



# 2011 WESTERN CMP GAMES AND CREEDMOOR® CUP

15-23 OCTOBER 2011

Ben Avery Shooting Facility in Phoenix, Arizona



# 2011 WESTERN CMP GAMES AND CREEDMOOR® CUP

15-23 OCTOBER 2011

SPONSORED BY  
THE CIVILIAN MARKSMANSHIP PROGRAM & CREEDMOOR  
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COMPETITIONS AND CLINICS HOSTED BY  
BEN AVERY SHOOTING FACILITY  
PHOENIX, ARIZONA

FOR MORE INFORMATION ON THE 2011 WESTERN CMP GAMES &  
CREEDMOOR CUP MATCHES CHECK OUT [WWW.ODCMP.COM](http://WWW.ODCMP.COM)

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**INVITATION:** The 8th 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 15-23 October 2011. The Western CMP Games Matches will take place on 15-18 October. The Creedmoor Cup Matches take place on 19-23 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. The Garand, Carbine and Rimfire Sporter courses of fire are challenging, but all shooters with basic gun knowledge and the ability to handle these rifles can complete them safely.

**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).

**NEW THIS YEAR:** The Creedmoor Cup will no longer be a one day 80-shot (800 point) match; it will now be a 240 shot (2400 point) aggregate fired over three days. The Wednesday Clinic will still be given, but Thursday, Friday and Saturday will each be an 800 point aggregate match. The 50 shot team match will now be fired on Sunday prior to the start of the EIC match.

# MATCH AND EVENT SCHEDULE:

*Competitors must arrive at the range in sufficient time to pick up scorecards and squadding, have rifles inspected, draw ammo, attend the safety briefing and report to the pits when assigned to do so.*

*The registration trailer will be located in the parking lot across from the Ben Avery Activity Center. Registration will be open at 6:30am daily and close immediately following the conclusion of each days match.*

<u>DATE/TIME</u>	<u>EVENT</u>	<u>LOCATION</u>
SATURDAY 15 OCTOBER		
8:00AM	Garand-Springfield-Military Rifle Clinic	Activity Center
11:30AM	Squadding GSM Match	200yd line HP Range
12:00PM	Garand-Springfield-Military Rifle Match	HP Range
4:00PM	CMP Rifle Sales	Near Registration
5:00PM	Medal Presentations	Tent
SUNDAY 16 OCTOBER		
7:30AM	Squadding As-Issued EIC Match	200yd line HP Range
8:00AM	As-Issued Garand EIC Match	HP Range
12:00PM	CMP Rifle Sales	Near Registration
12:30PM	Squadding for Rimfire	
2:00PM	Rimfire Sporter Match	Range
5:00PM	CMP Barbecue	Activity Center
5:30PM	Medal Presentations	Activity Center

<b>DATE/TIME</b>	<b>EVENT</b>	<b>LOCATION</b>
<b>MONDAY 17 OCTOBER</b>		
7:15AM	Squadding GSM Match	200yd line HP Range
8:00AM	Garand-Springfield-Military Match	HP Range
12:00PM	CMP Rifle Sales	Near Registration
1:00PM	Squadding Carbine Match	100yd line HP Range
1:30PM	Carbine Match	HP Range
4:30PM	Medal Presentations	Tent
<b>TUESDAY 18 OCTOBER</b>		
7:15AM	Squadding GSM Match	200yd line HP Range
8:00AM	Garand-Springfield-Military Rifle Match	HP Range
12:00PM	CMP Rifle Sales	Near Registration
12:30PM	Squadding Vintage Sniper Match	300yd line HP Range
1:00PM	Vintage Sniper Match	HP Range
4:30PM	Medal Presentations	Tent
<b>WEDNESDAY 19 OCTOBER</b>		
7:30AM	Highpower Shooting Clinic	TBA
12:30PM	Squadding Zeroing Day	300yd line HP Range
1:00PM	Zeroing Day	HP Range
<b>THURSDAY 20 OCTOBER</b>		
7:15AM	Squadding 80 Shot Match	200yd line HP Range
8:00AM	80 Shot Match	HP Range





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# WESTERN CMP MATCH INFORMATION

## **GARAND-SPRINGFIELD-MILITARY**

**RIFLE CLINIC:** This clinic is for competitors who plan to fire in the Western CMP Games Garand, Springfield, Vintage Military Rifle, Rimfire Sporter and Carbine Matches. The clinic would also be valuable for anyone who wants to get a sound introduction to target rifle shooting. The clinic includes PowerPoint slides, demonstrations and dry-fire position work on the range. Instruction will cover safety, range and match procedures as well as the firing positions and techniques to be used in these events. Clinic students need to bring their own rifles. Please, do not bring ammunition to the clinic. Gary Anderson, CMP Director, will be the lead instructor.



