfire Pistol Badges. EIC matches include:

- National Trophy Individual Pistol and Rifle Matches in the National Matches;

- Military EIC matches conducted by the Armed Services in accordance with military regulations;
- EIC matches in the CMP Travel Games;
- Sanctioned EIC matches conducted by CMP-affiliated organizations; and
- Special EIC Matches conducted in conjunction with the annual Rifle and Pistol Small Arms Firing Schools or CMP Travel Games.

1.3.2 State Championships

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

- The CMP will sanction one State Service Rifle Championship and one State Service Pistol Championship per year in each state;
- State Championships must include one or more CMP-recognized events in their program;
- CMP-affiliated State Associations may conduct state championships or they may designate a CMP-affiliated club to conduct the championships; and
- 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.

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. Any size range may be used for sanctioned Club Matches.

1.4 CMP-Recognized Rifle and Pistol Events

All competitions conducted or sanctioned by the CMP must offer competition in CMP recognized rifle or pistol events. Table 1 identifies the CMP Recognized Service Rifle and Service Pistol Events.

Table 1 -- CMP-Recognized Rifle and Pistol Events

SERVICE RIFLE EVENTS

Event	Rifle Rules	Course of Fire	Event Rules
<i>President's Rifle Course</i>	<i>Service Rifle, Rules 6.1, 6.2</i>	<i>30 shots, Table 6</i>	<i>Rule 8.3</i>
<i>President's Rifle Match Course</i>		<i>40 shots, with Final, Table 6</i>	<i>Rule 8.3</i>
<i>National Match Course</i>		<i>50 shots, Table 7</i>	<i>Rule 8.4</i>
<i>Service Rifle Full Course</i>		<i>80 shots, (4 x 20 shots)</i>	<i>Rule 8.11</i>
<i>Short Range President's Rifle Course</i>		<i>30 shots, Table 6</i>	<i>Reduced Targets, Rule 8.12.1 & 2</i>
<i>Short Range National Match Course</i>		<i>50 shots, Table 7</i>	<i>Reduced Targets, Rule 8.12.3 & 4</i>
<i>Short Range Full Course</i>		<i>80 shots (4X20 shots)</i>	<i>Reduced Targets, Rule 8.12.5</i>
<i>Service Rifle Team Events</i>		<i>Two, four or six-person team events using any Service Rifle course of fire may be fired.</i>	
<i>Infantry Trophy Team Match</i>		<i>Six person teams fire 384 shots at 600, 500, 300 and 200 yards, Rule 8.6</i>	

SERVICE AND RIMFIRE PISTOL EVENTS

Event	Pistol Rules	Course of Fire	Event Rules
<i>President's Pistol Course</i>	<i>Service Pistol, Rule 6.2 Standard Smallbore Pistol, Rule 6.3</i>	<i>40 shots, Table 4</i>	<i>Rules 7.1, 7.2</i>
<i>National Match Course</i>		<i>30 shots, Table 5</i>	<i>Rules 7.1, 7.3</i>
<i>National Service Pistol Aggregate</i>		<i>40 + 30 + 30 shots</i>	<i>Rules 7.1, 7.7</i>
<i>Pistol Team Events</i>		<i>Two and four-person team events using any Service Pistol course of fire.</i>	

1.5 Procedures for CMP Match Sanctioning

All CMP competitions that are conducted by CMP-affiliated organizations and sanctioned by the CMP 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 authorization. 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 (except EIC Matches, Rule 3.3.4). There are no individual CMP entry or other fees for participating in CMP sanctioned matches. The local sponsor may, however, 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:

- Use the appropriate current edition of the **CMP Competition Rules** to govern the competition.
- Ensure that all competitors and participants comply with applicable CMP eligibility requirements (Rule 4.0).
- The match program must include a course or courses of fire prescribed and conducted according to **CMP Competition Rules** (Rules 7.0 or 8.0).

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 The National Matches

2.1 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 was created in 1996. The National Matches are conducted in accordance with Title 36, U. S. Code, § 40725-40727.

2.2 CMP National Trophy and CMP Games Matches

The Civilian Marksmanship Program (CMP) National Trophy and CMP Games Matches provide annual national rifle and pistol competitions for individuals and teams. The CMP National Trophy and CMP Games Matches are open to all persons, civilian or military, regardless of skill level. The National Matches offer competitions for prestigious National Trophies and provide incentives to develop individual and team marksmanship skills, marksmanship instruction techniques and target shooting equipment.

2.3 NRA Partnership

Annual National Rifle Association (NRA) National Rifle and Pistol Championships are conducted in conjunction with the CMP National Trophy Matches. The CMP and NRA will conclude appropriate agreements to identify their respective responsibilities in conducting the events that comprise the National Matches.

2.4 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 and NRA 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.

2.5 Place and Date

The National Matches are held annually at Camp Perry, Ohio, in July and August.

2.6 National Matches Competition Events

The National Matches include the CMP National Trophy Matches, National CMP Games matches and the NRA National Rifle and Pistol Championships. Detailed descriptions of the events are found in the respective National Matches Programs.

2.7 National Matches Schools

During the National Matches, both the CMP and NRA offer special training opportunities for shooters and coaches. Detailed descriptions of the schools and clinics offered are found in the respective National Matches Programs.

2.8 CMP National Matches Entry Fees

Entry fees for all CMP National Matches events shall be established by the CMP Programs Committee and published in the CMP National Matches Program.

2.9 Entries

All entries in CMP-sanctioned National Matches events must be submitted to the CMP. Entries may be made on-line through the CMP web site. Further information and instructions are published in the CMP National Matches Program.

3.0 Excellence-In-Competition Matches

3.1 Purpose

Excellence-In-Competition (EIC) Matches are competitions where civilian and military rifle and pistol competitors can earn EIC credit points that count towards the awarding of Distinguished Rifleman, Distinguished Pistol Shot and Distinguished .22 Rimfire Pistol Badges. The top Non-Distinguished competitors in EIC Matches earn EIC credit points in accordance with Rule 9.2 or 9.4. 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.

3.2 Types of EIC Matches

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

3.2.1 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. The Regular EIC Matches are:

- National Trophy Individual Matches conducted by the CMP during the National Matches;
- Regular EIC Matches conducted by the CMP during CMP Travel Games;
- CMP-Sanctioned EIC Matches conducted by CMP-affiliated clubs authorized to organize EIC Matches; and
- 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.

3.2.2 Special EIC Matches

Special EIC Matches may only be conducted by the CMP 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:

- 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;
- Special EIC Matches conducted by the CMP during CMP Travel Games; and
- Special Service (Combat) EIC Matches conducted during Armed Services Championships.

3.3 Regulations for CMP-Sanctioned EIC Matches

3.3.1 CMP-Sanctioned EIC Matches

The CMP must approve and sanction all EIC matches not conducted by the military services prior to their being conducted. 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. 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.

3.3.2 EIC Match Locations and Dates

EIC rifle and pistol matches must be scheduled and conducted as separate EIC matches or courses of fire and may not be combined with any other competition events. Pistol EIC match sponsors are encouraged to conduct Service Pistol and Rimfire Pistol EIC matches as separate matches on the same day. Except for schedule or course of fire changes made in accordance with Rule 5.1.5, any deviation from these requirements must be approved in advance by CMP Competitions and explained in the Match Program [Rule 5.1.4] 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>.

3.3.3 EIC Match Program

Each CMP-sanctioned EIC match must consist of a National Match Course fired as prescribed in the ***CMP Competition Rules*** (Rule 7.3.1 or Rule 8.4.1). All competitors in rifle EIC matches must complete the same stages on the same day. Pistol EIC matches may have separate EIC relays on two or three

days if the EIC match is conducted in conjunction with a single multi-day pistol competition, and provided all relays in the EIC match fire on the same range. Any unauthorized deviation from this rule that is not approved by CMP Competitions in accordance with Rule 5.1.5 will be cause for disallowing the scores fired in that match.

3.3.4 Entry Fees

Each competitor in an EIC match, regardless of Non-Distinguished or Distinguished status, must pay a fee of \$10.00 to be remitted to the CMP after the match. These fees are used to pay the costs of the Distinguished Badge awards program. The match sponsor may charge an additional fee to cover expenses necessary to conduct the EIC match.

3.3.5 Entries in EIC Matches

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

3.3.6 EIC Match Reporting

EIC match sponsors must forward a match report, 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.

4.0 Eligibility Requirements and Categories

4.1 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.

4.2 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:

- Has not been convicted of any Federal or State felony or violation of Section 922 of Title 18 United States Code, and

- Is not a member of any organization that advocates the violent overthrow of the United States Government.

4.3 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:

- Is bound by the current edition of the **CMP Competition Rules**;
- 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;
- 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
- 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 printed or electronic communications.

4.4 Age Limits

Anyone who participates in a CMP-sponsored or sanctioned event must be capable of safely handling a rifle or pistol 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 handling their firearms safely.

4.4.1 Pistol National Trophy and EIC Matches

CMP Pistol National Trophy and Service Pistol EIC Matches are open to competitors 14 years of age or older. Rimfire Pistol EIC Matches are open to competitors 12 years of age or older.

4.4.2 Rifle National Trophy and EIC Matches

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

4.4.3 Pistol Small Arms Firing School

The Pistol SAFS is open to civilian and service members 14 years of age or older.

4.4.4 Rifle Small Arms Firing School

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

4.4.5 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.

4.4.6 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 having safely competed in other similar shooting competitions.

4.5 Shooters with Medical Conditions or Impairments

Shooters with medical or physical impairments, whether temporary or permanent, that do not prevent them from safely completing established courses of fire, are eligible to compete with written special authorizations issued by CMP Competitions in CMP sponsored or sanctioned competitions in accordance with this Rule (4.5).

4.5.1 Eligibility for Awards

All shooters with special authorizations may compete for CMP Achievement Awards (5.11.3). Match sponsors may permit shooters with special authorizations to compete for awards or provide special awards for shooters who use approved modified positions or adaptive devices. To be eligible to compete for EIC credit points or National Trophy Match awards, shooters with special authorizations must shoot in regular, legal positions and start Service Rifle rapid-fire stages from standing in accordance with Rules 7.1.2, 8.1.5 and 8.2.

4.5.2 Applications for Special Authorizations

Shooters with medical or physical conditions or impairments that require adaptive positions or devices must apply to the CMP for a special authorization. Special authorizations are intended to make it possible for competitors with such impairments to compete with other competitors under relatively equal conditions that do not give them an unfair advantage over other competitors. Shooters with approved special authorizations are permitted to have necessary aids such as wheel chairs with them on the firing line. CMP special authorizations shall specify the adaptive positions or devices that may be used and whether any deviations from other provisions of these Rules are permitted.

4.5.3 Competitor Responsibilities

Shooters with approved special authorizations are expected, in accordance with Rule 5.4, to fulfill all competitor responsibilities including, when required, scoring and pulling targets. Shooters with special authorizations must provide substitute target pullers for rifle events if they are unable to pull targets.

4.6 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.

4.6.1 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 4.4.

4.6.2 Civilian or Service

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

- **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. Members of the Reserve or National Guard categories are eligible to compete as Civilians if, during the current calendar year, they have not competed with that firearm in any Reserve or National Guard categories and have not received support from Service, Reserve or National Guard marksmanship programs; or
- **Service.** This category consists of all service personnel, Active Duty, National Guard or Reserve.

4.6.3 Civilian Sub-Categories

Civilian competitors who qualify under Rule 4.6.2 above may also register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- **Junior.** Civilians may compete as Juniors through December 31 of the calendar year in which their 20th birthday occurs. In 2016, Juniors must have been born in 1996 or later. Individuals who compete in any Service category may not compete as Juniors. A competitor who meets the junior age criteria and is a member of the Service, Reserve or National Guard, who has not competed in one of those categories during the current calendar year and has not received support from Service, Reserve or National Guard marksmanship programs may compete as a Junior.
- **Senior.** Civilians may compete as Seniors, beginning with the calendar year in which their 60th birthday occurs. In 2016, Seniors must have been born in 1956 or earlier. Individuals who compete in the Service category may not compete as Seniors.
- **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.

4.6.4 Service Sub-Categories

Service competitors who qualify under Rule 4.6.2 above may also register and participate in one or more of the following sub-categories if they meet the eligibility criteria for that sub-category:

- **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.
- **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. Reserve members who also are qualified as Law Enforcement and/or Civilians as defined above may alternatively register and participate in those categories if, during the current calendar year, they have not competed with that firearm in any Reserve category and have not received support from Service, Reserve or National Guard marksmanship programs.
- **National Guard.** This category consists of members of the Army or Air Force National Guard. National Guard members who are also qualified as Law Enforcement and/or Civilian, as defined above, may alternatively register and participate in those categories if, during the current calendar year, they have not competed with that firearm in any National Guard category and have not received support from Service, Reserve or National Guard marksmanship programs.
- **Military Services.** Active Service, Reserve and National Guard competitors represent the Army, Navy, Marine Corps, Air Force or Coast Guard and shall be eligible for awards designated for Active Service, Reserve or National Guard members of those branches of the Armed Services.
- **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.
- **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.

4.7 Team Member Eligibility

4.7.1 Team Composition

Teams shall consist of a team captain, team coach and firing members as indicated below:

- National Trophy Pistol Team—four members, captain and coach;
- National Trophy Law Enforcement Pistol Team—two members, captain and coach;
- National Trophy Pistol Junior Team—two members, captain and coach;
- Hearst Doubles Team—two members only, no captain or coach;
- National Trophy Rifle Team—six members, captain and coach;
- National Trophy Infantry Team—six members, captain and coach;
- Service Rifle Four-Person Team—four members and coach; and
- Vintage Sniper Rifle Team—two members, no captain or coach.

4.7.2 Team Captains and Firing Members

- 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;
- The team captain and team coach may be the same person;
- The team captain and/or team coach may be firing members; and
- Team firing members may also act as coaches of junior teams when they are not firing.

4.7.3 Team Coaches

Team coaches may represent any category or sub-category.

4.7.4 Substitution of Firing Members

Team captains may substitute another shooter 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.

4.7.5 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.

4.7.6 Residency

Team captains, team coaches and firing members of State Civilian (Rule 4.8.5), Law Enforcement (Rule 4.8.9), Club Civilian (Rule 4.8.6) 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:

- This rule does not apply to team coaches of state or club junior teams; and

- 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.

4.8 Team Categories

Teams may enter the National Trophy Team Matches or other CMP-sanctioned team events in the categories listed below.

4.8.1 Active Service

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

4.8.2 Reserve

Reserve Teams may represent the reserve branch of each service.

4.8.3 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.

4.8.4 Reserve Component

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

4.8.5 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.

4.8.6 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.

4.8.7 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 4.6.3.

4.8.8 At-Large Junior

Junior teams that do not meet the residency requirements in Rule 4.7.6 may compete as At-Large Junior Teams if the match program permits participation by At-Large Junior Teams.

4.8.9 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 4.6.3.

