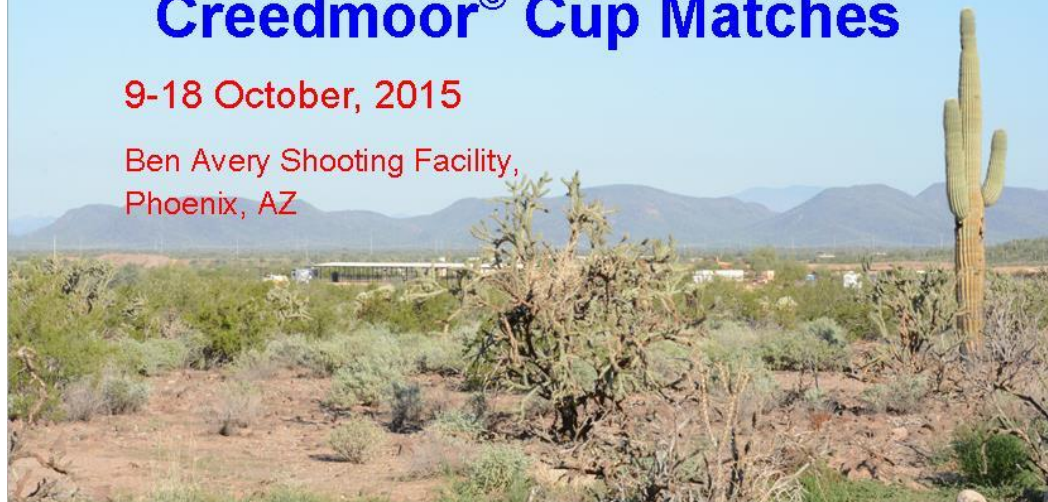


2015 Western CMP Games & Creedmoor[®] Cup Matches

9-18 October, 2015

Ben Avery Shooting Facility,
Phoenix, AZ



2015 WESTERN CMP GAMES AND CREEDMOOR® CUP MATCHES

9-18 OCTOBER 2015

SPONSORED BY
THE CIVILIAN MARKSMANSHIP PROGRAM & CREEDMOOR
SPORTS INC.
MATCH DIRECTOR – CHRISTIE SEWELL, CMP GAMES EVENTS
MATCH DIRECTOR – DENNIS DEMILLE, CREEDMOOR EVENTS
CHIEF RANGE OFFICER – TOM TEMPLE
CHIEF PIT OFFICER – JOHNNY FISHER



COMPETITIONS AND CLINICS HOSTED BY
BEN AVERY SHOOTING FACILITY
PHOENIX, ARIZONA

FOR MORE INFORMATION ON THE 2015 WESTERN CMP GAMES &
CREEDMOOR CUP MATCHES CHECK OUT WWW.THECMP.ORG

© Civilian Marksmanship Program, 2015

TABLE OF CONTENTS

INFORMATION OR EVENT	PAGE
EVENTS DATES AND TIMES	5-7
AWARD SPONSORS	7-8
 CMP EVENT INFORMATION	
SAFS/M16	9-10
GSM CLINIC	10
GARAND MATCH	10-12
SPRINGFIELD MATCH	10-12
VINTAGE MILITARY MATCH	10-12
MODERN MILITARY MATCH	10-12
RIMFIRE MATCH	13
CARBINE MATCH	14
VINTAGE SNIPER MATCH	14 - 16
 RANGE & MATCH INFORMATION	17-19
SALES INFORMATION	19
MATCH RESULTS & AWARDS	20-22
 CREEDMOOR EVENT INFORMATION	
HP RIFLE CLINIC/TEAM MATCH	23
THREE 800 POINT AGGREGATE MATCHES	23-25
GRAND AGGREGATE MATCH	24
CREEDMOOR EIC MATCH	25-26
CREEDMOOR AWARDS/BBQ	26-29
 VOLUNTEER INFORMATION	29-30
 ENTRY & ADDITIONAL MATCH INFORMATION	30-33

INVITATION: The 12th Western CMP Games and Creedmoor Cup Matches are co-sponsored by the Civilian Marksmanship Program and Creedmoor Sports, Inc. and will be held at Ben Avery Shooting Facility in Phoenix, Arizona, on 9-18 October 2015. The Western CMP Games Matches will take place on 9-13 October. The Creedmoor Cup Matches take place on 13-18 October. All interested shooters, whether new or experienced, recreation-oriented shooters or national championship contenders are invited to participate in these unique, national-level competitions.

INEXPERIENCED COMPETITORS: The CMP Games Matches are ideal events for shooters who have not participated in previous competitions. Shooters are permitted to coach or assist each other in these matches. Experienced shooters are encouraged to assist new shooters with positions, slings, loading and the rules.

RULES: The Western CMP Games Matches are governed by current ***CMP Competition Rules***. The Creedmoor Cup Matches are governed by current ***NRA High Power Rifle Rules*** and ***CMP Competition Rules*** (EIC Match).