Classroom instruction at the 2010 Garand-Springfield-Military Clinic.

**GARAND-SPRINGFIELD-MILITARY MATCHES:** John C. Garand, Springfield Rifle and Vintage Military Rifle Matches will be fired at the same time on the same range on three separate occasions during the Western CMP Games. Competitors can

shoot in one, two or all three matches. Shooters may choose events in which they wish to compete in during any of the three days. Competitors may shoot a Garand in one match, a Springfield in another and a Vintage Military Rifle in a third match or a competitor may fire the same rifle in all three matches (re-entry). Ammunition will be issued to all Garand and Springfield Match shooters and must be used in the matches. No ammunition will be issued for Vintage Military Rifles, but competitors can use any safe ammunition including hand loads.

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 Rule 6.3.2. A competitor may also fire a U. S. Caliber .30 M1 Carbine in the 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 Rule 6.3.3.
3. **Vintage Military Rifle Match**—for competitors who fire manually operated foreign military rifles that comply with CMP rules 6.3.6 or who fire other manually operated U. S. Military rifles (M1917 or Krag) that comply with CMP rule 6.3.4.

### **GARAND-SPRINGFIELD-MILITARY RIFLE 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 Rule 9.2.1, Table 8). 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.

**AS-ISSUED M1 GARAND EIC MATCH:** This is a special EIC (excellence-in-competition or “leg”) match. The top 10% of competitors who have not previously earned EIC points receive 4 EIC points that count towards the awarding of the Distinguished Rifleman Badge. Competitors in this match must fire an “as-issued” M1 Garand rifles as specified in CMP Rule 9.8.2. Ammunition will be issued and must be fired by all competitors. The course of fire for this match is the M16 EIC Match Course of Fire (see CMP Rule 9.6.6), except that rapid fire stages are 70 seconds, not 60 seconds. All firing is at 200 yards on the SR target.



2010 CMP Western Games  
M1 Garand EIC Match.

- ⊙ 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 70 seconds.
- ⊙ Stage 3: 10 shots sitting (from standing) rapid-fire in 70 seconds.
- ⊙ Stage 4: 10 shots standing slow fire, 10 minutes.

**M1 CARBINE MATCH:** For competitors who fire USGI As-Issued M1 Carbines (CMP Rule 6.3.5). M1 Carbine ammo will be issued and must be fired. The course of fire for the Carbine Match is given below (CMP Rule 9.5.1). All firing is at 100 yards on the SR-1 target.

- ⊙ Sighting: maximum 10 sighting shots in any position, 10 minutes.
- ⊙ Stage 1: 10 shots slow fire prone, 5 minutes (loading from magazine permitted).

- ⊙ Stage 2: 10 shots prone (from standing) rapid-fire in 60 seconds.
- ⊙ Stage 3: 10 shots sitting (from standing) rapid-fire in 60 seconds.
- ⊙ Stage 4: 10 shots standing slow fire in 10 minutes.

**RIMFIRE SPORTER MATCH:** For competitors who fire cal .22 lr rifles that comply with the Rimfire Sporter Rules (CMP Rimfire Sporter Guide page 3, 7.5 lb. weight limit, 3 lb. trigger pull). Rimfire rifles may have a scope (max. 6x, variables are taped at 6X) or open sights (2 different competition classes). Tactical Rimfire Rifles may also be fired in the Rimfire Sporter Match (CMP

Rimfire Sporter Guide page 4). Ammo will not be issued; competitors must bring their own ammo. The course of fire for the Rimfire Sporter Match is given below (CMP Rimfire Sporter Guide page 5). All firing is at 50 and 25 yards on the CMP Rimfire Sporter Target.



2010 Western CMP Games Rimfire Sporter Match

- ⊙ 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.

**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 **2011 CMP Competition Rules**. 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.



2010 Western CMP Games  
Vintage Sniper Team Match

### **Course of Fire**

- ⦿ Sighting—300 yards. Unlimited sighters in 5 minutes. One or both team members may fire sighters using one or both rifles.
- ⦿ 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 using one or both rifles.

- ⊙ 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. Scorers will be required to insure that shooters use issued ammunition in matches where ammunition is issued by CMP for match use.



**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 7:15am each day except Saturday, 15 October when it will begin at 11:30am. 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 Military Matches. A maximum of three 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:** 40 rounds of Hornady .30-06 match service ammunition will be issued to every Garand and Springfield Match competitor. Aguila Carbine ammo will also be issued for the M1 Carbine Match. Competitors in the Vintage Military Rifle, Vintage Sniper and Rimfire Sporter matches must provide their own ammunition. Competitors may pick up their ammunition, from the CMP Sales Truck, for all CMP events at one time as long as they have their scorecards.

**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 urges 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 supply of government surplus of M1 Garand rifles. These rifles will be on display in the afternoons. 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 will also be available for purchase at the range.