4.9 New Shooters, National Trophy Team Matches

Every team entered in a National Trophy Team Match, except a Junior Team or a Law Enforcement Team, is required to 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 4.9 and 4.10. The purpose of the team new shooter requirement is to encourage participating organizations to continually recruit and develop new shooters.

4.9.1 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.

4.9.2 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 4.9.4), 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.

4.9.3 Junior Members of Junior Teams

Juniors who fire as members of Junior Teams (Rules 4.8.7 and 4.8.8) shall not lose their eligibility to compete as new shooters on other teams.

4.9.4 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.

4.9.5 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.

4.10 Out-of-Competition Teams (OOC)

Teams that do not comply with eligibility, residency or new shooter requirements, 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.

4.10.1 Ineligible for Team Awards

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

4.10.2 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.

4.10.3 New Shooter Eligibility

Participation as a firing member of an Out-of-Competition Team does not affect new shooter eligibility under Rule 4.9.

4.11 Open Individual Category (OIC)

Individual competitors that do not comply with all eligibility, equipment or firing position rules (including Rule 8.1.5) 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.

5.0 Competition Rules and Procedures

5.1 Applicable Rules

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

5.1.1 CMP Competition Rules

The current edition of the **CMP Competition Rules** must govern all National Trophy Rifle and Pistol Matches, CMP EIC Matches and CMP-sanctioned Service Pistol and Service Rifle Matches.

5.1.2 NRA Rules

For matches that use Service Rifle or Service Pistol courses of fire described in Rule 7.0 or Rule 8.0, applicable NRA Pistol or High Power Rifle Rules apply in all areas that are not covered by **CMP Competition Rules**.

5.1.3 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** or applicable **NRA Rules**.

5.1.4 Match Program

The National Match Program, Regional CMP Games Program or the match program issued by an EIC or other sanctioned match sponsor provides additional information regarding the specific conditions of that particular

competition. The match program may not change, set aside or alter the application of specific rules in the **CMP Competition Rules** or applicable **NRA Rules**, except as permitted in Rule 5.1.5.

5.1.5 Match Director Bulletin

A Match Director Bulletin may be issued to provide additional information regarding competition conditions that were not known when the match program was published. Match Director Bulletins may not change, set aside or alter specific rules in the **CMP Competition Rules** or **NRA Rules**, except that a Match Director 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.

5.1.6 Precedence in Case of Conflict

In the event of a conflict, precedence shall first be given to the **CMP Competition Rules**, then to applicable **NRA Rules**, then to applicable CMP rule interpretations, then to the match program and then to a match director's bulletin. Conflicting **NRA Rules** or statements in a match program or match director's bulletin cannot take precedence over **CMP Competition Rules**.

5.2 Competition Officials

Competition Officials are responsible for safely conducting competition events and for ensuring that competitors have the best possible conditions for completing their events according to these rules. CMP-sanctioned competitions may have the following Competition Officials:

5.2.1 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 conducting the competition safely and 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 5.13.1), he/she must appoint a Jury to decide the protest.

5.2.2 Chief Range Officer and Range Officers

The Chief Range Officer is appointed by the Match Director and is responsible for the actual 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 B). 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, Referee (if appointed) 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.

5.2.3 Chief Pit Officer and Pit Officers

On ranges with pit-operated targets, a Chief Pit Officer is appointed by the Match Director and is responsible for operating the pits during the competition in accordance with applicable rules, range safety procedures and ***Highpower Rifle Pit Procedures*** (see Annex C). When targets are scored in the pits, the Chief Pit 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 Pit Officer must be assisted by at least one Pit Officer for every ten firing points. Pit Officers must be familiar with the rules and have received training regarding safe range firing procedures, scoring procedures and their duties and functions.

5.2.4 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.

5.2.5 Electronic Target Technical Officer

When competitions are conducted on electronic targets, there must be an Electronic Target 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.

5.2.6 Juries

If a protest regarding competition conditions or a decision or action by a member of the match staff (Rule 5.13.1) is made, the Match Director may appoint a Jury of three qualified persons to decide the protest. Jury members should be experienced shooters, 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 5.13.3).

5.2.7 Referees

In the National Matches or other competitions where a Referee is appointed, the Referee is responsible for the interpretation and application of CMP Rules and, if applicable, NRA Rules. A Referee is not a competition operating official, but a Referee may give instructions regarding the interpretation and application of applicable rules to Range Officers or other competition operating officials. If a Referee is appointed in competitions other than the National Matches, the Referee will serve in lieu of a Jury and will rule on all protests, subject to the competitor's right to appeal a Referee decision regarding a protest to the CMP Protest Committee (Rule 5.13.3).

5.3 Entries

5.3.1 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 by mail or electronically.

5.3.2 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.

5.4 Competitor Responsibility

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 5.12.1.

5.4.1 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 or pistol 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.

5.4.2 Knowledge of the Rules

Competitors are responsible for knowing and complying with the **CMP Competition Rules**, applicable **NRA Rules**, the official match program and any match director bulletins issued for the match.

5.4.3 Scorekeeping

Competitors are responsible for fulfilling scorekeeper duties as assigned. When fulfilling scoring duties, scorers serve as competition officials who are responsible for accurately recording competitors' scores. When competitors

serve as scorers in rifle events, they are responsible for assisting range officers in controlling safety on the firing line.

5.4.4 Target Pulling and Scoring

When pit operated targets are used, competitors are responsible for pulling targets and accurately scoring the targets that they pull. Competitors with approved special medical authorizations who cannot pull targets must provide substitute target pullers (see Rule 4.5.3). When fulfilling target-pulling duties, competitors serve as competition officials who are responsible for accurately and quickly scoring and signaling the scores of shots fired by competitors. In pistol competitions or when pit operated targets are not used in rifle competitions, competitors may be assigned to act as scorers.

5.5 Coaching

Coaching on the firing line in accordance with these rules is permitted only during team matches.

5.6 Safety Procedures

5.6.1 Empty Chamber Indicators (ECI)

Empty Chamber Indicators (ECIs) must be placed in all rifles and pistols when they are brought onto a range. ECIs must remain in the rifles or pistols at all times, except during preparation and firing periods. A rifle or pistol being carried on a range must have an ECI inserted whether it is carried in an uncased condition or in a gun case or storage container.

5.6.2 Eye and Hearing Protection

All competitors and competition officials are strongly urged to wear appropriate eye and hearing protection when near shooting ranges during firing and when in the pits.

5.6.3 Boxed or Cased Pistols

Pistols must generally be kept in closed pistol boxes or gun cases. Pistol boxes or cases must remain closed at all times, except during preparation or firing periods.

5.6.4 Carrying Firearms

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

5.6.5 Handling Firearms

The "handling" of firearms 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 firearm. Handling firearms 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 an ECI remains inserted. Competitors may load removable clips or magazines in the ready area.

5.6.6 Carrying Firearms to the Firing Line

After competitors are instructed to carry their rifles and equipment to the firing line, they are permitted to handle their rifles on the firing line as long as the muzzle remains pointed up or downrange and an ECI remains inserted. After arrival at the firing line and prior to the start of the preparation period, competitors may put a sling on and get into a firing position with the rifle. Competitors may not remove the ECI, close the action or dry fire until the Range Officer announces the start of the preparation period.

5.6.7 Safety During Loading

Loading is defined as placing a cartridge in a rifle or pistol chamber, inserting a cartridge in an internal magazine of a rifle or inserting a loaded magazine in 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**. Any competitor who loads and fires a shot before the **LOAD** command shall be disqualified and may not continue firing in the competition.

5.6.8 Safety During Firing

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

- Keep pistols at the raised or ready position or hold them on the bench with the pistol muzzle pointed downrange in the direction of the target.
- Keep rifles pointed either up or downrange with the rifle muzzle pointed in the direction of the target. Rifles may not be loaded when the butt is resting on a shooting stool.

5.6.9 Safety After Firing

As soon as a pistol firing series ends, competitors must open the pistol action, remove the magazine, insert an ECI and bench the pistol. As soon as a rifle firing series ends, competitors must open the rifle action, clear or remove the magazine (if removable), insert an ECI and ground their rifle. A Range Officer must inspect the benched pistols or grounded rifles to confirm that their actions are open, with chambers empty, magazines cleared or out and ECIs inserted. Competitors may move from their positions and remove their firearms and equipment from the firing line in accordance with instructions from the Range Officer.

5.7 Designation of Range Areas

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

5.7.1 Ready Line

Competitors and other personnel must remain behind the ready line until their assigned relay is called to the firing line. Only competitors on a relay that has been called to the firing line, competition officials, team officials (during team events only) and others on duty are allowed forward of the ready line, except by permission of a range officer. Firearms may be carried (Rule 5.6.4), but may not be handled (Rule 5.6.5) behind the ready line.

5.7.2 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. When firearms are brought to the firing line, they must be boxed, benched or grounded. The handling of firearms on the firing line may begin when the Range Officer calls a relay of shooters to the firing line, but ECIs may not be removed until the Range Officer begins the preparation period.

5.7.3 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.

5.7.4 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.

5.8 Firing Procedures

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

*Note: Competition rules that are not covered in this rulebook are governed by appropriate rules in Sections 9 and 10 of the **NRA Highpower Rifle Rules** or the **NRA Pistol Rules**. However, if a CMP Rule addresses a situation or issue, the CMP Rule takes precedence over any NRA Rule.*

5.9 Firing and Completing a Match

5.9.1 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.

5.9.2 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 5.1.5, all firers must complete at least two stages (20 shots) in a pistol National Match Course or three stages (30 shots) in a rifle National Match Course.

5.9.3 Range Alibis

A range alibi 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:

- If there is a range alibi 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.
- If there is a range alibi 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.
- If a range alibi 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.

5.10 Scoring and Results

5.10.1 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. The shot hole diameter for each competitor shall be determined according to 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. Pit Officers or Statistical Officers may use appropriate scoring gauges or templates to determine whether a doubtful shot does or does not touch a scoring ring or to determine whether two or more shots passed through one shot hole (double).

5.10.2 Signaling Shot Values (Pit Operated 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.

5.10.3 Scoring Shots on Electronic Targets

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

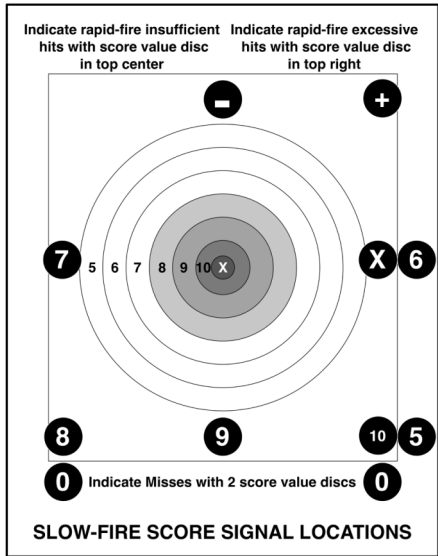
distance from the shot center to the center of the target. The target then calculates the score of the shot by comparing this distance with the appropriate scoring ring radius, with the scoring ring radius varying according to the bullet diameter of the rifle or pistol being used by the competitor. This 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.

5.10.4 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 Pit 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.

5.10.5 Score Complaints, Electronic Targets

If a competitor feels that a shot or series of shots (rapid-fire only) was improperly scored, the competitor must notify the Range or Technical Officer immediately after the shot or series in question. The Range Officer and



Technical Officer must then resolve the complaint in accordance with **Annex D – Electronic Target Scoring Rules**. A score complaint decision by these officers is final and not subject to further protest or appeal.

5.10.6 Tie-Breaking

All ties will be broken in accordance with the following rules:

- 7.1.6 Service Pistol and .22 Rimfire Pistol;
- 8.1.9 Service Rifle; or
- 8.6.4 Infantry Trophy Team.

5.10.7 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.

5.10.8 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.

5.10.9 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 the CMP Competition Tracker are open to the public.*

5.11 Awards

To recognize competitors in CMP sanctioned rifle and pistol matches for marksmanship excellence and exemplary participation and to give all competitors incentives to participate and improve, the CMP provides a comprehensive awards program.

5.11.1 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, Distinguished Pistol Shot and Distinguished .22 Rimfire Pistol Badges in accordance with Rule 9.0.

5.11.2 National Trophy Matches Awards

- All competitors, regardless of Non-Distinguished and 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, Pistol Competition Events, and Rule 8.0, Rifle Competition Events). To be eligible to win National Trophy Matches awards, competitors must shoot in regular, legal positions (7.1.2 or 8.2) and start Service Rifle rapid-fire stages from standing (Rule 8.1.5).

- **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.
- **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.
- **Special Awards.** The CMP or award donors may provide additional special match awards, prizes or medals.
- **Minimum Requirements for Awards.** In an individual event or award category, a minimum of five entries is required to present individual awards. In a team event or award category a minimum of three teams is required to present team awards. Awards will be given if the required minimum number of competitors completes the match in accordance with Rule 5.9.2. The CMP may waive these minimums.

5.11.3 CMP Rifle and Pistol Achievement Awards

To give Rifle and Pistol EIC Match competitors incentives 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 2016 CMP-sanctioned Rifle and Pistol EIC Matches, Gold, Silver and Bronze Achievement Pins will be awarded according to the following standards:

Table 2 – CMP Achievement Award Cut Scores			
Event	Gold	Silver	Bronze
Service Rifle EIC NMC	<u>476+</u>	<u>465-475</u>	<u>454-464</u>
Service Pistol EIC NMC	<u>270+</u>	<u>255-269</u>	<u>240-254</u>
.22 Rimfire Pistol EIC NMC	<u>265+</u>	<u>250-264</u>	<u>235-249</u>

5.12 Rule Violations and Disciplinary Actions

5.12.1 Rule Violations

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

- Violating range safety rules or safety rules prescribed in CMP or NRA rules;
- Failure to comply with **CMP Competition Rules**;
- Falsifying or being an accessory to falsifying scores;
- Refusing to obey the instructions of a match official or failure to make a correction after a warning is given (Rule 5.12.2);
- Disorderly or unsportsmanlike conduct; or
- Interfering with or disrupting a competitor on the firing line.

5.12.2 Enforcement

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

- **Warning.** Whenever possible, a warning and opportunity to correct a rule violation must be given before imposing any further penalties.
- **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 officials such as a Range Officer and Chief Range Officer or Range Officer and 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.

5.13 Protests and Protest Resolution

5.13.1 Protests

Any competitor or team that feels the conditions of the competition are not in accordance with these rules, or that is penalized, disciplined or disqualified, may protest that decision if they feel the decision was not made in accordance with applicable CMP or NRA Rules. Decisions by the Chief Pit Officer or the Chief Statistical Officer regarding the number and scores of shots may not be protested.

5.13.2 Decisions on Protests

A Jury (Rule 5.2.6) or Referee (Rule 5.2.7) must decide protests at CMP-sanctioned matches. Written reports on all protests filed at CMP-sanctioned matches must be forwarded to the CMP. The National Matches Protest Jury decides all protests at the National Matches.