MATCH AND EVENT SCHEDULE:

Competitors must arrive at the range in sufficient time to pick up scorecards and squadding, have rifles inspected, attend the safety briefing and report to the pits when assigned to do so. Competitors may NOT pick up squadding for another competitor.

Registration will be open at 6:30am daily and close immediately following the conclusion of each days match.

DATE/TIME	EVENT	LOCATION
------------------	--------------	-----------------

FRIDAY 9 OCTOBER

6:30-8am	Competitor Check-In	Trailer
8am-4pm	SAFS/M16 Match	Activity Center
		HP Range
3-6:00pm	Competitor Check-In	Trailer
4-6:00pm	Sales – CMP Competitors Only	Sales Trailer

*Competitors must check-in at the registration trailer prior to going to sales.

SATURDAY 10 OCTOBER

7:00am	Squadding GSMM* Match	HP Range
7:30am	Garand-Springfield-Vintage-Modern Match	HP Range
9:00am	Garand-Springfield-Military Clinic	Activity Center
11:30am	Squadding GSMM* Match	HP Range
12:00pm	Garand-Springfield-Vintage-Modern Match	HP Range
TBA	CMP Rifle Sales	Near Registration
4:00pm	Medal Presentations	Tent

SUNDAY 11 OCTOBER

7:00am	Squadding GSMM* Match	HP Range
7:30am	Garand-Springfield-Vintage-Modern Match	HP Range
TBA	CMP Rifle Sales	Near Registration

**GSMM (Garand, Springfield, Vintage & Modern Military Match)*

DATE/TIME	EVENT	LOCATION
SUNDAY 11 OCTOBER		
12:00pm	Squadding for Rimfire	Range
12:30pm	Rimfire Sporter Match	Range
5:00pm	CMP Barbecue	Activity Center
5:30pm	Medal & Award Presentations	Activity Center
MONDAY 12 OCTOBER		
7:00am	Squadding GSMM* Match	HP Range
7:30am	Garand-Springfield-Vintage-Modern Match	HP Range
TBA	CMP Rifle Sales	Near Registration
12:00pm	Squadding Carbine Match	HP Range
12:30pm	Carbine Match	HP Range
4:00pm	Medal & Award Presentations	Tent
TUESDAY 13 OCTOBER <i>*CMP Rifle Sales will conclude today</i>		
7:00am	Squadding Vintage Sniper Match	HP Range
7:30am	Vintage Sniper Match	HP Range
TBA	CMP Rifle Sales	Near Registration
1:00pm	Medal Presentations	Tent
1:00pm	Highpower Shooting Clinic	Activity Center
WEDNESDAY 14 OCTOBER		
7:00am	Highpower Shooting Clinic	HP Range
12:00pm	Squadding 4-Man Team Match	HP Range
12:30pm	4-Man Team Match	HP Range
THURSDAY 15 OCTOBER		
7:00am	Squadding 80 Shot Match	HP Range
7:30am	80 Shot Match	HP Range

**GSMM (Garand, Springfield, Vintage & Modern Military Match)*

DATE/TIME	EVENT	LOCATION
-----------	-------	----------

FRIDAY 16 OCTOBER

7:00am	Squadding 80 Shot Match	HP Range
7:30am	80 Shot Match	HP Range

SATURDAY 17 OCTOBER

7:00am	Squadding 80 Shot Match	HP Range
7:30am	80 Shot Match	HP Match
Creedmoor Awards Banquet & BBQ		Activity Center
Immediately Following 80 Shot Match		

SUNDAY 18 OCTOBER

7:00am	Squadding EIC Match	HP Range
7:30am	EIC Match	HP Range

*Competitors will NOT be able to pick up squadding for another competitor.
All competitors must be in the squadding line and pick up their own squadding.

AWARD SPONSORS



www.Colt.com

www.Glock.com





www.CriterionBarrels.com



www.saternmachining.com

DUPAGE TRADING COMPANY
collectible firearms, military rifle stocks, parts and militaria



www.DupageTrading.com



Savage Arms
The Definition of Accuracy

www.SavageArms.com

Remington®



www.Remington.com

WESTERN CMP MATCH INFORMATION

SMALL ARMS FIRING SCHOOL & M16 MATCH: This course is recommended for all new shooters and anyone that would like to learn gun safety and sound target shooting skills, regardless of previous experience. In this course you will learn about safety, positions, how to load and clear the rifle, how to loop a sling and prepare for practice firing. Rifle SAFS students are required to use the Rock River AR15 commercial rifles issued by the school. Personal rifles are not permitted. Ammunition will be issued for use during practice fire and the M16 EIC Match. Coaches will be available to assist students during practice and the M16 match. Junior competitors must be at least 12 years old.

Equipment: All students must bring personal eye and hearing protection and wear them while on the range. Students should bring clothing suitable to wear on an outdoor firing range. Headgear, rain gear, sun screen and insect repellent are highly recommended as all firing is done on open outdoor ranges.



Students may bring additional items of competitive shooting gear that they normally use for highpower service rifle shooting. Rifle shooters should bring shooting jackets and shooting glove if they have them. Slings are provided with the issued rifles and must be used in the school events.

