

Palmetto Gun Club - Civilian Marksmanship Program

2018 CMP Games Rifle Events As-Issued Garand, Springfield, Vintage Military, and Modern Military Matches

August 25, 2018

LOCATION: Palmetto Gun Club Ridgeville SC, The range location is 951 Summers Dr, Ridgeville, SC 29472.

ELIGIBILITY: Open. Competitors who have not previously fired in either CMP or NRA high power rifle competition are welcome to shoot in this event. Participation enables qualified competitors to purchase rifles authorized under the CMP Rifle Sales program (see thecmp.org for details).

RULES: Current CMP Competition Rules will apply. CMP Games Rifle and Pistol Competition Rules is available online at <http://thecmp.org/competitions/cmp-competitions-rulebooks/>.

ENTRY FEE: PGC Members \$10.00 Non PGC Members \$20. if you chose to shoot a 2nd or 3rd event a fee of \$5.00 for the 2nd and \$5.00 for the 3rd rifle event will be added to the original fee.

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REGISTRATION AND SQUADDING: 8:00 am at the PGC rifle range. Competitors wishing to share the same rifle will be accommodated. Really 1 starts at 09:15 after colors, really 2 will start at 10:45 and the 3rd really will start at 13:15 hrs. starts at 13:00. All firing will be done at 200 yds on the SR target. Shooting the A course of fire is outlined below.

SCORING AND PIT OPERATION: PGC is a walk and paste range. Competitors will score to the right and NOT score their own targets.

CHALLENGES: None.

RIFLES: Competitors must use “as-issued” rifles for the following matches:

1. U. S. M1 Garand or M1 Carbine in the John C. Garand Match “A”.
2. M1903 or M1903A3 rifles in the Springfield Match.
3. U. S. Krag-Jorgensen, M1917, or manually operated foreign military rifles in the Vintage

Military Match.

Competitors must use semi-automatic military rifles from the US or foreign manufacture, or commercial rifles of same type and caliber for the following matches:

1. AR-type rifles in caliber 5.56 mm or .223 for Modern Military Category A
2. Other US or foreign rifles in any caliber not exceeding 8 mm for Modern Military Category B
3. M1 Garands not meeting specifications of “as-issued” in Unlimited Garand

A complete list of approved rifles is provided in the CMP Games Rifle and Pistol Competition Rules 4.2.2, 4.2.3, 4.2.4 and 4.2.5; and 5.2.2, 5.2.3, 5.2.4 and 5.2.5.

AMMUNITION: Any safe ammunition may be used in accordance with CMP Games Rifle and Pistol Competition Rules 4.3.3 and 5.3.3. Lake City or HXP M2 (.30-06) will be available for purchase for the matches at \$20 for 35 rounds.

MATCH SCHEDULE:

Competitors may fire three 30-round Course A matches. These are designated as re-entry matches so that competitors may fire the same rifle multiple times if desired or different rifles up to range capacity.

Course of Fire for all events: As-Issued Military Rifle Match Course A (Rule 4.5, Table 3). All stages are fired at 200 yards on the SR target.

- Sighting, 5 sighters in 5 minutes
- Stage 1, 10 shots slow fire prone in 10 minutes.
- Stage 2, 10 shots rapid fire prone from standing in 80 seconds.
- Stage 3, 10 shots slow fire standing in 10 minutes.

CMP Achievement Awards will be awarded to competitors shooting qualified scores in each rifle category; M1 Garand, Springfield, Vintage Military, Modern Military, and Unlimited Garand. Current award scores can be found in Annex G of the CMP Games rule book.