5.13.3 Appeal of Protest Decision

Either party involved in a protest decided by a jury or referee may appeal that decision to the CMP for review by a CMP Protest Committee. An appeal of any decision made by a jury or referee regarding a protest at an EIC or CMP-sanctioned match must be submitted to the CMP within 72 hours and will be decided by a CMP Protest Committee that shall be appointed by the CMP Chief Operating Officer. Decisions by a CMP Protest Committee are final. There is no further right of appeal.

5.13.4 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.

5.14 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 Programs 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.

6.0 Firearms, Ammunition and Equipment

Competitors in National Trophy Rifle and Pistol Matches, EIC matches or other CMP sanctioned matches must use rifles or pistols that comply with these rules.

6.1 CMP Service Rifle Rules

Any Service Rifle that complies with this rule may be used in National Trophy Rifle Matches and CMP-sanctioned Service Rifle Matches.

6.1.1 M16/AR15-Type Rifles 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. The following specific rules apply to this type of rifle:

- Must be chambered for the 5.56 x 45 mm NATO (.223) cartridge.
- 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.
- The receiver and handguard must be machined as separate parts.
- The barrel may be no longer than the standard A2 barrel length of 20 inches (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 total length of the barrel measured from the bolt face to the end of the flash suppressor shall not exceed 21 1/4".
- Quad rails or similar hand guards may be used. The front sling swivel may be attached to the hand guard, but must be fixed and located 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.
- Upper receivers and/or barrels may not be changed during the firing of any event.
- The trigger pull must be at least 4.5 pounds.
- Metal or synthetic (polymer) magazines, standard issue or commercial equivalent, straight or curved, with standard service 20 or 30-round box magazine dimensions must be attached during the firing of all courses and in all positions. A 10-round magazine with the same external dimensions as a standard service 20-round box magazine may be used. A dummy magazine with a ramp for single shot loading may be used if this magazine has the same external dimensions as the standard service 20-round box magazine.
- 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 that 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.

- Alternatively, the rifle may be equipped with either an issue style fixed front sight assembly, removable front sight, or a collapsible front sight. All types must utilize a sight post and have a maximum sight radius of 20.5 inches. Metallic rear sights, if used, must have an M16 type sight design with the rear sight in the carry handle.
- Butt-stocks may vary in length and be either fixed or collapsible. Collapsible or adjustable length stocks may be adjusted during an event, but butt stocks that allow for other adjustments such as the cheek-piece height or butt-plate location may not be used.
- Only standard A1 or A2 type pistol grips may be used.
- An extended bolt release is permitted.
- Left-handed receivers that reverse the operational design features of M16/AR-type rifles are permitted.
- No full heavy barrels allowed. No portion of the barrel forward of the gas block or front sight assembly shall have a diameter exceeding .750".
- No adjustable gas block.
- Gas block without front sight are permitted.

6.1.2 M14 Type Rifles

The rifle must be an M14 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:

- The rifle must be chambered for the 7.62 mm NATO cartridge (.308 Winchester).
- The rifle must have a trigger pull of at least 4.5 pounds.
- No alteration or modification may change the external configuration of the rifle.
- 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.
- No modification may interfere with the original functioning of the rifle and its safety devices.
- Rear sight windage and elevation adjustments may be modified to allow finer adjustments.
- 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.

- 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.
- The hinged butt plate may only be used in the folded position.
- Stocks may have any color. Metals may have any finish. Metal components may be either steel or aluminum alloy.
- 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.
- 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.

6.1.3 M1 Garand Type Rifles

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:

- The rifle must be chambered for either the .30-06 or 7.62 mm NATO (.308 Win) cartridge.
- No alteration or modification may change the external configuration of the rifle.
- 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.
- No modification may interfere with the original functioning of the rifle and its safety devices.
- The rifle must have a trigger pull of at least 4.5 pounds.
- Rear sight windage and elevation adjustments may be modified to allow finer adjustments.
- 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.
- Stock dimensions must comply with original stock dimensions.

6.2 CMP Service Pistol Rules

Only Service Pistols that comply with this rule may be used in National Trophy Pistol Matches and CMP-sanctioned Service Pistol Matches.

6.2.1 General Service Pistol Requirements

The following specific Rules apply to all Service Pistols:

- The pistol must be a U. S. Service Pistol or a pistol derived from U. S. or foreign service pistol design.
- The pistol must be listed as an approved Service Pistol in 6.2.3 or 6.2.4.
- Approved Service Pistols must be chambered for designated center-fire cartridges that are no smaller than 9x19mm and no larger than .45 ACP, as specified in 6.2.3 or 6.2.4 (Table 3).
- Bull barrels are not allowed.
- Maximum barrel length requirements for each approved pistol are established in accordance with original factory specifications. A list of "CMP Approved Service Pistols" with their maximum barrel lengths is posted on the CMP Competitions website.
- Pistols may be match conditioned, provided there are no external alterations or modifications that are not specifically approved in this Rule or Rule 6.2.2.
- Pistols must have standard, symmetrical grips of wood or synthetic material with no palm swell or thumb rest. Weighted grips, metal grips and Pachmayr-style wrap-around grips are not permitted. The stock must be functionally identical for right or left-hand use.
- The trigger pull must be at least 4.0 pounds. If a trigger shoe is attached, the trigger weight must be suspended at the center-point of the trigger when the trigger is checked.
- Pistols may have only open sights (no optical or "dot" sights). The rear sight may be adjustable, but must have an open "U" or rectangular notch. Extended or adjustable front sights are not permitted.
- Any system of recoil control based on a compensator, barrel venting, barrel porting, moveable weights or other recoil reduction system is not permitted.
- All standard safety features must remain in place and operate properly.
- Double action/single action pistols must have an operable double action firing mechanism.

- No other external alterations, additions or changes may be made to the pistol unless those specific alterations, additions or changes are explicitly permitted by Rule 6.2.2.
- The official, updated list of “CMP Approved Service Pistols” is posted on the CMP Competitions website at <http://thecmp.org/competitions/cmp-pistol-program/>.

6.2.2 Approved Service Pistol Modifications

Any approved Service Pistol may have the following specific modifications or alterations:

- Barrel may have an integral bushing or threaded sleeve that is made of the same material as the barrel, that has an external diameter of 0.700” or less and that is not longer than 0.800” when measured from the muzzle.
- Extended or vented trigger.
- Trigger shoes and trigger stops, internal or external.
- Oversize or extended magazine release; magazine base pad.
- Higher front sight to accommodate the height of an adjustable rear sight. Colored sights are permitted; the use of fiber optics or light enhancing inserts in sights are permitted.
- A Picatinny rail below the barrel.
- Slides may be milled immediately in front of and behind the rear sight dovetail slot to aid in securely mounting adjustable rear sights; a cut may be made in the rear of the slide to allow for rear sight clearance.
- The fore strap, sides and rear of the grip may be checkered or stippled.
- Grip tape or textured non-slip adhesive tape may be applied to the grip.
- External finish may be blued, Parkerized or bright.
- Gripping slots in the forward part of the slide.
- Holes, filled or unfilled, that are drilled in the slide to facilitate optical sight mounting are permitted.
- Internal modifications to improve functioning and accuracy (e.g., a special match barrel may be fitted). Modifications may not interfere with the proper functioning or safety devices of the firearm.
- Hammers of any configuration (combat-style, rounded, spur, etc.).
- Modified or beavertail grip safety.
- Ambidextrous or extended safety.

- Extended slide stop.
- Accurail.
- Full-length recoil guide.

6.2.3 Approved U. S. Service Pistols and Commercial Equivalents

The following U. S. Government Service Pistols or commercial versions of the same type and caliber may be used in CMP-sanctioned Service Pistol Matches, provided they comply with Rules 6.2.1 and 6.2.2.

- U. S. Government or Colt **M1911 Service Pistols** or commercial versions of the same type (M1911) and caliber. These pistols must be chambered for the .45ACP cartridge and have a barrel length not greater than 5.100”.
- U. S. Government Beretta **M9 / M9A1 Service Pistols** or commercial versions of the same type and caliber. Permitted commercial versions include the Beretta 92 series (92F, 92FS, 92FS Brigadier, 92A1, 92 Deluxe and 92 Stock). These pistols must be chambered for the 9x19mm cartridge and have a barrel length of not less than 4.9” and not more than 5.1”.

6.2.4 Other Approved Service Pistols

Other Service Pistols listed in Table 3 below may be used in CMP Sanctioned Service Pistol Matches, provided they comply with Rules 6.2.1 and 6.2.2.

Table 3 – Other Approved Service Pistols		
Manufacturer	Pistol Model	Chambering
ARMALITE	AR-24	9mm
BERETTA	96 Series	.40S&W
	98 Series	9x21mm
	PX4 Storm (Full Size)	9mm/40S&W/.45 ACP
	PX4 Storm SD	.45ACP
BROWNING	BDA	9x10mm/9x21mm
	BDM	9mm
	PRO40	.40S&W
	PRO9	9mm
	FN/Browning Highpower	9mm, .40S&W
CZ	CZ 75 Series	9mm
	CZ 85 Series	9mm
	CZ 97 B and D	.45ACP
FN	FNX-9	9mm
	FNX-40	.40S&W

FN Cont'd	FNX-45	.45ACP
	FNX-45 Tactical	.45ACP
	FNS-9	9mm
	FNS-9 Longslide	9mm
	FNS-40	.40S&W
	FNS-40 Longslide	.40S&W
GLOCK	G17, G19, G34	9mm
	G22, G23, G35	.40S&W
	G21, G41	.45ACP
	G20	10mm
	G31	.357SIG
	G37	.45 G.A.P.
	G38	.45 G.A.P.
H&K	P30L	9mm/.40S&W
	HK45	.45ACP
	HK45 Tactical	.45ACP
	HK45 Compact Tactical	.45ACP
	USP	9mm/.40S&W
	USP	.45ACP
	USP Tactical	9mm
	USP Tactical	.40S&W
	USP Tactical	.45ACP
RUGER	P85, P89, KP89, SR9	9mm
	P90, KP90, P345, KP345, SR45	.45ACP
	P91, KP91, SR40	.40S&W
SIG SAUER	P210, P210 Legend, P210 Legend Target	9mm
	P220	.45ACP
	P220 Match, P220 Super Match	.45ACP
	P226	9mm/.357SIG/ .40S&W
	M11 (P229)	9mm
	P229R	.40S&W
SMITH & WESSON	M&P, M39, M59, M439, M459, M539, M559, M639, M659, M5903, M5904, M 5905, M5906, M5924, M5926, M5943, Sigma, M909, M910, M915, M3904, M3906, MSD9VE	9mm

SMITH & WESSON Cont'd	M&P, M410, M411, Sigma, M4003, M4004, M4043, M4044, M4046, MSD40VE	.40 S&W
	M&P, Sigma, M745, M645, M4506, M4586, M4526, M4566, M4576	.45ACP
	M1006, M1026, M1046, M1066, M1076, M1086	10mm
SPRINGFIELD	XD	9mm/.40S&W/.45ACP
	XD(M)	9mm/.40S&W/.45ACP
	XD(M) Comp	9mm/.40S&W/.45ACP
TAURUS	PT-92, PT-99, P-24/7, PT-809, PT-911	9MM
	PT-100, PT-101, P-24/7, PT-840	.40S&W
	P-24/7, PT-845	.45ACP
	PT-38S	.38 Super
	PT-400	.400 Cor-Bon
WALTHER	PPQ	9mm/.40S&W
	P99	9mm/.40S&W
	PPX	9mm/.40S&W

6.2.5 Enforcement of Approved List

Competitors are responsible for ensuring that the pistols they use in CMP-sanctioned competitions are legal according to Rule 6.2.

- Pistol Inspections.** Match Sponsors may, at their option, conduct pistol checks or random pistol checks before or during competitions. Match Sponsors may, alternatively, require all Non-Distinguished competitors or all competitors with scores of 250 or higher to present their pistols for inspection when scorecards are turned in. Any competitor who used a pistol that was not on the approved list is subject to disqualification.
- Pistol Approval Procedure.** The CMP will maintain a current list of CMP Approved Service Pistols on its website at <http://thecmp.org/competitions/cmp-pistol-program/>. If a pistol is not listed in Rule 6.2.3 or 6.2.4 or on the CMP Approved Service Pistols list as an Approved Service Pistol and it appears to fulfill the requirements of Rule 6.2, a request may be submitted to CMP Competitions (competitions@thecmp.org) for the CMP to consider approving the pistol and adding it to the current list.

6.3 Standard Smallbore Pistol, Caliber .22 Rimfire

.22 Cal. Rimfire Pistols that comply with this rule may be used in CMP-Sanctioned Rimfire Pistol Matches. The following rules apply to Rimfire Pistols:

6.3.1 Standard Smallbore Pistol, Caliber .22 Rimfire

The Standard Smallbore Pistol may be fired in CMP-Sanctioned Rimfire EIC Matches and other CMP-sanctioned .22 Rimfire Pistol matches.

6.3.2 Standard Smallbore Pistol Requirements

- The pistol may be either a semi-automatic pistol or a revolver.
- The pistol must be chambered for the .22 cal. rimfire long rifle cartridge.
- The pistol may have asymmetrical, orthopedic or specially shaped grips.
- The pistol may have only open sights. Optical sights are not permitted. The rear sight may be adjustable, but must have an open “U” or rectangular notch. Extended or adjustable front sights are not permitted. The total sight radius may not be more than 10.0 inches as measured from the rear surface of the rear sight to the highest point of the front sight.
- The pistol must have a trigger pull of at least 2.0 pounds.
- Any system of recoil control based on a compensator, barrel venting, barrel porting or other recoil reduction system operating in a similar manner is prohibited.

6.4 Special Firearm Regulations

6.4.1 Changing Firearms

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

6.4.2 Firearm Inspections

Competitors are responsible for ensuring that their firearms are safe and meet all applicable requirements of Rules 6.1 through 6.4. 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.

6.4.3 Weighing Triggers

Service rifles and pistols and as-issued military rifles must comply with minimum trigger pull weights that are specified in Rules 6.1.1, 6.1.2, 6.1.3

and 6.2.1. 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.

6.4.4 Sharing Firearms

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

6.4.5 Disabled Firearms

Disabled firearms may be replaced if a substitution can be made without delaying that stage of the match. The replacement firearm must comply with these rules and be of the same type and caliber as the disabled firearm. A Range Officer must confirm that the firearm is disabled before it may be replaced.

6.4.6 Authority to Bar Unsafe Firearms or Ammunition

Each competitor is responsible for using a firearm 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.

6.5 Ammunition

6.5.1 Rifle Ammunition

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

6.5.2 Pistol Ammunition

- **Service Pistol.** Service Pistol competitors may use any safe ammunition that is loaded with metal-jacketed bullets. Non-jacketed, wad-cutter or lead bullets may not be used.
- **.22 Rimfire Pistol.** Rimfire Pistol competitors may use only .22 cal. rimfire long rifle ammunition with bullets weighing not more than 40 grains.

6.6 Rifle Slings

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

6.6.1 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.