M16 Rifle Match: The M16 EIC Rifle Match will be fired at the end of the course instruction and practice firing. The M16 EIC Match will be fired with the rifles issued from the school. The M16 course of fire starts with five sighters. The record course continues

with 10 shots for record in prone slow-fire, 10 shots rapid fire prone in 60 seconds, 10 shots rapid fire sitting in 60 seconds and 10 shots slow fire standing, all at 200 yards on the SR target (Table 6 page 44, CMP Games Rulebook, Rule 5.5.2). The top 10% of all SAFS students in the M16 match who have not recently earned EIC points



are awarded “introductory” 4-point legs to start them on their quest for the prestigious Distinguished Rifleman Badge. If you are in the military please check with your branch of service for eligibility in the M16 match.

GARAND-SPRINGFIELD-MILITARY RIFLE CLINIC: This clinic is recommended for all new shooters, at the Western CMP Games. However, anyone may attend, whether or not they will shoot in the Western CMP Games Matches on Saturday through Tuesday. The course consists of two hours of classroom instruction and demonstrations. The clinic is scheduled on Saturday morning to accommodate as many shooters as possible and allow new shooters to complete the clinic before they begin firing the match that afternoon.

GARAND-SPRINGFIELD-MILITARY MATCHES: John C. Garand, Springfield Rifle, Vintage Military and Modern Military Rifle Matches will be fired on the same range on five separate occasions during the CMP Games. Competitors can shoot in one, two, three or all four matches. Shooters may choose events in which they wish to compete in any of the four days. Competitors may shoot a Garand in one match, a Springfield in another, a Vintage Military Rifle in another and a Modern Military in a fourth match or a competitor may fire the same rifle in all four matches (re-entry).

There will be a Three Gun Aggregate award for the competitor firing a Garand, Springfield, and a Vintage Military Rifle. Only the scores from competitors firing these three rifles will be calculated for the Three Gun Aggregate. With the addition of the Modern Military Rifle a competitor that fires all four matches will be eligible to win a Four Gun Aggregate Award. To be eligible for the Four Gun Aggregate a competitor must fire the Garand, Springfield, Vintage Military and the Modern Military rifles.

Ammunition will not be issued to competitors. Competitors will have the option to purchase ammunition, upon arrival to the CMP Games or bring their own safe good quality ammunition. Competitors need to bring their scorecards with them to purchase ammunition. NO Ammunition for the Modern Military Rifle Match will be available for sale (.223 or 5.56).

The Western CMP Games As-Issued Military Rifle events are:

1. **John C. Garand Match**—for competitors who fire “as-issued” Caliber .30 U. S. M1 Garand rifles that comply with CMP Games Rule 4.2.2. A competitor may fire a U. S. M1 Carbine in a John C. Garand Match.
2. **Springfield Match**—for competitors who fire “as-issued” Caliber .30 U. S. M1903 or M1903A3 Springfield rifles that comply with CMP Games Rule 4.2.3.
3. **Vintage Military Rifle Match**—for competitors who fire manually operated foreign military rifles that comply with CMP



Games Rule 4.2.5 or who fire other manually operated U. S. military rifles (M1917 or Krag) that comply with CMP Games Rule 4.2.4.

4. **Modern Military Rifle Match** – for competitors who fire semi-automatic military type rifles of U.S. or foreign manufacture that comply with CMP Games rule 5.2.2, 5.2.3, 5.2.4 and 5.2.5. **This match is intended for “stock” configured modern military rifles. Accurized rifles will not be permitted (No heavy/match barrels, match triggers weighing under 4.5 lbs., rifle weight additions, float tubes, etc.).**

- Must be semi-automatic military or military-type rifles. The weight and exterior configuration of these rifles must be the same as that of the original military rifle.
- Magazines with a capacity of more than 30 rounds may not be used. The magazine may not be used to support the rifle in a firing position by resting on the ground or arm.
- Rifles must generally be standard production or as-issued rifles with no special accurizing.
- Sights must be military-type sights. Optical Sights are not permitted in this match.

GARAND-SPRINGFIELD-VINTAGE & MODERN MILITARY RIFLE MATCH COURSE OF FIRE: The course of fire for all three As-Issued Military Rifle Matches is the standard John C. Garand Match Course A (CMP Games Rule 4.5.1, Table 3, page 33). All firing is at 200 yards on the SR target.

- © Stage 1—5 sighting shots in any position and 10 shots for record in the prone position, 15 minutes.

- © Stage 2—10 shots prone from standing rapid-fire in 80 seconds.
- © Stage 3—10 shots standing slow fire in 10 minutes.

RIMFIRE SPORTER MATCH: Rimfire Sporter match rules can now be found in the CMP Competition Rules for CMP Games Rifle & Pistol Matches 3rd Edition 2015 section 8, starting on page 59 and Annex F. The Rimfire Sporter match is for competitors who fire cal .22 long rifles that comply with the Rimfire Sporter Rules (CMP Games Rule 8.2 pages 59-61). Rimfire rifles may have a scope (T-Class) (max. 6x, variables are taped at 6X) or open sights (O-Class). Tactical Rimfire Rifles may also be fired in the Rimfire Sporter Match. Ammo will not be issued; competitors



must bring their own ammo. The course of fire for the Rimfire Sporter Match is given below (CMP Games Rule 8.5.1, Table 10 page 66). All firing is at 50 and 25 yards on the CMP Rimfire Sporter Target. The Rimfire

Sporter Match will be fired on Range 7.

