



CMP As-Issued Military Rifle Match

Saturday, April 9th, 2022

Daniel Boone Conservation League, 4694 Hwy 167, Hubertus, WI 53033

Entry: Open to the Public. Open to all Safe, Knowledgeable Competitors. Affiliation with the CMP/NRA/DBCL is not Required. Advanced Entries are encouraged, but not required. Range has a capacity of 60 Competitors. The Notarized CMP Eligibility Affidavit and Liability Agreement must be on file with the CMP or be submitted when registering for this match. Blank Copies of the Affidavit and a notary public will be present at registration.

Where? Daniel Boone Conservation League 200yd Range

When? Sign-up is from 07:30 – 08:30, Safety Brief at 08:45, Firing Begins at 09:00

Fee: \$10 (Juniors \$5)

Rules: The *CMP Games Rifle Competition Rules* will apply. (see: thecmp.org). All other range safety rules will apply. Use of an ECI (Empty Chamber Indicator, supplied at the match) is mandatory. No handling of firearms while pits are open. Use of ear protection is required on the firing, ready, and assembly lines. In addition, wearing of a billed hat and Eye/Ear Protection is required while in the pits.

Equipment: Any “as-issued” M-1 Garand (or Unlimited Garand), Springfield 03 & 03A3, U.S. Model of 1917, U.S. Krag, Foreign Vintage Military Bolt, Or Modern as-issued Military Rifles (or Unlimited Modern) are allowed, Per CMP Games Rules. All other rifles that do not fit the CMP rules may fire in the match, but will fire “out-of-competition” (not eligible for awards)

Ground Mats, Coats, Gloves, Spotting scopes etc. are allowed. Web or leather service rifle slings allowed. Use of the sling is not allowed in Off-Hand Stage, but sling must be attached (parade style) to the rifle.

Course of Fire: Competitors have the option of Firing the CMP 35-Shot “Course A” or 55-Shot “Course B”. Matches will be fired concurrently. No Alibi’s or Refires will be given. Modern Military rifles will be given 60 Second Rapid Fire Times.

Table 3 -- As-Issued Military Rifle Course A

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. ¹	Slow	Any	5	15 min. for sighting & prone slow ²
First	200 yds.	Slow	Prone	10	
Second	200 yds.	Rapid	Prone from Standing	10	80 sec. ³
Third	200 yds.	Slow	Standing	10	10 min.

¹ The 200-yard SR target, Rule 4.3.5, is used for all stages. Alternatively, all stages may be fired at 100 yards on the NRA SR-1 target.
² Competitors are given a combined time limit of 15 minutes to fire a maximum of five sighting shots and 10 record shots in the prone position.
³ The time limit for the rapid-fire stage is 80 seconds for both semi-automatic rifles (M1 Garand) and manually operated rifles (Springfield and Vintage Military Rifle).

Table 4 -- As-Issued Military Rifle Course B

Stage	Distance	Type of Fire	Firing Position	Number of Shots	Time Limit
Sighting	200 yds. ¹	Slow	Any	5	25 min. for sighting & prone slow ²
First	200 yds.	Slow	Prone	20	
Second	200 yds.	Rapid	Prone from Standing	10	80 sec. ³
Third	200 yds.	Rapid	Sitting or Kneeling from Standing	10	70 sec.
Fourth	200 yds.	Slow	Standing	10	10 min.

¹ The 200-yard SR target, Rule 4.3.5, is used for all stages. Alternatively, all stages may be fired at 100 yards on the NRA SR-1 target.
² Competitors are given a combined time limit of 25 minutes to fire a maximum of five sighting shots and 20 record shots in the prone position.
³ The time limit for the rapid-fire stage is 80 seconds for both semi-automatic rifles (M1 Garand) and manually operated rifles (Springfield and Vintage Military Rifle).

Awards: CMP Award Pins. Gold, Silver, and Bronze award pins to competitors achieving “cut scores” as designated by 2019 CMP annex G.

General Information: Competitors will perform scoring, Pit, Firing and other duties, as assigned.

Directions: The DBCL club grounds are located on the north side of State HWY 167, 5 miles west of US HWY 41. The range has 15 covered concrete firing points, new pits and a beautiful clubhouse serving food and beverages.

Questions? Email Bryan Wulff at: bw0311@hotmail.com

Email Information for Advanced Entry: Name / Rifle to be fired / Course to be fired: A or B

CMP Games Rules: <https://thecmp.org/wp-content/uploads/CMPGamesRules.pdf>