6.6.2 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" and no thicker than 3/16". Leather slings may have no more than two keepers no wider than 7/8" each and made of leather no thicker than 3/16". Stitching, brads, rivets, or staples may be used to join keeper ends. The overlap at the joining area may be no more than 1 1/8" and must be on the flat, i.e.; may not go around the curved edge of the keeper.

6.6.3 Sling Attachment

Slings must be attached directly to the front sling swivel; a hook may not be used to attach a M1907 pattern or M1 sling to the front sling swivel.

6.6.4 Prohibited Sling Features

Sling cuffs and padded or lined slings may not be used. The use of hooks, button, straps or similar devices fastened to the shooting coat to hold the sling in place is not permitted. The shooting coat may have hooks, buttons or straps as long as they are not used to hold the sling in place. Cartridge cases may not be used to hold the sling or sling keeper in place.

6.6.5 How Slings Are Used

Slings must remain attached to service rifles at all times. 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 to the rifle in the parade configuration and may not be used to support the position, except that in the 200-yard stage of the Infantry Team Match, the sling may be used as a hasty sling without using an arm loop, but with the sling wrapped around the arm (Rule 8.6.3). 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.

6.7 Shooting Clothing and Accessories

6.7.1 Shooting Jackets

Shooting jackets made of flexible material may be worn in CMP Service Rifle events. Shooting jackets may have shoulder, sling and elbow pads providing those pads are not constructed so as to provide rigid artificial support. Jacket constructions that use back braces, non-flexible liners or other non-flexible materials are prohibited.

6.7.2 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, flexible material under the shooting jacket is permitted. Special shooting trousers or special shooting shoes or boots may not be worn.

6.7.3 Shooting Glove

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

6.7.4 Shooting Mats

Ground cloths or shooting mats may be used in all CMP Service Rifle events, except the National Trophy Infantry Team Match (Rule 8.6).

6.7.5 Kneeling Rolls

A kneeling roll not exceeding six (6) 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.

6.7.6 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.

6.7.7 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.

6.7.8 Electronic Devices

Electronic devices such as radios, any type of sound production device or any type of communication system are prohibited forward of the ready line, unless such devices are used by match officials in the performance of their official duties or by scorers in the performance of scoring duties only.

6.8 Targets

6.8.1 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.

6.8.2 Pistol Targets

The following targets or a CMP-approved target with the same scoring ring dimensions are required for CMP pistol courses of fire (Tables 4 and 5).

- **50 yards.** NRA B-6 target.
- **25 yards.** NRA B-8 target.

6.8.3 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 6 and 7) except the National Trophy Infantry Team Match (Table 8). National Trophy Infantry Team Match targets are described in Rule 8.6.2.

- **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.
- **300-Yard SR 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.
- **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.
- **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.
- **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.
- **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.
- **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.
- **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.

6.8.4 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 8.6.2.

7.0 Service and .22 Rimfire Pistol Competition Events

7.1 General Competition Conditions

7.1.1 Arms Allowed

All competitors, except junior competitors who are competing for junior trophies and awards, must fire the Service Pistol (Rule 6.2) in all Service Pistol events. Junior competitors who compete for junior awards in CMP Service Pistol Matches must fire the Standard Smallbore Pistol as defined in the Rule 6.3. All competitors who compete in .22 Rimfire Pistol EIC matches must fire the Standard Smallbore Pistol as defined in the Rule 6.3.

7.1.2 Firing Position

All pistol firing shall be done in the standing, one-handed position. The shooter's body, clothing and gun must be clear of artificial support. In Service Pistol matches, the ready position for timed and rapid-fire stages is with the arm raised and the loaded pistol pointed at the target. In .22 Rimfire matches, the ready position for timed and rapid-fire stages is with the loaded pistol pointed down at a 45-degree angle. If the bench in front of the shooter is too high to allow a 45-degree angle ready position, the ready position is with the loaded pistol lowered as far as possible without contacting the bench (must not rest on the bench).

7.1.3 Target Assignments

Competitors and teams in National Trophy and EIC matches must be assigned to available relays and firing points on the basis of random draws.

7.1.4 Firing Procedures

Firing procedures for CMP Service Pistol and 22 Rimfire Pistol events shall be as specified in ***Annex A – Pistol Firing Procedures and Commands***.

7.1.5 Malfunctions and Refires

Malfunctions and refires will be handled in accordance with NRA Pistol Rules 9., 10. And 14.

7.1.6 Tie Breaking

- Ties in individual competitions must be broken by the highest X-count, then by the highest score on the last stage, then by the highest score in the next to the last stage, etc.
- Ties in team events must be broken by totaling the scores of all team members and applying individual tie-breaking procedures to those totals.
- Ties in aggregate events shall be broken by applying Rule 7.1.3, to the aggregate score and then to the last match fired, etc.

7.2 President's Pistol Match and President's Pistol Course

The President's Pistol Match is a Service Pistol match conducted during the annual National Matches. The President's Service Pistol Course may be fired as an event in other CMP-sanctioned matches.

7.2.1 Course of Fire

The President's Pistol Course of Fire (Table 4) is used.

Table 4 -- President's Pistol Course						
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit	Scoring
First	50 yds.	Slow	Standing	2 series of 10 shots	10 min. per series	After each series
Second	25 yds.	Timed	Standing	2 series of 5 shots	20 sec. per series	After 10 shots
Third	25 yds.	Rapid	Standing	2 series of 5 shots	10 sec. per series	After 10 shots

7.2.2 National Trophy President's Pistol Match Awards

The match winner is awarded the President's Pistol Trophy. The 100 highest scoring competitors are designated as "The President's One Hundred" and will be awarded President's One Hundred medallions and certificates. The high scoring junior firing a Standard Smallbore Pistol is awarded a President's Pistol Junior Plaque.

7.3 National Trophy Individual Pistol Match and Pistol National Match Course

The National Trophy Individual Pistol Match is a Service Pistol match conducted during the annual National Matches. The Pistol National Match Course is used for all Service Pistol and .22 Rimfire Pistol EIC Matches. The Pistol National Match Course may be fired as an event in other CMP-sanctioned matches.

7.3.1 Course of Fire

The Pistol National Match Course of Fire (Table 5) is used.

Table 5 -- Pistol National Match Course

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit	Scoring
First	50 yds. ¹	Slow	Standing	1 series of 10 shots	10 min. per series	After 10 shots
Second	25 yds.	Timed	Standing ²	2 series of 5 shots	20 sec. per series	After 10 shots
Third	25 yds.	Rapid	Standing ²	2 series of 5 shots	10 sec. per series	After 10 shots

¹ EIC and National Trophy Matches must be fired at 50 and 25 yards, but this course of fire may be fired indoors on 50 foot ranges using NRA B-2 and B-3 targets in sanctioned club matches (Rule 1.3.3)

² When this course of fire is fired with 22 Rimfire Pistols, timed and rapid-fire series must start from the 45-degree angle ready position (Rule 7.1.2).

7.3.2 National Trophy Individual Pistol Match Awards

Individual competitors in the National Trophy Individual Match receive General Custer Trophy medals in accordance with Rule 7.8.2. The highest scoring competitor in each category of the National Trophy Individual Pistol Match receives the award listed below:

- **Overall Match Winner.** General Custer Trophy
- **Air Force.** Curtis LeMay Trophy
- **Reserve.** U.S. Army Reserve Memorial Trophy
- **National Guard.** National Guard Association Trophy
- **Police.** Ancient Archer Trophy
- **Civilian.** Citizen's Military Pistol (Silver Bowl) Trophy
- **Junior.** G. P. "Perry" DeFino Trophy. Juniors must fire a Standard Smallbore Pistol (Rule 6.3) to be eligible for this award.
- **Women.** Woman's Pistol Trophy
- **Senior.** Senior Pistol Trophy

7.4 National Trophy Pistol Team Matches

The National Trophy Pistol Team Match is a National Trophy Match conducted during the annual National Matches. Other team matches for four or two-person teams are conducted as part of State Service Pistol Championships or other CMP-sanctioned Service Pistol Competitions.

7.4.1 Four-Person Teams

The team consists of a captain, coach and four members who fire for the team's score.

7.4.2 Two-Person Teams

The team consists of a captain or coach and two members who fire for the team's score.

7.4.3 Junior Team Composition

The team consists of a captain, coach and two Junior members who fire for the team's score. Two-person junior teams must fire .22 cal. rimfire Standard Smallbore Pistols as defined in Rule 6.3 to be eligible for junior team awards.

7.4.4 Course of Fire

The Pistol National Match Course of Fire (Table 5) is used for each firing member.

7.4.5 Competition Conditions

- **Team Targets.** All teams must be assigned the same number of targets. Four person teams are normally assigned two targets; two-person teams are normally assigned one target.
- **Firing Order.** Team captains or coaches may assign firing members to fire on any team target in any order. The firing order may change between stages, but the scorekeeper must be notified.

7.4.6 National Trophy Team Awards

The highest scoring team in each category of the National Trophy Pistol Team Match receives the award listed below. The firing members, coach and team captain of the second place team in each category receive silver medals and the firing members coach and captain of the third place team receive bronze medals.

- **Overall Team Champion**, for four-person teams. Gold Cup Trophy
- **Reserve Component**, for four-person teams. U.S. Coast Guard Memorial Trophy.
- **Law Enforcement**, for two-person teams. American Indian Trophy
- **Civilian**, for four-person teams. Oglethorpe Trophy
- **Junior**, for two-person teams. Junior Pistol Team Trophy.

7.4.7 National Trophy Individual Awards

The highest scoring individual in each category of the National Trophy Pistol Team Match receives the award listed below:

- **Highest-Scoring Individual.** Military Police Corps Trophy.

- **Highest-Scoring Individual Army Competitor** (Active, Reserve, or National Guard). General Mellon Trophy.
- **Highest-Scoring Individual Air Force Competitor** (Active, Reserve, or National Guard). General Carl Spaatz Trophy.

7.4.8 National Civilian Pistol Team Awards

Each member of the National Civilian Pistol Team is awarded an Elihu Root gold medal. The team consists of the four highest-scoring individual civilian competitors and the coach and captain of the highest-scoring civilian team in the National Trophy Pistol Team Match.

7.5 NTI/NTT Aggregate

7.5.1 Course of Fire

The NTI/NTT course of fire consists of an aggregate total of individual scores fired in the Pistol National Match Course and the Pistol Team 30-shot course.

7.5.2 National Trophy Match Awards

The individual competitors with the highest aggregate scores in the National Trophy Individual Pistol Match (Rule 7.3) and the National Trophy Pistol Team Match (Rule 7.4) in the categories listed below receive the following awards.

- **Active Army.** General Patton Trophy
- **Navy** (Active or Reserve). Fleet Admiral Nimitz Trophy
- **Marine Corps** (Active or Reserve). McMillan Trophy
- **Civilian.** Anheuser-Busch Trophy

7.6 President's/NTI Aggregate

7.6.1 Course of Fire

The President's/NTI course of fire consists of an aggregate of individual scores fired in the 40-shot President' Pistol Course and the 30-shot Pistol National Match Course.

7.6.2 Awards

The Woman competitor with the highest President's/NTI aggregate score in the National Trophy Pistol Matches receives the Rose B. Krelstein Trophy.

7.7 National Service Pistol Aggregate

The National Service Pistol Aggregate is a 1000-point aggregate consisting of individual scores fired in the 40-shot President's Match Course, the 30-shot National Trophy Match Course and a 30-shot two or four-person team course.

7.8 Service Pistol Excellence-in-Competition Matches

Pistol EIC Matches are CMP-sanctioned matches where Non-Distinguished competitors can earn EIC credit points and all competitors can earn awards (see also Rule 3.0). Pistol EIC Matches include the National Trophy Individual Pistol Match Service Pistol EIC Matches and .22 Rimfire EIC Matches. Pistol EIC Matches are conducted by the CMP or sanctioned by the CMP and conducted by CMP affiliated state associations and clubs or conducted by the Armed Services.

7.8.1 Course of Fire

The Pistol National Match Course of Fire (Table 5) is fired by all competitors.

7.8.2 EIC Matches Awards

- **EIC Credit Points.** Eligible Non-Distinguished competitors are awarded EIC credit points in accordance with Rule 9.2.
- **National Trophy Individual Pistol Match.** Place medals are awarded to the highest scoring 10 percent of all Non-Distinguished competitors in accordance with Rule 9.2.6. 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.
- **CMP-Sanctioned EIC Matches.** The top three 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 5.11.3. regardless of Distinguished status.

7.9 State Championship and Club Service Pistol Matches

State Championship and other Service Pistol Matches may be sanctioned by the CMP and conducted by CMP-affiliated state associations and clubs.

7.9.1 Courses of Fire

Events included in a State or Club Service Pistol and .22 Rimfire Pistol Championship programs are selected by the match sponsor and approved by the CMP. Events for Service or .22 Rimfire Pistols that may be included are:

- President's Pistol Course (40 shots, individual)
- Pistol National Match Course (30 shots, individual)
- 4x30 Team Course (4x30 shots, team), or
- 2x30 Team Course (2x30 shots, team)
- Service or .22 Rimfire Pistol Aggregate [of matches listed above].

7.9.2 Awards

- State associations may provide awards for State Championships. Sponsoring organizations may provide awards for other Service Pistol competitions.
- The CMP will provide State Champion medallions to the winner of all State Championships that use the 1000-point Service or .22 Rimfire Pistol Aggregate (Rule 7.7).

8.0 Service Rifle Competition Events

8.1 General Competition Conditions

8.1.1 Arms Allowed

All competitors must fire the Service Rifle as defined by Rule 6.1 in the National Trophy Rifle Matches, EIC Matches and other CMP-sanctioned Service Rifle Matches.

8.1.2 Target Assignments

Individual competitors in National Trophy, EIC, State Championship or other CMP-sanctioned Service Rifle matches must be assigned to available relays and firing points on the basis of random draws. Teams in the National Trophy and National Trophy Infantry Team matches may be squadded by match officials to ensure that teams of similar ability fire under relatively equal conditions.

8.1.3 Sighting Shots

Sighting shots are not allowed in any Rifle National Trophy, EIC, CMP-sanctioned State Championship or other CMP-sanctioned Service Rifle Match. The no sighter rule applies even if firing in a relay is interrupted.

8.1.4 Loading and Reloading Rifles

- **Slow-Fire Loading.** In all slow-fire stages, the rifle will be loaded with only one cartridge at a time. The rifle must remain pointed downrange while loading; a rifle may not be loaded with the rifle butt-plate resting on a shooting stool.
- **Rapid-Fire Loading.** After the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, competitors with M16/M14 type rifles must stand with actions closed on empty chambers or must close their rifle actions on empty chambers and insert a magazine loaded with two rounds. Any competitor with an M1 Garand 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 drop down into position and then cycle 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.
- **Infantry Trophy Loading.** Team Captains will direct loading and reloading in coordination with range officer commands to **LOAD AND BE READY**.