- © Sighting—Unlimited sighters in any position in 10 minutes.
- © Stage 1—10 shots prone slow fire, 10 minutes.
- © Stage 2—Two five-shot prone rapid-fire series (from standing), each in 25 (semi-auto rifles) or 30 (manually operated rifles) seconds
- © Stage 3—10 shots sitting or kneeling slow fire, 10 minutes.

- ◎ Stage 4— Two five-shot sitting or kneeling rapid-fire series (from standing), each in 25 (semi-auto) or 30 (manually operated) seconds.
- ◎ Stage 5—10 shots standing slow fire in 10 minutes.
- ◎ Stage 6 — Two five-shot standing rapid-fire series, each in 25 (semi-auto) or 30 (manually operated) seconds.

M1 CARBINE MATCH For competitors who fire USGI As-Issued M1 Carbines (CMP Games Rule 5.2.1). **Ammunition will not be issued to competitors. Competitors will have the option to purchase ammunition, upon arrival to the CMP Games or bring their own safe good quality ammunition. Competitors need to bring their scorecards with them to purchase ammunition. NO Ammunition for the Modern Military Rifle Match will be available for sale (.223 or 5.56).**

The course of fire for the Carbine Match is given below (CMP Games Rule 5.5.1, Table 5). All firing is at 100 yards on the SR-1 target.

- ◎ Stage 1— 5 sighting shots in any position, 10 shots for record slow fire prone, 15 minutes (loading from magazine permitted).
- ◎ Stage 2—10 shots prone from standing rapid-fire in 60 seconds.
- ◎ Stage 3—10 shots sitting or kneeling from standing rapid-fire in 60 seconds.
- ◎ Stage 3—10 shots standing slow fire in 10 minutes.

VINTAGE SNIPER MATCH: Competitors must use Korean War, World War II or earlier as-issued military sniper rifles or replicas of those rifles. Optics on these rifles must also be original issue or replica scopes from the same period. A complete list of approved rifles and optics is provided in the current edition of the **CMP**

Games Competition Rules (see rule 6.2, table 7, page 46-49).

The course of fire for this match is designed to reproduce the conditions under which skilled long-range military riflemen operated. Two riflemen work together as a team. During the match, each team member functions alternately as a shooter or a spotter. After one team member finishes firing, they switch roles and the other team member fires. Firing is done at distances of 300 and 600 yards from the prone position. Shooters may use either a sling or sand bag support, but not both. Wind doping is critical and firing must be done quickly; targets are exposed for each shot for only 20 seconds and then withdrawn for 20 seconds.



Course of Fire

- ⊙ Sighting—300 yards. Unlimited sighters in 5 minutes. One or both team members may fire sighters.
- ⊙ Stage 1—300 yards. The first team member fires 10 shots prone during 20 second target exposures. The shooter and spotter then change roles.
- ⊙ Stage 2—300 yards. The second team member fires 10 shots prone during 20-second target exposures.
- ⊙ Sighting, 600 yards. Unlimited sighters in 5 minutes. One or both team members may fire sighters.
- ⊙ Stage 3—600 yards. The first team member fires 10 shots prone during 20 second target exposures. The shooter and spotter then change roles.
- ⊙ Stage 4-- 600 yards. The second team member fires 10 shots prone during 20-second target exposures.

Teams are ranked according to their total score for 40 shots.

No ammunition will be given for this match. Legal ammunition will be: 1) military surplus Ball or match ammunition; 2) commercial ammunition loaded with FMJ, soft point or match style projectiles; or 3) handloads using FMJ, soft point or match style projectiles. No tracer, armor piercing or incendiary type ammunition or projectiles may be used.

Range & Match Information

RANGE AND TARGET OPERATION: Competitors will be expected to pull targets and score as part of their responsibilities. **No target pullers will be provided (Competitors may hire local target pullers during the match). THE CMP DOES NOT PROVIDE PAID TARGET PULLERS.** It is also every competitor's responsibility to score when their relays are assigned to score. During the matches, competitors who are scoring will also act as assistant range safety officers who are responsible for signaling when competitor's rifles are clear/safe or when competitors are ready for a stage of firing to begin.



SQUADDING & RELAY ROTATION: Your firing point and relay assignments for each day of firing will be issued on the range prior

to the start of that day's matches. Squadding begins at 7:00am each day. If you are sharing equipment and need to be squadded with another competitor please come to the range to receive your squadding tickets together. **COMPETITORS WILL**

NOT BE ABLE TO PICK UP SQUADDING TICKETS FOR OTHER COMPETITORS. Relays 1-2 will fire first; relays 3-4 will go to the pits to pull targets first. After relays 1-2 finish firing, relays 1-2 will go to the pits to pull targets and relays 3-4 will fire. There will be at least 4 relays squadded for the Garand/Springfield/Vintage/Modern Military Matches. A maximum of four relays will be squadded for the M1 Carbine Match. One or Two Relays will be scheduled for the Rimfire Sporter Match. Two relays will be scheduled for the Vintage Sniper match.