8.1.5 Standing Prior to Rapid Fire Stages

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 or win National Trophy Match awards must stand and begin each rapid-fire stage from the standing position. If a

competitor is unable to stand or has a medical authorization to remain in position, those competitors may begin rapid-fire stages in position. Competitors who do not begin rapid-fire stages from the standing position will have their scores recorded in the Open Individual Category (Rule 4.11) and are not eligible to earn EIC points or win National Trophies. They may, however, be eligible to win other awards in accordance with the match program. Shooters who begin rapid-fire stages in the firing position must follow the same loading commands and procedures that are specified in Rule 8.1.4. 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.

8.1.6 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):

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

8.1.7 Scoring Irregular Shots, Slow Fire

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

- **Early shot.** A shot(s) fired after the **LOAD** command and before the targets come up from the pits shall be scored as a miss (0) for the first record shot. A shot(s) fired before the **LOAD** command shall be penalized in accordance with Rule 5.6.7.
- **Late shot.** A shot fired after the targets start to go down that hits the target shall be scored according to where it hit the target.
- **Missing shot.** If a competitor fires a shot and no shot is found on his/her target, that shot must be scored as a miss (0).
- **Two shots (excessive hits).** If a competitor's target receives two hits and it cannot be determined which shot is a crossfire from another competitor, the competitor shall receive the score of the higher value hit.

- **Extra shots.** If a competitor fires more than ten (10) or twenty (20) shots, the extra shots shall be nullified.
- **Stationary (fixed) targets.** If fixed targets are used and there is an early shot before the **COMMENCE FIRING** command, or a late shot after the **CEASE FIRING** command, the highest value shot on that target shall be nullified and scored as a zero (0). If targets are scored after a series (10 or 20 shots) is completed, scoring insufficient or excessive hits shall be done according to the rapid-fire scoring rules (Rule 8.1.8).

8.1.8 Scoring Irregular Shots, Rapid Fire

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

- **Insufficient hits.** If a competitor fires less 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).
- **Insufficient hits.** If a competitor fires ten (10) shots and has no saved rounds or early or late shots that did not hit the target, as confirmed by the scorer and Range Officer, but fewer than ten (10) shot holes are found on the target:
 - The Range Officer and Pit 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 Pit Officer confirms that there is evidence of an off-target miss (for example, an irregular impact as seen by a target puller), 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 Pit Officer can confirm with the target puller(s) that there were ten (10) impacts in the berm, the target puller and Pit Officer must find a “double” among the visible shots and score ten (10) shots, with the score of the missing shot(s) to be determined by the shot identified as the double.
 - If there is no evidence of an early or late shot, crossfire or off-target miss, but the Pit Officer cannot confirm ten (10) hits in

the impact area, the Pit Officer may nevertheless decide that ten (10) hits were fired at the competitor's target and the target puller and Pit Officer must find a double and score ten (10) shots.

- If the Pit Officer cannot determine which shot is the double, the score of a missing shot that is to be scored shall be equal to the lowest value shot on the target.
- **Excessive hits.** If a competitor fires more than ten (10) shots in a rapid-fire series, as confirmed by the Range Officer and scorer, the competitor must be disqualified.
- **Excessive hits.** If a competitor's target receives more than ten (10) hits in a rapid-fire series:
 - The target puller and Pit 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 puller and Pit 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) 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 more than eleven (11) 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.
- **Stationary (fixed) targets.** If fixed targets are used and there is an early shot, before the **TARGETS** command, or a late shot, after the **CEASE FIRING** command, the highest value shot on that target shall be nullified and scored as a zero (0). Scoring insufficient or excessive hits shall be done according to this rule (above).

8.1.9 Tie-Breaking

- Ties in individual events shall be broken by the highest number of Xs, then the highest numerical score at the longest range, then the highest number of Xs at the longest range, then the highest numerical score at the next longest range, etc.

- Ties in team events shall be broken by applying the individual tie-breaking procedure (Rule 8.1.9) to the totals of the scores of all team members.
- Ties in aggregate events shall be broken by applying Rule 8.1.9, a to the aggregate score and then to the last match fired, etc.

8.1.10 Pair Firing in Team Matches

Pair firing must be used in the slow fire stages of all team matches. 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.

8.2 Rifle Firing Positions

The firing positions that competitors use in CMP Service Rifle events must comply with these rules. The use of any form of artificial support that is not specifically described in these rules is prohibited. Digging elbow or heel holes in the ground 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.

8.2.1 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. The sling must remain attached to the rifle in parade configuration in Service Rifle Matches (not required in CMP Games Matches).

8.2.2 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.

8.2.3 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, but may not compress the jacket sleeve to the ground so as to provide artificial support.

8.3 President’s Rifle Course and President’s Rifle Match

The President’s Rifle Match course of fire (40-shots) is a National Trophy Match conducted during the annual National Matches. The President’s Rifle Course (30-shots) may be used in other CMP-sanctioned matches.

8.3.1 Course of Fire

The President’s Rifle Course of Fire and President’s Rifle Match Course of Fire is described in Table 6.

Table 6 -- President’s Rifle Course					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
First	200 yds.	Slow	Standing	10	10 min.
Second	300 yds.	Rapid	Prone from Standing	10	70 sec.
Third	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

8.3.2 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 must fire an additional ten shots at 600 yards to determine the match winner and the final ranking of those shooters. The top 20 final stage competitors will have a ten-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.

8.3.3 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. The match winner is awarded the President’s Rifle Trophy. The 100 highest scoring competitors in the match are designated as “The President’s One Hundred” and are awarded President’s One Hundred medallions and certificates.

8.4 National Trophy Individual Rifle Match

The National Trophy Rifle Match is a National Trophy Match that is conducted during the annual National Matches. The Rifle National Match course of fire may be used in other CMP-sanctioned matches.

8.4.1 Course of Fire

The Rifle National Match Course of Fire (Table 7) is used.

Table 7 -- Rifle National Match Course					
Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
First	200 yds.	Slow	Standing	10	10 min.
Second	200 yds.	Rapid	Sitting or Kneeling from Standing	10	60 sec.
Third	300 yds.	Rapid	Prone from Standing	10	70 sec.
Fourth	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.					

8.4.2 National Trophy Matches Awards

Individual competitors in the National Trophy Individual Match receive Daniel Boone Trophy medals in accordance with Rule 8.10.2. 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.** Special award provided by CMP

8.5 National Trophy Rifle Team Match

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

8.5.1 Team Composition

The team consists of a captain, a coach and six members who fire for the team's score.

8.5.2 Course of Fire

The National Match Rifle Course of Fire (Table 7) is used for each firing member.

8.5.3 Competition Conditions

- **Pair Firing.** All teams must use pair firing in the slow fire stages of the National Trophy Rifle Team Match. The time limit for three pairs of shooters to complete the 200-yard standing stage is 66 minutes. The time limit for three pairs of shooters to complete the 600-yard prone stage is 126 minutes.
- **Team Targets.** All teams must be assigned the same number of targets. Each team normally is assigned one target.
- **Firing Order.** Team captains may assign pairs (slow fire stages) or members (rapid fire stages) to fire in any order. The firing order may change between stages, but the scorekeeper must be notified.

- **Target Pullers.** For the National Trophy Team Match, each team must provide two target pullers to work in the pits. Target pullers must be experienced and physically able to handle targets for highpower rifle matches. Failure to provide capable target pullers may disqualify a team. Both target pullers must go into the pits to their team's assigned target. Before the firing starts, the chief pit officer randomly assigns one puller to his or her own team's firing point and the other to another team's firing point. Firing shall not be interrupted for pit changes.
- **Station of Team Captain.** When a team is on the firing line, the captain may be stationed in front of the ready line and slightly behind the coach so that the captain can observe team operations and score keeping. Except during a National Trophy Infantry Team Match, captains who are not occupying the coach's station may not assist in coaching. The captain may talk with the coach, but may not talk directly with shooters during firing.
- **Station of Team Coach.** The coach's station is slightly behind or beside the shooter(s). Only one person may occupy the coach's station at any time. Any member of the team, including the captain may occupy the coach's station.
- **Scorers.** Each team must provide one 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.

8.5.4 National Trophy Team Match Awards

The highest scoring team in each category of the National Trophy Rifle Team Match receives the award listed below. The firing members, coach and team captain of the second place team in each category receive silver medals and the firing members, coach and captain of the third place team receive bronze medals.

- **Overall Team Champion.** National Trophy
- **Reserve Component.** Hilton Trophy
- **Civilian.** Soldier of Marathon Trophy
- **Junior.** Minuteman Trophy

8.5.5 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

8.5.6 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.

8.6 National Trophy Infantry Team Match

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

8.6.1 Team Composition

The team consists of a captain, a coach and six members who fire for the team's score.

8.6.2 Course of Fire

The Infantry Team Match Course of Fire (Table 8) is used for each team of six firing members.

- 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.
- 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 8 -- 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.

8.6.3 Competition Conditions

- **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 6.6.5).
- **Ammunition.** Each team is permitted 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.
- **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.
- **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.
- **Malfunctions.** No alibis are accepted for misfires, disabled firearms or other failures of range or team equipment.
- **Score Recording.** An assistant range officer is assigned to each team to enforce safety regulations and record the team's scores. A designated team representative (verifier) may accompany this officer downrange to verify scores.

8.6.4 Scoring

- All scores are recorded on the firing line at the end of each stage.
- Hits outside the silhouettes are not scored or marked.
- Hits on the silhouettes count 4 points at 600 yards, 3 points at 500 yards, 2 points at 300 yards and 1 point at 200 yards.
- A bonus for distribution is calculated at each range. The bonus is determined by counting the number of silhouette targets that contain six 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.
- Ties are broken according to the highest team score at 600 yards, then at 500 yards, etc.

8.6.5 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:

- 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.

- After the preparation period starts, the captain and coach may use binoculars that do not exceed 10X50 in power and objective lens diameter.
- The assistant range officer or verifier may carry one telescope downrange and may use it only to check and verify scores.
- 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.

8.6.6 National Trophy Infantry Team Match Awards

The highest scoring team in each category of the National Trophy Infantry Team Match receives the award listed below. The firing members, coach and team captain of the second place team in each category receive silver medals and the firing members, coach and captain of the third place team receive bronze medals.

- **Overall Team Champion.** Infantry Trophy
- **Reserve Component.** Celtic Chieftain Trophy
- **Civilian.** Leatherneck Trophy
- **Junior.** Junior Infantry Team Trophy

8.7 Hearst Doubles Rifle Team Match

The Hearst Doubles Team Match is a two-person team event conducted during the annual National Matches.

8.7.1 Team Composition

Each team consists of two members. Rule 4.8 regarding team affiliation or composition does not apply for this match. Any two competitors may form a Hearst Doubles Team.

8.7.2 Course of Fire

The President's Rifle Course of Fire, Stages 1-3, (Table 6) is used for each firing member.

8.7.3 Competition Conditions

- **Pair Firing.** All teams must use pair firing in the slow fire stages of the Hearst Doubles Rifle Team Match.
- **Firing Procedures.** Each two-person team has 20 minutes to fire the 200-yard standing and 600-yard prone stages of this event. 300-yard rapid-fire stages will be fired separately in the order designated by each team.
- **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.
- **Coaching.** Hearst Doubles teams may not have non-firing coaches with them on the firing line, but team members may coach each other during the three stages of the match.

8.7.4 National Trophy Hearst Doubles Team Match Awards

The two-person team with the highest total score in the Hearst Doubles Match receives the William Randolph Hearst Trophy.

8.8 National Trophy Junior Team Match

The National Trophy Junior Service Rifle Team Match is a two-person team event for Junior competitors that is conducted during the National Matches.

8.8.1 Team Conditions

- Each team consists of two firing members, a Team Coach and a Team Captain. The two firing members must be Juniors in accordance with Rule 4.6.3.
- State or Club teams must represent a CMP-affiliated state association or club in accordance with Rules 4.8.5 and 4.8.6. Team firing members and the Team Captain must be in compliance with Rule 4.7.6 residency requirements.
- Teams that do not meet Rule 4.7.6 state association or club residency requirements may compete in an At-Large Category.

8.8.2 Competition Conditions

- **Course of Fire.** The Rifle National Match Course of Fire (Table 7) is used for each firing member.
- **Pair Firing.** Pair firing must be used in the slow fire stages of the National Trophy Junior Team Match.
- **Firing Procedures.** Each two-person team has 20 minutes to fire the 200-yard standing stage and 40 minutes to fire the 600-yard prone stage. 200 and 300-yard rapid-fire stages will be fired separately in the order designated by each team.
- **Squadding.** Each team will fire together on one target. Two teams will be squadded on each target.
- **Coaching.** Coaching is permitted during all stages of the match.

8.8.3 National Trophy Junior Team Match Awards

The State or Club Team with the highest score in the National Trophy Junior 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.

8.9 National Trophy Rifle Individual Championship Awards

8.9.1 NTI/NTT Aggregate

Individual competitors with the highest aggregate scores in the National Trophy Individual Rifle Match (Rule 8.4) and the National Trophy Rifle Team Match (Rule 8.5) in the categories listed below 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

8.9.2 President's/NTI Aggregate

The Civilian competitor with the highest aggregate score in the President's Rifle Match (Rule 8.3, Stages 1-4) and the National Trophy Individual Rifle Match (Rule 8.4) receives the Alice Bull Trophy.

8.9.3 President's/NTI/NTT Aggregate

Individual competitors with highest aggregate scores in Stages 1-4 of the President's Rifle Match (Rule 8.3), National Trophy Individual Rifle Match (Rule 8.4) and National Trophy Rifle Team Match (Rule 8.5) receive the following awards:

- **Overall Individual Champion.** Mountain Man Trophy
- **Marine Corps** (Active or Reserve). GySgt Carlos Hathcock II Trophy.

8.9.4 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 8.3), the National Trophy Individual Rifle Match (Rule 8.4) and the National Trophy Junior Team Match (Rule 8.8). Members of state, club or at-large teams are eligible to compete for this award.
- The National Junior Service 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 8.3), the National Trophy Rifle Match (Rule 8.4) and the National Trophy Junior Team Match (Rule 8.8), plus the coach and captain of the winning team in the National Trophy Junior Team Match.

8.10 Excellence-in-Competition Rifle Matches

Rifle EIC Matches are CMP-sanctioned matches where Non-Distinguished competitors can earn EIC credit points and all competitors can earn awards (see also Rule 3.0). Rifle EIC Matches include the National Trophy Individual Rifle Match, Rifle EIC matches sanctioned by the CMP and conducted by CMP affiliated state associations and clubs and Rifle EIC matches conducted by the military services.

8.10.1 Course of Fire

The Rifle National Match Course of Fire (Table 7) is used.

8.10.2 EIC Matches Place Medals

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

- **National Trophy Individual Rifle Match.** Place medals are awarded to the highest scoring 10 percent of all Non-Distinguished competitors in accordance with Rule 9.2.6. 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.
- **CMP-Sanctioned EIC Matches.** The top three 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 5.11.3. regardless of Distinguished status.

8.11 Service Rifle Full Course Match

The Service Rifle Full Course is an aggregate of 80 total record shots, 20 shots in each of four stages, 200 yards standing, 200 yards sitting rapid-fire, 300 yards prone rapid-fire and 600 yards prone slow fire, all fired according to CMP Service Rifle rules with no sighters at any stage. The Service Rifle Full Course may be included in the program of a CMP-sanctioned State Championship or Club Service Rifle Match.

8.12 Short Range Service Rifle Courses

Short Range Service Rifle Courses are Service Rifle events where all stages are fired at 200 or 100 yards on reduced targets. Short Range Service Rifle Courses may be included in the program of a CMP-sanctioned State Championships or Club Service Rifle Match. These Short Range Service Rifle events may be used:

8.12.1 Short Range President's Service 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.

8.12.2 Short Range President's Service 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.

8.12.3 Short Range National Match Service 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.

8.12.4 Short Range National Match Service 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.

8.12.5 Short Range Service Rifle Full 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.

8.13 State Championship and Club Service Rifle Matches

State Championship and Club Service Rifle Matches may be sanctioned by the CMP and conducted by CMP-affiliated state associations and clubs.

8.13.1 Courses of Fire

The events included in a State Service Rifle Championship or other Service Rifle Match programs must be selected by the match sponsor and approved by the CMP. Events that may be included are:

- President's Rifle Course, stages 1-3 (30 shots, individual)
- Rifle National Match Course (50 shots, individual)
- Service Rifle Full Course Match (4x20 shots, individual)
- Service Rifle 4x50 Team Course (4x50 shots, team), or
- Service Rifle 2x30 Team Course (2x30 shots, team)

8.13.2 Awards

- State associations may provide awards for State Championships. Sponsoring organizations may provide awards for other Service Rifle competitions.
- The CMP will provide State Champion medallions to the winners of CMP-sanctioned State Championships.

9.0 Distinguished Badge Program

9.1 Distinguished Badge Program

Distinguished Badges are the highest individual awards authorized by the U. S. Government for 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].

- **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.
- **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.
- **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.
- **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 9.4.
- **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 2014-2016 Edition of the *National Standard Three-Position Air 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 Distinguished Rifleman and Distinguished Pistol Shot Badge programs for civilians in accordance with these Rules. The CMP administers the U. S. Distinguished International Shooter Badge and the Distinguished 22 Rimfire Pistol Badge for all competitors in accordance with these Rules. All Distinguished Badges issued by the CMP are serial numbered and are, without exception, 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 Distinguished International Shooter Badges or Distinguished .22 Rimfire

Pistol Badges for all competitors who earned them are available from the CMP at a cost to be established 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 <http://ct.thecmp.org>.

9.2 Distinguished Rifleman and Distinguished Pistol Shot Badges

In addition to general CMP eligibility requirements (see Rule 4.0), 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. 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:

- One National Trophy Individual Match.
- A maximum of five (5) CMP-sanctioned Service Rifle or Service Pistol EIC matches. The scores of any competitor who fires in more than five (5) EIC matches in one calendar year will not be counted in determining EIC credit points.
- 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.
- 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 Shooters

Distinguished shooters 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:

- National Trophy Individual Pistol and Rifle Matches.
- CMP-sanctioned EIC matches.
- 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).
- 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.
- To be eligible to earn EIC credit points, competitors must shoot in regular, legal positions (7.1.2 or 8.2) and start Service Rifle rapid-fire stages from standing (8.1.5).

9.2.5 Recognition of EIC Match Results

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

- Comply with ***CMP Competition Rules***.
- Use a National Match Course of Fire (Table 5 or Table 7) or a Special CMP EIC Match Course of Fire (See ***CMP Competition Rules for CMP Games Rifle and Pistol Matches***).
- Be one of the eligible EIC matches permitted for that competitor (Rule 9.2.2).
- 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 5.1.5.

- 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 5.9.2).
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 5.9.2) in EIC Matches are awarded EIC credit points in accordance with this formula (Table 9, EIC Credit Point Table), provided that the score fired by the competitor equals or exceeds the EIC Minimum Credit Score (MCS, Rule 9.2.7):

- Highest one-sixth of the top 10 percent: Gold medal or 10 points.
- Next highest two-sixths of top 10 percent: Silver medal or eight points.
- Remaining three-sixths of top 10 percent: Bronze medal or six points.
- 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.).
- All Civilian competitors who earn a medal in a National Trophy Individual Match receive ten points.
- All eligible competitors who earn EIC credit points in a Special EIC Match receive four points.
- 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 9 -- 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
36 to 45	4	1	1	2

Table 9 -- EIC Credit Point Table

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. MCS scores for 2016 are:

- Service Pistol. 250 x 300
- .22 Rimfire Pistol. 260 x 300
- Service Rifle. 455 x 500
- If an EIC match course of fire is shortened in accordance with Rules 5.1.5 and 5.9.2 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 Pistol Shot Badge or the Distinguished Rifleman Badge when a Civilian competitor earns 30 or more points with the firearm 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 shooters who compete in major international competitions governed by the International Shooting Sport Federation (ISSF) or the International Paralympic Committee (IPC). Shooters who qualify to represent the United States in an ISSF Championship or an IPC 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:

- Olympic Games
- World Shooting Championships
- World Shotgun Championships
- World Cup Finals
- World Cups
- Pan American Games
- Shooting Championships of the Americas
- World Shooting Championships for Juniors
- Shooting Championships of the Americas for Juniors

9.3.3 IPC Championships

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

- Paralympic Games
- IPC World Championship
- IPC Regional Championship (not yet sanctioned in the Americas)
- IPC World Cups

9.3.4 Credit Points

Subsequent to 1 January 1999, the Distinguished International Shooter Badge will be awarded to shooters who earn a total of 30 or more credit points in eligible competitions. Credit points are earned in accordance with the Credit Point Table (Table 10).

- Shooters 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.
- To earn credit points for a team placing, the team must rank ahead of at least two other teams.
- Credit points must be earned in official Championship program events, not in grand prix, demonstration, badge or special events.
- An individual shooter who establishes a New World Record earns 20 additional credit points.
- A shooter who equals a World Record earns 10 additional credit points.
- A shooter who earns an Olympic Games Quota Place earns 10 additional credit points.

- Shooters 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. shooters earn credit points and determine the awarding of credit points. The CMP maintains the official record of shooters who earn credits towards Distinguished International Shooter designation. When a shooter 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 shooter. The CMP will coordinate the issuance of these badges with USA Shooting.

9.3.6 Credit for Earning Badge Prior to January 1962

Shooters 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 IPC Championships

Shooters who participate in the Paralympic Games and IPC Championships became eligible to earn the Distinguished International Shooter Badge in accordance with these regulations in 2013. Credit points listed in Table 10 are applicable as follows:

- **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 9.3.1 criteria on a case-by-case basis.
- **IPC 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 10 -- International Distinguished Badge
Credit Points**

Championship	1st Place Indiv.	2nd Place Indiv.	3rd Place Indiv.	4-8th Place Indiv.	1st Place Team	2nd Place Team	3rd 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				
Championship of the Americas	10	5	0		5	0	0
Paralympic Games 1996 and later	30	20	20	10			
IPC World Championship 2013 and later	20	15	10	5	15	10	5
IPC Regional Championship 2013 and later	10	5	0		5	0	0
IPC World Cups 2013 and later	15	10	5		10	5	5
World Championship, Junior	10	5	5		5	5	5
Championship of the Americas, Junior	5	5	0		5	0	0

9.4 Distinguished .22 Rimfire Pistol Badges

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

9.4.1 EIC Match Eligibility

All Civilian and Service competitors are eligible to compete in .22 Rimfire Pistol EIC Matches regardless of their Service Pistol Distinguished status. All Non-Distinguished .22 Rimfire Pistol competitors may compete to earn EIC credit points in CMP-sanctioned EIC matches.

9.4.2 Criteria for Earning the Distinguished Badge

To earn the Distinguished .22 Rimfire Pistol Badge, Non-Distinguished competitors must earn 30 .22 Rimfire Pistol EIC credit points in National Matches .22 Rimfire Pistol Matches and CMP-sanctioned .22 Rimfire Pistol EIC Matches.

9.4.3 Limited EIC Match Eligibility

Non-Distinguished .22 Rimfire Pistol competitors may compete for EIC points in a maximum of one National Matches Rimfire Pistol Match and five (5) CMP-sanctioned .22 Rimfire Pistol EIC matches in any calendar year. Distinguished .22 Rimfire Pistol shooters may compete in as many EIC matches as they wish and are eligible to win CMP Achievement Awards (5.11.3).

9.4.4 Recognition of EIC Match Results

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

- Comply with ***CMP Competition Rules***.
- Use a National Match Course of Fire (Table 5).
- Be one of the eligible EIC matches permitted for that competitor (Rule 9.4.3.).
- 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 5.1.5.
- Have at least six (6) eligible Non-Distinguished competitors who fire recorded shots in at least two stages of the competition (Rule 5.9.2).
Note: 10% of six competitors equals 0.6 legs. 0.6 rounds up to 1.0 in accordance with rounding rule 9.2.6.

9.4.5 Determining EIC Credit Points

The highest scoring 10 percent of all Non-Distinguished competitors are awarded EIC credit points in accordance with this formula (Table 9, EIC Credit Point Table), provided the score fired by the competitor equals or exceeds the EIC Minimum Credit Score ("MCS," Rule 9.4.6):

- Highest one-sixth of the top 10 percent: ten (10) points.
- Next highest two-sixths of top 10 percent: eight (8) points.
- Remaining three-sixths of top 10 percent: six (6) points.

- 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.).

9.4.6 EIC Minimum Credit Scores

To receive EIC credit points, the score fired by the competitor must fulfill the requirements of Rule 9.4.5 (top 10%, etc.) and equal or exceed the EIC Minimum Credit Score (MCS, Rule 9.2.7).

9.4.7 Awarding of Distinguished Badges

The CMP awards the Distinguished .22 Rimfire Pistol Badge when a Civilian competitor earns 30 or more points in .22 Rimfire Pistol EIC Matches and has earned at least one eight or ten-point award.

Annex A – Pistol Firing Procedures and Commands

The following range procedures and range commands must be used to conduct Service Pistol and 22 Rimfire Pistol events.

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

- An ECI must be inserted in your pistol at all times (boxed, cased or uncased) except during preparation and firing periods.
- Keep all pistol muzzles pointed downrange or up at all times.
- You are permitted to carry boxed or cased pistols behind the firing line; you are not permitted to handle pistols behind the line (see definitions of “carry” and “handle” in Rule 5.6).
- Do not take pistols or equipment to the firing line until instructed to do so.
- You may handle your pistol after bringing it to the firing line and the Range Officer has instructed competitors to take pistols out of their boxes or cases. However, ECIs may not be removed or actions closed until the preparation period starts.
- Do not load until the command **LOAD** is given.
- Upon completion of firing, open your pistol action, remove magazine, insert an ECI and place it on the bench.
- Do not remove your pistol from the firing line until instructed to do so.
- Do not go forward of the firing line until instructed to do so.
- If you have a problem, remain in position, keep your pistol muzzle pointed downrange and raise your hand, a Range Officer will assist you.
- When you act as a scorer, you are a match official responsible for the accurate recording of your competitor’s scores.
- (For 22 Rimfire Pistol Matches) You are reminded that the ready position for timed and rapid-fire series is with the pistol down at a 45-degree angle. If the bench does not permit you to hold the pistol down at a 45-degree angle, the pistol must be held as low as possible, without touching the bench.

SAFETY DEFINITIONS AND REGULATIONS:

- **ECI.** An “empty chamber indicator,” is a safety flag with a probe that inserts into an empty chamber when the action is open. The ECI 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 pistol is clear.
- **Unloaded Pistol.** A pistol with an open action, magazine removed (or cylinder out) and chamber empty with an ECI inserted.
- **Cleared Pistol.** A pistol with an open action, magazine removed and chamber empty with an ECI inserted to confirm that the pistol is clear and that a Range Officer has checked.

- **Loaded Pistol.** A pistol is loaded when a cartridge is inserted in the chamber, or when a magazine/clip containing cartridges is inserted in it. Pistols may only be loaded after the Range Officer commands **LOAD**.
- **Firing Line.** A designated area on the range with separate firing points where competitors stand while firing. Pistol firing lines usually have a bench immediately to the front of the firing line where competitors may place their pistol boxes or cases, ammunition and other equipment. Only competitors on a relay that is firing and match officials are permitted in the area immediately behind the firing line.
- **Call to Firing Line.** No one is permitted to move pistols or equipment to the firing line until the Range Officer instructs them to do so. After a relay of shooters is called to the firing line and the Range Officer has instructed them to unbox or uncase their pistols, they may set up their equipment on the firing line and handle their pistols. Approximately two minutes should be allowed between the call to the firing line and the beginning of the first preparation period. An ECI must remain in the pistol until the preparation period begins.
- **Preparation Period.** Two minutes after a relay is called to the firing line, targets will be turned to face competitors and the Range Officer will announce the beginning of a three-minute preparation period. During this period, competitors may handle their pistols, remove ECIs and dry fire. No one may load a pistol during the preparation period. Targets are turned away from competitors at the end of the preparation period.
- **COMMENCE FIRING.** A range command used on ranges without turning targets to authorize competitors to start firing in slow-fire stages.
- **CEASE FIRING.** A range command that directs competitors to stop firing immediately. Targets are normally turned in coordination with the **CEASE FIRING** command
- **Loading.** Loading a magazine or pistol may only be done after the command **LOAD** is given. Loading pistols for all match series is done by inserting five rounds in a magazine (or cylinder), placing the magazine in the pistol and closing the action.
- **IS THE LINE READY?** This is a question asked by the range officer after the command **LOAD**. It is the duty of competitors who have not been able to load their pistols to 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.
- **Malfunction.** A malfunction is the failure of the pistol or ammunition to function properly. A competitor may be given a refire if the malfunction is not his/her fault. If the malfunction is the fault of the competitor, no alibi or refire is allowed.
- **Interruption in Fire.** If a **CEASE FIRE** command must be given during a firing series, range officers will resume fire 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.