RIFLE INSPECTIONS: Competitors will be required to have their rifles inspected by CMP armorers for trigger pull and safety prior to the match. Armorers will verify the firearm's safety, type and caliber, scope and scope mount, etc. Top finisher's rifles are subject to inspection after the completion of the match.

AMMUNITION: *Ammunition will not be issued to competitors. Competitors will have the option to purchase ammunition, upon arrival to the CMP Games or bring their own safe good quality ammunition. Competitors need to bring their scorecards with them to purchase ammunition. NO Ammunition for the Modern Military Rifle Match will be available for sale (.223 or 5.56).*

ALIBIS--CMP GAMES ONLY: No alibis or re-fires are allowed during any stage of these matches. It is important that your rifles be clean and in good working condition to prevent malfunctions.

SPOTTING SCOPES & OTHER EQUIPMENT: Competitors' and scorers' may use spotting scopes for shooting or scoring. Scopes do not need to be turned away from the target during the rapid-fire stage. Cloth, canvas or leather shooting jackets may be used, except in the Rimfire Sporter Match where shooting jackets or

other special shooting clothing may not be worn. Standard military-issue web or leather slings or slings of this same type are permitted. Shooting gloves or mitts and ground cloths or shooting mats may be used. All competitors and range personnel are required to bring their own personal hearing and eye protection and are strongly urged to wear them whenever shooting takes place.



Sales Information

CMP RIFLE SALES: The CMP South staff from Anniston, Alabama will be at the match with a limited supply of government surplus M1 Garand rifles. These rifles will be on display from Saturday 10 October – Tuesday 13 October, while supplies last. *There will be a special “Competitor Only” sales event on Friday 9 October from 4-6pm. Competitors must check-in at the CMP Registration Trailer prior to attending the “Competitor Only” sales event.* Anyone may inspect these rifles and select one or more to purchase from the CMP regardless of whether they are entered in the competition. Individuals interested in purchasing rifles who are not firing in the match are welcome to come to Ben Avery Shooting Facility during the daily rifle sales. Case lots of .30-06 M2 ball ammunition may also be available for purchase at the range.



CMP Match Results & Awards

MATCH RESULTS: During the Western CMP Games and Creedmoor Cup Matches, all competitors' scores will be recorded in the CMP Competition Tracker system as soon as they are received at the registration trailer. Competition Tracker displays continually updated official results for competitors and team officials. It also allows competitors and individuals interested in the matches, who are not at Ben Avery Shooting Facility, to stay informed on match results.

CMP BBQ: The CMP will provide a BBQ for all CMP Competitors on Sunday, 11 October. The BBQ will take place at 5:00pm in the Ben Avery Activity Center. Extra BBQ tickets may be purchased at the registration trailer for \$10.00 each.

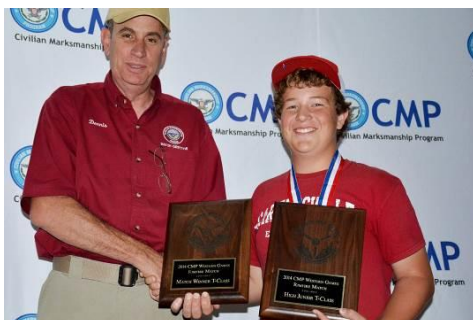


CMP COMPETITOR RECOGNITION AND AWARDS:

- © All competitors in the Western CMP Games events will receive Western CMP Games T-shirts.
- © Competitors who fire established cut scores will receive Western CMP Games Gold, Silver or Bronze Achievement Medals with neck ribbons. Medals will be presented each day after firing is completed. Scores in the chart are the 2015 CMP Games Achievement Award Cut Scores.

2015 Match Cut Scores			
Event	Gold	Silver	Bronze
John C. Garand Match, 30 shots	279+	272-278	262-271
Springfield Rifle Match, 30 shots	280+	274-279	264-273
Vintage Military Rifle Match, 30 shots	279+	270-278	260-269
Modern Military Rifle Match, 30 shots	284+	276-283	269-275
Unlimited Garand Match, 30 shots	288+	279-287	271-278
Rimfire Sporter T-Class	584+	571-583	556-570
Rimfire Sporter O-Class	571+	557-570	541-556
Rimfire Sporter Tactical Class	584+	572-583	560-571
M1 Carbine Match, 40 shots	354+	342-353	328-341
Vintage Sniper Team Match, 2x20 shots	383+	374-382	363-373
EIC Service Rifle NMC (Creedmoor)	474+	462-473	450-461

- © The CMP will award plaques recognizing the High Competitor, High Senior and High Junior in the Garand, Springfield, Vintage Military and Modern Military Rifle. If a competitor fires the same rifle a second or third time (re-entry), only the first score will count for these awards, but all scores are eligible to win Achievement Medals.
- © Plaques will be awarded to the Overall Match Winner and the High Competitor of the M16 EIC Match.



- © There will be special Three-Gun Aggregate Awards for the shooters who fire scores with all three As-Issued Military Rifles.
- © There will be special Four-Gun Aggregate Awards for the shooters

who fire scores with Garand, Springfield, Vintage and Modern Military Rifles.

- ⊙ High Overall, High Senior and High Junior award plaques will be presented for the Carbine Match. Plaque awarded to High Commercial Grade Carbine if enough competitors.
- ⊙ High Overall, High Senior, High Woman and High Junior award plaques will be presented for the Rimfire Sporter Match (T-Class, O-Class and Tactical Class).
- ⊙ The top three teams in the Vintage Sniper Team Match (Manually Operated & Semi-Automatic Categories) will receive plaques.

*Presentation Plaques will be issued for High Women and High Junior Categories. These plaques will be returned to the CMP. Award Plaques will be ordered if there are enough competitors in the category (CMP Competition Rule 2.10.4).

*Firearm presentations will be made as scheduled at the awards ceremony; taking actual possession requires the completion of FFL documents.



CREEDMOOR[®] CUP MATCH INFORMATION

HIGHPOWER RIFLE SHOOTING CLINIC: This free shooting clinic will be conducted, on Tuesday afternoon and Wednesday morning, by Ken Roxburgh and Team Remington and will offer lectures and demonstrations by some of the worlds leading Highpower service rifle competitors. Participants need to bring their shooting equipment and rifles, without ammo.

TEAM MATCH: Four-person teams fire the National Match Course at 200, 300 and 600 yards, on Wednesday. NRA rules will be used; sighters are permitted in this match, and no double alibis will be allowed for any reason. Teams must have four people and may be formed the day of the match. Team Cards will be issued, at center line, during squadding. Individuals without a team may meet at center line prior to squadding, to form pick up teams. Relay rotation will be 1 team member in the pits, 1 team member to score and 2 team members will fire. Teams may have target pullers. Creedmoor Sports or the CMP do not provide target pullers.

CREEDMOOR TEAM MATCH RELAY ROTATION (4 Relays):

	200 SF - 200 RF	200 SF - 200 RF	300 RF	300 RF & 600 SF	600 SF
Firing	1-2	3-4	3-4	1-2	3-4
Scoring	2-1	4-3	4-3	2-1	4-3
Pits	3-4 Pit Change	1-2	1-2 Pit Change	3-4 Pit Change	1-2 Secure

THE CREEDMOOR® CUP MATCH: The Creedmoor Cup Match (NRA Registered Match) is a 2,400 point aggregate (match 16) comprised of three 800 point matches, with sighters at each stage. It is not necessary to fire in all three 800 point matches. You may fire in any or all of them.

Thursday:

- Match 1: 20 shots, 200 yard slow fire, standing
- Match 2: 20 shots, 200 yard rapid fire, sitting
- Match 3: 20 shots, 300 yard rapid fire, prone
- Match 4: 20 shots, 600 yard slow fire, prone
- Match 5: Aggregate of matches 1-4*

Friday:

- Match 6: 20 shots, 200 yard slow fire, standing
- Match 7: 20 shots, 200 yard rapid fire, sitting
- Match 8: 20 shots, 300 yard rapid fire, prone
- Match 9: 20 shots, 600 yard slow fire, prone
- Match 10: Aggregate of matches 6-9*

Saturday:

- Match 11: 20 shots, 200 yard slow fire, standing
- Match 12: 20 shots, 200 yard rapid fire, sitting
- Match 13: 20 shots, 300 yard rapid fire, prone
- Match 14: 20 shots, 600 yard slow fire, prone
- Match 15: Aggregate of matches 11-14*
- Match 16: **(Creedmoor Cup)** Aggregate of Matches 5, 10 and 15*

Sunday:

- EIC match: 50 shots, no sighters

Note: *To be eligible for awards the same rifle must be used in all individual matches.

Note: ***Rifles conforming to NRA rule 3.3.2 (Any Sight Match Rifle/Tactical Rifle and service rifles with optics) will be allowed to compete and will be recognized for awards and aggregate matches if there are more than 10 shooters in this category. If there is less, their scores will still be recognized but they will not be eligible for awards.***

Note: Points and awards will be awarded for each 800 point aggregate, with an additional set of awards for the combined 2,400 point aggregate. For classification purposes the total score will be divided by the number of shots you fired.

CREEDMOOR® CUP MATCH RELAY ROTATION (3 Relays):

	200 SF- 200 RF	200 SF- 200 RF	300RF	300RF	600SF	600SF
Firing	1	2 & 3	2	3 & 1	3	1 & 2
Scoring & Ready	2	3 & 2	3	1 & 3	1	2 & 1
Pits	3 Pit Change	1	1 Pit Change	2	2 Pit Change	3

ALIBIS: In the interest of time, no double alibi strings and no sighters will be allowed for the alibi string for any reason.