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
SLOW-FIRE COMMANDS	
<p>Turn targets to edge. WELCOME TO THE CMP-SANCTIONED (Match Name) PISTOL MATCH. RELAY (number), (MATCH NAME). TAKE YOUR POSITIONS ON THE FIRING LINE. PLACE YOUR PISTOL BOXES OR CASES ON THE BENCH.</p> <p>IS THE LINE SAFE?</p>	<p><i>After calling competitors to the firing line, pistol boxes or cases must be placed on the bench. They must remain unopened until after competitors go forward and place their targets.</i></p> <p><i>Range Officers must confirm that the line is safe.</i></p>
<p>Range Officer(s) must check each pistol box or case to be sure it is closed (any uncased pistols must have actions open with ECIs inserted).</p>	
<p>Turn targets to face. THE LINE IS SAFE, GO FORWARD AND PLACE A 50-YARD SLOW-FIRE TARGET. MOVE YOUR TARGETS TO THE 50-YARD LINE.</p>	
<p>After competitors return to the firing line</p>	
<p>Turn targets to edge. THE RANGE IS CLEAR. RELAY (number). TAKE YOUR POSITIONS ON THE FIRING LINE. YOU MAY UNBOX OR UNCASE YOUR PISTOLS. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES.</p>	<p><i>Competitors in the relay that is called to the line may move their pistols and equipment to their firing points. After this call to the firing line, they may handle their pistols, but they may not remove ECIs, close pistol actions or dry fire.</i></p>
<p>TIME: Two (2) Minutes; after two (2) minutes</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>Turn targets to face. THE PREPARATION PERIOD STARTS NOW.</p>	<p><i>Competitors may continue to prepare for firing. They may remove ECIs, close pistol actions or dry fire. They may not load their pistols or magazines.</i></p>
<p>TIME: Three (3) Minutes; after three (3) minutes</p>	
<p>Turn targets to edge. THE PREPARATION PERIOD HAS ENDED.</p> <p>THIS STAGE WILL BE 10 SHOTS SLOW FIRE AT 50 YARDS IN A TIME LIMIT OF 10 MINUTES.</p> <p>WITH FIVE ROUNDS...LOAD</p> <p>AFTER FIRING FIVE SHOTS, RELOAD YOUR PISTOLS WITH A MAGAZINE AND FIVE SHOTS AND CONTINUE FIRING.</p> <p>IS THE LINE READY? THE LINE IS READY</p> <p>READY ON THE RIGHT READY ON THE LEFT READY ON THE FIRING LINE</p> <p>After 3 seconds...turn targets to face.</p>	<p><i>Competitors may not load magazines or their pistols until after the command</i> LOAD</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</i></p> <p>Or command COMMENCE FIRING</p>
<p>TIME: Ten (10) Minutes; after ten (10) minutes</p>	
<p>Turn targets to edge. CEASE FIRE, UNLOAD, MAGAZINES OUT, SLIDES BACK, INSERT EMPTY CHAMBER INDICATORS, PLACE PISTOLS ON</p>	<p><i>This command is given at the end of the time limit. It may be given earlier if all competitors have finished firing.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
THE BENCH.	
Range Officer(s) must check each pistol to be sure it is cleared with an ECI inserted	
<p>MAKE THE LINE SAFE IS THE LINE SAFE ON THE RIGHT? IS THE LINE SAFE ON THE LEFT?</p> <p>THE LINE IS SAFE... GO FORWARD...SCORE AND REPLACE TARGETS WITH A 25 YARD TIMED-FIRE TARGET. MOVE YOUR TARGETS TO THE 25-YARD LINE. Turn targets to face.</p>	<p><i>If the line is not safe, command:</i> THE LINE IS NOT SAFE. <i>After confirming that the line is safe, resume commands</i></p> <p><i>Competitors must go forward with scorecards and new targets (or pasters). Competitors may score to their left—pass scorecards to their right or odd—even firing point competitors can exchange scorecards and score.</i></p>
After all personnel are back from downrange, continue with the timed-fire commands below.	
TIMED AND RAPID-FIRE COMMANDS	
<p>THE RANGE IS SAFE... TAKE YOUR POSITIONS ON THE LINE...YOU MAY HANDLE YOUR PISTOLS.</p> <p>THIS STAGE WILL BE TWO 5-SHOT TIMED-FIRE/RAPID-FIRE SERIES AT 25 YARDS, WITH A TIME LIMIT OF 20/10 SECONDS PER SERIES.</p> <p>THE PREPARATION PERIOD STARTS NOW</p>	<p><i>If this is a 22 Rimfire Pistol Match, remind competitors that the timed and rapid-fire ready position is with the pistol held down at a 45 degree angle. Competitors must be in the ready position at the command READY ON THE FIRING LINE.</i></p> <p><i>Competitors may remove ECIs, close pistol actions or dry fire. They may not load their pistols or magazines.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
TIME: Three (3) Minutes; after three (3) minutes	
<p>Turn targets to edge. THE PREPARATION PERIOD HAS ENDED.</p> <p>WITH FIVE ROUNDS...LOAD</p> <p>IS THE LINE READY? THE LINE IS READY?</p> <p>READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE</p> <p>After 3 seconds...turn targets to face.</p>	<p><i>Competitors may not load magazines or their pistols until after the command</i> LOAD</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</i></p> <p><i>Competitors must be in the ready position as defined in Rule 7.1.2 (raised for Service Pistols; down at a 45 degree angle for 22 Rimfire Pistols) when the</i> READY ON THE FIRING LINE <i>command is given.</i></p> <p>Or command COMMENCE FIRING</p>
TIME: 20 seconds; after 20 seconds	
<p>Turn targets to edge. CEASE FIRING, ARE THERE ANY REFIRES?</p> <p>UNLOAD, MAGAZINES OUT, SLIDES BACK, INSERT EMPTY CHAMBER INDICATORS, PLACE PISTOLS ON THE BENCH.</p>	<p><i>If a competitor has a malfunction during a 5-shot series, he/she must keep the pistol pointed downrange without attempting to clear it and raise his/her non-shooting hand.</i></p> <p><i>A Range Officer must determine if the malfunction is ALLOWABLE or NON-ALLOWABLE.</i></p>
<p>Targets remain edged. THIS WILL BE YOUR SECOND 20-</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>SECOND TIMED-FIRE/10-SECOND RAPID-FIRE SERIES.</p> <p>WITH FIVE ROUNDS...LOAD</p> <p>IS THE LINE READY?... THE LINE IS READY?</p> <p>READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE</p> <p>After 3 seconds...turn targets to face.</p>	<p><i>Competitors may not load magazines or their pistols until after the command</i> LOAD</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</i></p> <p>Or command COMMENCE FIRING</p>
<p>TIME: 20 or 10 seconds; after 20 or 10 seconds</p>	
<p>Turn targets to edge. CEASE FIRING, ARE THERE ANY REFIRE?</p> <p>UNLOAD, MAGAZINES OUT, SLIDES BACK, INSERT EMPTY CHAMBER INDICATORS, PLACE PISTOLS ON THE BENCH.</p>	<p><i>If a competitor has a malfunction during a 5-shot series, he/she must keep the pistol pointed downrange without attempting to clear it and raise his/her non-shooting hand.</i> <i>A Range Officer must determine if the malfunction is ALLOWABLE or NON-ALLOWABLE.</i></p>
<p>Targets remain edged. THIS WILL BE THE TIMED-FIRE/RAPID-FIRE REFIRE SERIES.</p> <p>REFIRE SHOOTERS ONLY... WITH FIVE ROUNDS...LOAD</p> <p>IS THE LINE READY?</p>	<p>The Range Officer may announce the firing points that are authorized to refire one series</p> <p><i>Competitors may not load magazines or their pistols until after the command</i> LOAD</p> <p><i>If the line is not ready, command:</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>THE LINE IS READY?</p> <p>READY ON THE RIGHT, READY ON THE LEFT, READY ON THE FIRING LINE</p> <p>After 3 seconds...turn targets to face.</p>	<p>THE LINE IS NOT READY</p> <p><i>After confirming that the line is ready, resume commands</i></p> <p>Or command COMMENCE FIRING</p>
<p>TIME: 20 or 10 seconds; after 20 or 10 seconds</p>	
<p>Turn targets to edge.</p> <p>CEASE FIRING, UNLOAD, MAGAZINES OUT, SLIDES BACK, INSERT EMPTY CHAMBER INDICATORS, PLACE PISTOLS ON THE BENCH.</p>	
<p>Range Officer(s) must check each pistol to be sure it is cleared with an ECI inserted</p>	
<p>IS THE LINE SAFE ON THE RIGHT? IS THE LINE SAFE ON THE LEFT?</p> <p>THE LINE IS SAFE... GO FORWARD...SCORE AND REPLACE TARGETS WITH A 25-YARD RAPID-FIRE TARGET.</p> <p>Turn targets to face.</p>	<p><i>If the line is not safe, command:</i> THE LINE IS NOT SAAFE.</p> <p><i>After confirming that the line is safe, resume commands.</i></p> <p><i>Competitors must go forward with scorecards and new targets (or pasters). Competitors may score to their left—pass scorecards to their rights or odd—even firing point competitors can exchange scorecards and score.</i></p>
<p>After all personnel are back from downrange.</p> <p>If the stage just completed was the timed-fire stage, continue with the rapid-fire stage by returning to the start of the TIMED AND RAPID FIRE COMMANDS.</p> <p>If the stage just completed was the rapid-fire stage, advance to the final</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
command below.	
<p>THE RANGE IS CLEAR...YOU MAY BOX OR CASE YOUR PISTOLS.</p> <p>PLEASE POLICE YOUR FIRING POINTS.</p> <p>AFTER YOU FINISH POLICING YOUR FIRING POINT, YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE.</p> <p>THANK YOU FOR PARTICIPATING IN THIS CMP-SANCTIONED (Match Name) PISTOL MATCH.</p>	<p><i>All pistols must be boxed or cased or have actions open and ECIs inserted before they can be removed from the firing line.</i></p>

Annex B – 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):

- An 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 5.6).
- Do not take rifles or equipment to the firing line until instructed to do so.
- You may handle your rifle after bringing it to the firing line (put on sling, get into position, etc.), but do not remove the ECI or close the action until the preparation period starts.
- Do not load until the command **LOAD** is given.
- Upon completion of firing, open your rifle action, remove magazine, insert an ECI and ground your rifle.
- Do not remove your rifle from the firing line until instructed to do so.
- Do not go forward of firing line until instructed to do so.
- In CMP Service 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 puller or scorer you are a match official responsible for the accurate scoring and recording of your competitor’s scores.
- When you are a scorer 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.

SAFETY DEFINITIONS AND REGULATIONS:

- **ECI.** An “empty chamber indicator,” is a safety flag with a probe that fits into an empty chamber when the action is open. The ECI must have a yellow or orange-colored safety 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 an ECI 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 ECI inserted that has been checked by a Range Officer.
- **Loaded Rifle.** A rifle is loaded when a cartridge is inserted in the chamber, or a magazine/clip containing cartridges is inserted in the rifle. Rifles may only be loaded after the Range Officer commands **LOAD**.
- **Ready Line/Ready Area.** A designated area behind the firing line where competitors who are not firing, scoring or pulling targets and spectators must remain. There may be a signed ready line indicating the forward limit of the ready area. Rifles in the ready area must be unloaded with ECIs 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 5.6.4 & 5.6.5)
- **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 shooters 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. An ECI 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, targets will appear and/or the range officer will announce the beginning of a three-minute preparation period. During this period, competitors may handle their rifles, remove their ECIs and dry fire to prepare for live firing. No one may load a rifle during the preparation period.
- **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**. It is the duty of competitors who have not been able to load their rifles to 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 the type of rifle. All rapid-fire series will begin after

competitors have closed bolts (except manually operated military rifles) on empty chambers and have loaded two or five rounds in the magazine. No competitor may cycle the bolt to load a round in the chamber until they are down in position. Down in position is defined as buttocks on the ground in sitting and one elbow on the ground in prone. Competitors and range officers must be familiar with and follow these loading procedures:

- **M16/AR-type/M14/M1A Service Rifles.** 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) rounds. After the line is ready and targets rise (or the command **TARGETS** is given), they will drop down into position and then pull the bolt to the rear and release it to chamber the first round. They must be down in position before cycling the bolt to chamber the first round.
- **M1 Garands.** Competitors must stand and insert a clip and two rounds after the command **ON THE FIRING LINE STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**. The M1 Garand bolt must be closed by pressing the clip and two rounds all the way down and then allowing the bolt to close on an empty chamber by over-riding the top round. After the line is ready and targets rise (or the command **TARGETS** is given), M1 Garand shooters will drop down into position, pull the operating rod back and release it to load the first round. They must be down in position before cycling the bolt to chamber the first round.
- **TARGETS.** A range command that is used to start rapid-fire stages on 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.
- **Malfunction.** A malfunction is the failure of the rifle or ammunition to function properly. A competitor may attempt to clear the malfunction and continue to fire 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, range officers will resume fire 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.**

SLOW-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 their slings on and get into firing positions. Competitors may not, however, 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>
TIME: Two (2) minutes; after two (2) minutes	
<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>
TIME: Three (3) minutes; after three (3) minutes	
<p>THE PREPARATION PERIOD HAS ENDED.</p> <p>THIS STAGE WILL BE</p>	

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p>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 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</p> <p><i>After confirming that the line is ready, resume commands with</i> IS THE LINE READY?</p> <p><i>For ranges without pit operated targets, command:</i> COMMENCE FIRING.</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 EMPTY CHAMBER INDICATORS 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 an EC1 inserted</p>	
<p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING POINT AND POLICE YOUR BRASS AND TRASH.</p>	<p><i>If the line is not clear, command:</i> THE LINE IS NOT CLEAR.</p> <p><i>After confirming that the line is clear, resume commands with</i> IS THE LINE CLEAR?</p>
<p>TIME: 10 or 20 minutes; after 10 or 20 minutes OR ALTERNATE B: When time expires and targets are lowered in the pits</p>	
<p>CEASE FIRE. TIME HAS EXPIRED. HAS ADDITIONAL TIME BEEN AUTHORIZED?</p>	<p><i>If the response is YES, command:</i> THOSE TARGETS AUTHORIZED ADDITIONAL TIME, YOUR TIME</p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p><i>A Range Officer must have authorized additional time. This information must be communicated to the pits (target numbers, additional time authorized).</i></p>	<p>BEGINS WHEN YOUR TARGETS APPEAR.</p> <p>ALL OTHER COMPETITORS CLEAR YOUR RIFLES, INSERT EMPTY CHAMBER INDICATORS AND GROUND YOUR RIFLES.</p>
<p>After additional time expires or if no additional time has been authorized.</p>	
<p>CLEAR ALL RIFLES, INSERT ECIs AND GROUND YOUR RIFLES.</p> <p>IS THE LINE CLEAR?</p> <p>THE FIRING LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING POINT AND POLICE YOUR BRASS AND TRASH.</p>	<p><i>If the answer is NO, command:</i></p> <p>THE LINE IS NOT CLEAR</p> <p><i>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</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>Return to the initial command to call the next relay to the line.</p>	

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.</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>	
<p>THE PREPARATION PERIOD HAS ENDED.</p> <p>THIS STAGE WILL BE:</p> <p>TEN SHOTS RAPID-FIRE SITTING/PRONE FROM STANDING IN A TIME LIMIT OF 60/70 SECONDS.</p> <p>ON THE FIRING LINE STAND... WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD</p>	<p><i>In Service Rifle Matches, competitors must ensure that their bolts are closed.</i></p>