DISABLED RIFLE OR DEFECTIVE CARTRIDGE: No more than three minutes of additional time will be granted to make emergency repairs or replace a rifle.

CREEDMOOR® EIC MATCH/500 POINT INDIVIDUAL MATCH:

The course of fire for this match is a 500-point NMC without sighters. (See CMP rule 8.0, 8.4.1, Table 7)

- ☐ 10 shots, 200 yards, slow fire standing
- ☐ 10 shots, 200 yards, rapid fire standing to sitting
- ☐ 10 shots, 300 yards, rapid fire standing to prone
- ☐ 20 shots, 600 yards, slow fire prone

Competitors may fire either a match rifle or service rifle; however, only Non-Distinguished shooters firing a service rifle will be counted and considered for a leg-medal or EIC points. Classification is not a factor for this match. Gold, silver and bronze place medals will be awarded to the top three service rifle shooters.

CREEDMOOR® EIC MATCH/500 POINT INDIVIDUAL MATCH ROTATION (3 Relays):

	200 SF- 200 RF	200 SF- 200 RF	300RF	300RF	600SF	600SF
Firing	1	2 & 3	2	3 & 1	3	1 & 2
Scoring & Ready	2	3 & 2	3	1 & 3	1	2 & 1
Pits	3 Pit Change	1	1 Pit Change	2	2 Pit Change	3

(No relay is required to fire first after coming out of the pits)

CREEDMOOR® CUP AWARDS BANQUET/BBQ: The Creedmoor Cup awards banquet and BBQ will take place at the Ben Avery Activity Center at the conclusion of the Creedmoor Cup Match. Awards for Creedmoor Cup events and the Creedmoor

Cup participation prizes will be distributed (see Creedmoor Cup Promotions and Awards below).

CREEDMOOR® CUP PROMOTIONS AND AWARDS: All competitors in the Creedmoor Cup matches will receive a Creedmoor Western Games T-Shirt. The final awards schedule will be posted at the banquet. Awards for all matches will be mailed out after verification of classification is completed. There must be ten competitors in a category or class to be eligible for each award. If there are less than ten competitors in a category or class, that group will be moved to the next higher classification until the ten competitors minimum is attained. For example: if there are less than 10 expert/match rifle shooters, those shooters will be moved up to the master/match rifle category/class. Unclassified shooters will compete in the master class. A competitor may not receive more than one aggregate award for each match.

Each shooting participant in good standing in the Creedmoor Cup Match will receive one Banquet Drawing Ticket for prizes drawn during the banquet. Extra tickets may be purchased for \$10.00 each, with all proceeds going to the M1 For Vets program.

PRIZES DONATED BY:

BUSHMASTER	CREEDMOOR SPORTS	REMINGTON
KOWA OPTICAL	CRITERION BARREL	
DOUG GIRAUD	CELESTRON	

2015 CREEDMOOR® CUP AWARDS SCHEDULE

Stage Results (Matches 1-4, 6-9 and 11-14)

	SERVICE RIFLE	MATCH RIFLE
WINNER	20	20
CLASS 1ST	10	10
CLASS 2ND	5	5
CLASS 3RD	3	3

800 Aggregate Results (Matches 5, 10 and 15)

WINNER	40	40
CLASS 1ST	30	30
CLASS 2ND	20	20
CLASS 3RD	10	10

Creedmoor Cup (Match 16)

MATCH WINNER	200	200
--------------	-----	-----

2015 CREEDMOOR® CUP AWARDS SCHEDULE

HIGH SENIOR	25	25
HIGH GARAND SENIOR	25	25
HIGH JUNIOR	20	20
CLASS 1ST	50	50
CLASS 2ND	25	25
CLASS 3RD	15	15
4-MAN TEAM MATCH		
	SERVICE RIFLE	MATCH RIFLE
1ST TEAM	100	100
2ND TEAM	40	40
3RD TEAM	20	20

VOLUNTEER INFORMATION: *The CMP and Creedmoor are looking for volunteers to help work the matches during the Western CMP Games & Creedmoor Cup Matches. Without our volunteers we would not be able to conduct the matches. Volunteers will check in at the registration trailer and pick up their volunteer packet and your T-Shirt. The CMP and Creedmoor will provide lunch on the day(s) that a volunteer works. We need volunteers every day there is a match. If you would like more information please contact Christina Roguski at 419-635-2141 ext. 714 or croguski@thecmp.org. Thank you for helping make the 2015 Western CMP Games and Creedmoor Cup Matches a huge success.*

HOW TO ENTER THE MATCHES

ELIGIBILITY: Any individual 14 years of age or older who complies with CMP eligibility rules (see CMP Service Rule 4.0 and CMP Games Rule 2.0) is eligible to enter the Eastern CMP Games events. Membership in the CMP or NRA is not required to compete. All competitors must sign or have signed a notarized ***CMP Eligibility Affidavit and Liability Waiver***. The required forms and a notary will be available during competitor check-in periods at Camp Butner. NRA membership is no longer required to participate in NRA Registered Matches like the Creedmoor Cup Match, however without a valid NRA number you will automatically be placed in the master class (There will be no unclassified class recognized).