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<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.</p> <p><i>Targets must be run up within 5 seconds. For ranges without pit operated targets, command: TARGETS.</i></p>	<p><i>If the line is not ready, command:</i> THE LINE IS NOT READY</p> <p><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 ALIBIS OR SAVED ROUNDS?</p> <p>CLEAR ALL RIFLES, INSERT ECIs AND GROUND YOUR RIFLES.</p> <p>IS THE LINE CLEAR?</p> <p>THE LINE IS CLEAR.</p> <p>STANDBY FOR SCORES.</p>	<p><i>If an alibi exists...Line Officers must check to make sure it is allowable. Saved rounds must be reported to the pits.</i></p> <p><i>If the answer is NO, command:</i> THE LINE IS NOT CLEAR.</p> <p><i>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</i></p>
<p>After firing: On pit-operated ranges, targets will be scored in the pits and raised to their full height 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 pit officers must take actions 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 POINT AND POLICE YOUR BRASS AND TRASH.</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>Return to the initial command to call the next relay to the line or to begin a rapid-fire alibi (refire) relay.</p>	

Annex C – Highpower Rifle Pit Procedures

The Pit Officer/Chief Pit Officer controls the operation and scoring of targets on ranges with pit-operated targets. The Chief Pit Officer may be assisted by Assistant Pit Officers. 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 Pit 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 pullers are in place on each target. The Pit Officer/CPO must review the course of fire with other pit 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. The target must be pulled and marked after each shot.**
 - **For rapid-fire: This is a rapid-fire series, 10 shots in 60/70 seconds. Do not pull and mark the target until you are commanded to do so.**

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 Pit 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 CPO 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 for the course of fire. Start the stopwatch when the targets reach the top of the target carriers. Stop the stopwatch when the targets start to be withdrawn into the pits. In slow fire strings, 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 pullers, 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 Pit 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 Pit Officer will instruct target pullers **VERIFY THE NUMBER OF HITS ON YOUR TARGET**. The Pit Officer will receive the report of saved rounds from a Range Officer and will relay this information to the target puller. No competitor may be given scores for more than the number of rounds that they fired.
- The Pit Officer will receive reports of excessive and/or insufficient hits from target pullers and relay that information to a Range Officer. After all targets that are under contention (*targets with excessive or insufficient hits*) are identified, the Pit Officer commands **SCORE ALL TARGETS THAT ARE NOT UNDER CONTENTION**. Targets not under contention are to be run up to their full height as soon as they are scored so shooters may see their scores and scorers can record scores.
- After challenges and discrepancies are resolved, the Pit Officer gives the command **SCORE ALL REMAINING TARGETS**. Targets that were under contention are to be run up to their full height as soon as they are scored so that shooters may see their scores and scorers can record scores.
- After all scoring is completed on uncontested targets, and at the direction of the Chief Range officer, the Pit Officer commands **PULL, PASTE AND HALF MAST ALL TARGETS THAT ARE NOT UNDER CONTENTION**.
- After all targets are scored and/or all discrepancies have been resolved the Chief Pit Officer gives the command **PULL, PASTE, AND HALF MAST ALL TARGETS**.

Annex D – Electronic Target Scoring Rules (Service Rifle/Pistol)

Introduction. Electronic scoring targets (EST) are faster and more accurate than manual paper target scoring. In highpower rifle shooting, they also eliminate the time-consuming requirement for competitors to pull targets. Moreover, electronic target competition management software records and reports those scores in established competition formats faster and more effectively than any manual database. Nevertheless, in spite of these advantages, occasional problems, anomalies or complaints do occur and must be resolved by match officials. **Annex D – Electronic Target Scoring Rules** provides rules and guidelines for match officials to use in answering questions and resolving complaints regarding EST scoring.

EST Match Officials. In competitions where EST are used, the following competition officials are required and must work together as a team:

1. **Statistical Officer (SO).** The SO accepts and confirms entries and generates start lists (squadding lists) for the events to be fired. Start or squadding lists must be given to the TO so they can be entered into the match management system. RO(s) should also be given start lists so they can confirm competitors on their firing points. The SO is also responsible for checking and releasing preliminary and final results lists.
2. **EST Technical Officer (TO).** The TO operates the match management system software and targets. TOs must be trained and experienced in EST operations and know how to resolve EST complaints. The TO is responsible for making decisions regarding the number and scores of shots. In smaller competitions, the SO and the TO may be the same person.
3. **Range Officer (RO).** The CRO or RO who works on the firing line is usually the first official to receive an EST complaint. ROs must work closely with the TO in resolving all EST complaints.
4. **Verifier.** During competitions with EST, competitors on a prior or upcoming relay are assigned as verifiers. Verifier duties include:
 - a. Confirming that competitors fire at their targets and that their targets score those shots (failure to score usually indicates a crossfire or off-target miss).
 - b. Confirming that competitors fire the correct number of shots at their targets during slow and rapid-fire series.
 - c. Immediately notifying the RO regarding any questions, complaints or irregularities on the verifier's target.
 - d. Scores recorded by verifiers are unofficial; the scores recorded by the competitor's monitors and in the main computer are the official scores.

EST System Components. Ranges with EST have the following system components:

- **Electronic Targets.** EST generate shot data (x/y coordinates, shot radii, timings) after each hit and transmit that data to the main computer and to competitor monitors.
- **Firing Point Monitors.** Monitors display score and results data for each individual firing point where a competitor is firing. The monitor also provides a back-up memory of shot data generated on that firing point.
- **Main Computer with Match Management System (software).** The match management system in the main computer operates the targets, handles entry data, receives and records score data from the targets and provides the necessary functions to support the conduct of the match.
- **Results Display System.** LCD or TV monitors or a projection system display incomplete (relay in progress), preliminary (still subject to protest) and final results that can be viewed at the range by competitors, match officials and spectators.
- **Results Distribution System.** During a competition, incomplete results, preliminary results and final results should also be available as live, updated results on the CMP Competition Tracker. Printed versions of the preliminary and final results should also be posted on the range.
- **Backing Cards.** A plain sheet of cardboard or heavy paper is mounted on the rear of the target to serve as a backing card. Backing cards are used to confirm the number of shots actually fired at a target and as an aid in determining crossfires. Backing cards should be replaced or pasted after every two relays, if possible.

BASIC EST SCORING RULE. Scores indicated (displayed) by EST monitors and recorded in the main computer are final unless complaints regarding those scores are made and resolved in accordance with these rules. Complaints regarding the indicated or non-indicated value of a slow-fire shot must be made to a RO or TO before the next shot is fired. Complaints regarding the number of shots in a slow-fire series or the number of shots or score values in a rapid-fire series must be made to a RO or TO immediately after the series.

Competitor Responsibilities.

The competitor's link to the EST system is the monitor on that competitor's assigned firing point. The monitor displays the firing point number and the name of the competitor assigned to that firing point. It also displays the score and location of the most recent shot fired, the scores and locations of previous shots in that series as well as series and score



totals for the event being fired. Competitors and verifiers are responsible for contacting a RO as soon as a problem occurs. Waiting until later to make a complaint will invalidate the complaint.

Match Official Responsibilities. The SO, TO and RO are responsible for making sure, in accordance with these rules and to the best of their ability, 1) that every competitor receives the scores he/she actually fires, 2) that there is a prompt resolution of competitor questions or complaints and 3) that competitors are informed regarding the resolution of their questions and complaints.

1. Match Officials are responsible for the proper maintenance (cleaning, replacement of paper strips or rubber belts, maintenance of target masks, etc.) of all EST so that their scoring accuracy and reliability is guaranteed.
2. The RO and TO are responsible for documenting all EST scoring issues and complaints on ICR Forms (Issue or Complaint Report) or Pistol Refire Forms.
3. Only the TO is authorized to make score interventions on the main computer and every score intervention must be documented with an ICR or Pistol Refire Form.
4. **The SO, TO and CRO or RO must make final decisions on all EST score complaints. Their decisions regarding EST scoring are final and not subject to further appeal.**

EST ISSUES OR COMPLAINTS AND HOW TO RESOLVE THEM:

1. **Competitor Name Is Not Correctly Displayed.** Competitor's names must be correctly displayed on their firing point monitors before firing starts. ROs must check the names on the computer monitors before firing starts and confirm that competitors are on the correct firing points.
2. **Protested Shot Value.** A competitor may protest the indicated (scored) value of a shot. When this occurs, the RO must record the firing point, shot number and indicated value of the protested shot and then direct the competitor to continue firing to complete the series. After that series *relay* is completed, match officials will remove the backing card from the target and locate the protested shot on the backing card. They will use a scoring template to verify the score of the protested shot.
 - 2.1. If the examination of the backing card confirms that the protested shot was scored correctly, a two (2) point penalty must be deducted from the ~~indicated value of that shot~~ *series in which the shot was fired* (In 2016 only, the Match Director may waive this penalty.).
 - 2.2. If the examination of the backing card confirms that the protested shot was scored incorrectly, the score determined by using the scoring template must be counted in lieu of the indicated score and the indicated shot value in the computer record must be corrected.
 - 2.3. Using a scoring template on a backing card cannot be used to rescore shots that are close to a scoring ring. *Close to the scoring ring is*

defined as +/- 2 tenths of a scoring ring. Therefore you are unable to challenge any score ending in .8, .9, .0, .1 and .2.

- 2.4. If backing cards are not used, score value protests cannot be accepted.
3. **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 normally occur when the competitor crossfires on another target or fires an off-target miss. ROs must follow these steps:
 - 3.1. Record the firing point, shot number and the time remaining when the complaint was made.
 - 3.2. Check with the verifiers on adjacent targets (two or more) to see if one of those targets received an extra shot. If yes, inform the competitor. If the competitor agrees that the crossfire is his/hers, score the missing shot as a miss and instruct the competitor to continue firing to complete the stage of fire.
 - 3.3. If the competitor disagrees that he/she fired a crossfire or there is no indication of a crossfire on adjacent targets, direct the competitor to fire his/her next record shot. **If that shot registers on the monitor**, direct the competitor to continue firing to complete the series, plus one extra shot at the end of the stage. After that stage of fire is completed, remove the backing card and count the shots on the backing card to determine if the missing shot hit the target.
 - 3.3.1. If the missing shot is not found on the backing card, score the missing shot as a miss (0) and nullify the extra shot at the end of the stage.
 - 3.3.2. If the missing shot is found on the backing card, use a scoring template to determine the score of that shot. Count that shot and nullify the extra shot at the end of the stage.
 - 3.3.3. If it is impossible to determine whether the missing shot is on the backing card or if a backing card was not used, count the extra shot at the end of the series in lieu of the missing shot if there are no shots in that stage outside of the aiming black (9 ring at 200 yards, 8 ring at 300 yards, 7 ring at 600 yards).
 - 3.3.4. Or, if it is impossible to determine whether the missing shot is on the backing card or if a backing card was not used and there are shots in that stage outside of the aiming black, score the missing shot as a miss and nullify the extra shot.
 - 3.4. If the competitor fires his/her next record shot as directed in Rule 3.3 and **that shot does not register on the monitor**, this indicates that the target is not functioning correctly. 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, within the time that was remaining when he/she complained plus five (5) minutes.

4. **Missing Shot, Rapid-Fire (Insufficient Hits).** Missing shots or insufficient hits in a rapid-fire series normally occur when the competitor does not fire all ten rounds, crossfires on another target or fires an off-target miss. Range Officers must follow these steps:
 - 4.1. Record the firing point number and confirm the complaint with the competitor and verifier.
 - 4.2. If the verifier confirms that the competitor did not fire all 10 shots (competitor had saved rounds), count the scored hits.
 - 4.3. If the competitor fired all 10 shots and there are nine or fewer shots indicated, check for excessive hits on adjacent targets. If there are excessive hits equal to the number of missing shots, score the missing shot as a miss (0).
 - 4.4. If the competitor fired all 10 shots and there are nine or fewer shots indicated, and there are no excessive hits on adjacent targets, remove the backing card and count the hits on the backing card to determine if the missing shot hit the target.
 - 4.4.1. If the missing shot is not found on the backing card, score the missing shot as a miss (0).
 - 4.4.2. If the missing shot is found on the backing card, use a scoring template to determine the score of that shot. Count that shot in the competitor's score.
 - 4.4.3. If it is impossible to determine whether the missing shot is on the backing card or if a backing card was not used, and if there are no shots in that series outside of the aiming black (9 ring at 200 yards, 8 ring at 300 yards, 7 ring at 600 yards), score the missing shot as equal to the value of the lowest scoring shot in that series.
 - 4.4.4. If it is impossible to determine whether the missing shot is on the backing card or if a backing card was not used, and if there are shots in that series outside of the aiming black (9 ring at 200 yards, 8 ring at 300 yards, 7 ring at 600 yards), score the missing shot as a miss (0).
5. **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 another target. ROs should follow these steps:
 - 5.1. If an **unclaimed or extra shot appears on the monitor**, the competitor may complain a) when he/she discovers the extra shot, b) when the competitor has one shot to fire and the monitor indicates that all shots in that series have already been fired, or c) when after firing his/her last shot, the competitor observes that the monitor indicates an extra shot has been fired.
 - 5.2. Record the firing point number and the time remaining when the complaint was made.
 - 5.3. 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.

- 5.4. If the extra shot cannot be identified before the end of the series, obtain the log prints for the competitor's target and any adjacent targets where there are missing shots. Use the shot timings 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.
 - 5.5. 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.
 - 5.6. If a target receives two or more unclaimed extra shots in a slow-fire series and the crossfire shots cannot be identified, apply Rule 6.4.
 - 5.7. 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. **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:
- 6.1. Record the firing point number and confirm the complaint with the competitor and verifier.
 - 6.2. If 11 hits are indicated in a rapid-fire series, obtain the log print with shot timings for the competitor's firing point and any adjacent targets where there are missing shots (insufficient hits) determine if there are any out-of-sequence shots that can be identified as crossfire shots. Nullify that shot and count the remaining ten (10) shots as the competitor's score.
 - 6.3. If 11 hits are indicated in a rapid-fire series and a shot timing analysis cannot identify the crossfire shot, nullify the lowest value hit and count the remaining ten (10) shots as the competitor's score.
 - 6.4. If 12 or more hits are indicated in a rapid-fire series and the crossfire shots cannot be identified, determine the total score for the 10 lowest-value hits and give the competitor the option of a) accepting that score or b) refiring the series as a range alibi. If the competitor refires, all shots in the series with excessive hits must be nullified and the score fired in the refire series must be counted.
7. **Failure of One or More Targets.** If the target(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:

- 7.1. **Competitor Claims that the Target is Scoring Inaccurately.** This problem could occur if the rubber belt on targets with moving belts is not advancing or when there is tear in the rubber belt. If this complaint is made, the RO and TO must attempt to determine if the rubber belt on that target is advancing properly and remains in good condition (check with a spotting scope). If the RO and TO determine that the rubber belt is not advancing properly, the competitor must be moved to a spare (hospital) target and allowed to re-fire the series in which the complaint occurred as a range alibi.
- 7.2. **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 nullified and re-fired. If there is a power outage during a rapid-fire series, all shots fired must be nullified and the complete series must be re-fired as a range alibi.

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