HOW TO ENTER All competitors are urged to pre-register, however, walk-on entries will be accepted to the capacity of the range. If you register after October 9, 2015 you will be charged an additional \$5.00 per match entry. This does not apply to the 4-

Man Team Match. To submit your entry for the Western CMP Games Matches only click on the following link: www.thecmp.org. To submit you entry for the Creedmoor Cup matches click on the following link: www.creedmoorsports.com. Competitors are no longer required to enter Creedmoor Cup matches through the CMP Website.

ENTRY FEES: Entry fees are payable at the time of registration. Fees can be paid with credit cards during on-line registration at both the CMP website and the Creedmoor website. Competitors who do not wish to send credit card information may call 419-635-2141 ext. 714 for entries in Western CMP Games match events and 800-273-3366 for entries in Western Creedmoor Cup Matches.

Entry fees are:

MATCH	Adult	Junior
CMP EVENTS		
SAFS/M16 Match	\$50.00	\$40.00
Garand/Springfield/Military Rifle Clinic	\$10.00	\$10.00
One Garand-Springfield-Vintage & Modern Military Rifle Match	\$50.00	\$25.00
Two Garand-Springfield-Vintage & Modern Military Rifle Matches	\$90.00	\$45.00
Three Garand-Springfield-Vintage & Modern Military Rifle Matches	\$125.00	\$60.00
Four Garand-Springfield-Vintage & Modern Military Rifle Matches	\$150.00	\$75.00
CMP Rimfire Match	\$25.00	\$15.00
CMP Carbine Match	\$45.00	\$25.00

Vintage Sniper Match	\$25.00 per individual	\$25.00 per individual
CREEDMOOR EVENTS		
Highpower Rifle Shooting Clinic	Free	Free
1st 800 Point Aggregate (Matches 1-5)	\$46.00	\$36.00
2nd 800 Point Aggregate (Matches 6-10)	\$46.00	\$36.00
3rd 800 Point Aggregate (Matches 11-15)	\$66.00	\$46.00
Creedmoor Cup 3-day package price	\$135.00	\$86.00
Creedmoor EIC Match	\$26.00	\$26.00
4-Man Team Match	\$15.00 per person/ \$60.00 per team	\$10.00 per person/ \$40.00 per team

A \$6.00 per day, per shooter, Ben Avery Range fee has been added.

ENTRIES CLOSE/CANCELLATIONS: The entry deadline is October 9, 2015. Cancellations received by September 8, 2015 will be given a 100% refund. Cancellations received between September 9 and October 8, 2015 will receive a 50% refund. Cancellation notices must be submitted to CMP via email to croguski@thecmp.org or via fax to 419-635-2802 attention C. Roguski. Cancellation notices for Western Creedmoor events must be submitted to Creedmoor Sports via email to shoot@creedmoorsports.com or via fax to 256-403-4805 attention G. Williams.

CHECK-IN: Competitors must check in at the CMP Trailer, located near the Ben Avery Activity Center. SAFS/M16 competitor check-in will begin on Friday morning, October 9, at 6:30am. All other competitors may check-in beginning Friday afternoon at 3pm or the morning of there event, starting at 6:30am. Competitor

packets with scorecards and labels will be issued at the time of check-in.

DIRECTIONS TO THE BEN AVERY SHOOTING FACILITY: The Ben Avery (Black Canyon) Shooting Facility is located 25 miles north of Phoenix, AZ. It is ½ mile west of I-17 on the Carefree Highway (Exit 223). Upon entering the Ben Avery Shooting Facility off Carefree Highway, you will follow the entrance road north. As this entrance road turns to the west, you will notice the first range entrance as being the smallbore range. **The next parking lot entrance will be the Activity Center.** This entrance will be on your right. A map to the facility from the Interstate is located at <http://www.basfaz.com/MapToBASF.gif>. For directions of the facility and shooting ranges once you get to Ben Avery, please click this link and download the map: http://www.basfaz.com/facility_map.htm.

ACCOMMODATIONS: Competitors who plan to stay overnight near the Ben Avery Shooting Facility should stay north of the Phoenix area. There are numerous hotels in this area, many with attractively priced rooms. There are RV sites and camp sites at the Ben Avery Shooting Facility. The camping area has electricity, water and toilet facilities available during the matches for competitors only. The following is for Ben Avery Shooting Facility: http://www.basfaz.com/where_to_stay.htm.

FOR MORE INFORMATION: For answers to questions about the Western CMP Games, contact the Christina Roguski at croguski@thecmp.org or call (888) 267-0796, extension 714. For answers to questions about the Creedmoor Cup, contact Dennis Demille at demille@creedmoorsports.com or call 256-403-3053 Mon – Fri, 8am – 4pm



WESTERN CMP GAMES & CREEDMOOR CUP MATCHES



**Ben Avery Shooting Facility, Phoenix, AZ
9-18 October 2015**

Enter on-line for Western CMP Games Events at
www.thecmp.org or for Western Creedmoor Cup Events at
www.creedmoorsports.com