2010 Western Games  
Competitors checking out rifle  
brought by CMP south.

# CMP Match Results & Awards

**MATCH RESULTS:** During the Western CMP Games and Creedmoor Cup Matches, all competitor's scores will be recorded in the CMP Competition Tracker system as soon as they are received at the registration trailer. Competition Tracker is an Internet-based competition management system that displays continually updated official results for competitors and team officials. It also allows individuals interested in the matches who are not at Ben Avery Shooting Facility to stay informed on match results. Anyone who wants to know results for any current competition conducted by the CMP can find them through the CMP web site at <http://clubs.odcmp.com/results>.

**CMP BBQ:** The CMP will provide a BBQ for all CMP Competitors on Sunday, 16 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. 2011 CMP Games Achievement Medal scores are based on scores fired by competitors in previous National Garand, Springfield and Vintage Military Rifle Matches. Cut scores are established so that approximately 40% of the match competitors can expect to earn these coveted medals. The top one-sixth of this group receives gold, the next two-sixths silver and the next three-

sixths bronze medals. Scores in the chart are the 2011 CMP Games Achievement Award Cut Scores.

Award	Gold	Silver	Bronze
John C. Garand Match	281 or higher	273-280	264-272
Springfield Match	281 or higher	274-280	263-273
Vintage Military Rifle Match	278 or higher	270-277	258-269
Rimfire Sporter T-Class	578 or higher	566-577	545-565
Rimfire Sporter O-Class	567 or higher	548-566	523-547
Rimfire Sporter Tactical Class	567 or higher	548-566	523-547
M1 Carbine Match	350 or higher	338-349	318-337

- © The CMP will award plaques recognizing the High Competitor, High Senior and High Junior in the Garand, Springfield and Vintage 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.
- © There will be special Three-Gun Aggregate Awards for the shooters who fire scores with all three As-Issued Military Rifles.



Glendale “Don” Rutherford, winner of the 2010 Western CMP Games 3-Gun Aggregate.

- © High Overall, High Senior and High Junior award plaques will be presented for the Carbine Match.
- © High Overall, High Senior, High Woman and High Junior award plaques will be presented for the Rimfire Sporter Match.
- © Competitors in the As-Issued M1 Garand EIC Match who earn EIC or leg

points will receive CMP EIC medals.

© The winning team for the Vintage Sniper match will receive a plaque.

\*Firearm presentations will be made as scheduled at the awards ceremony on Tuesday, 18 October 2011; taking actual possession requires the completion of FFL documents.



## **CREEDMOOR<sup>®</sup> CUP MATCH INFORMATION**

**HIGHPOWER RIFLE SHOOTING CLINIC:** This free shooting clinic will be conducted at the Activity Center by Ken Roxburgh and Team Remington and will offer lectures, hands on training and demonstrations by some of the worlds leading highpower service rifle competitors. Dry-fire training will be conducted on the range. Participants need to bring their shooting equipment and rifles, without ammo.

**PRACTICE:** Competitors will now have a chance to “zero” their rifles. A zeroing day will be offered on Wednesday, 19 October beginning at 1:00pm. The course of fire will be 5 minutes slow fire at 300 yards followed by 10 minutes slow fire at 600 yards.

**THE CREEDMOOR<sup>®</sup> 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:

### 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, Oct 23:

- 4-man team match: 50 shots per team member, no sighters
- EIC match: 50 shots, no sighters

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

**CREEDMOOR® CUP MATCH RELAY ROTATIONS:**

**Relays 1&2**: 200 slow and 200 rapid

Pit Change

**Relays 3&4**: 200 slow, 200 rapid and 300 rapid

Pit Change

**Relays 1&2**: 300 rapid and 600 slow

Pit Change

**Relays 3&4**: 600 slow

**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.

**TEAM MATCH:** Four-person teams fire the National Match Course at 200, 300 and 600 yards. NRA rules will be used; however, no sighters are permitted in this match, and no double alibis will be allowed for any reason. Teams may be formed the morning of the match behind center line.

**CREEDMOOR® EIC MATCH/500 POINT INDIVIDUAL MATCH:** The course of fire for this match is a 500-point NMC without sighters.

- 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:**

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

**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 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



2010 Western Games Creedmoor Cup Winners: Ronald Zerr, match rifle and Joel Sylvia service rifle.

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:**

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<b>2011 CREEDMOOR® CUP AWARDS SCHEDULE</b>		
<i>Stage Results (Matches 1-4, 6-9 and 11-14)</i>		
	<b>SERVICE RIFLE</b>	<b>MATCH RIFLE</b>
WINNER	20	20
CLASS 1ST	10	10
CLASS 2ND	5	5
CLASS 3RD	3	3
<i>800 Aggregate Results (Matches 5, 10 and 15)</i>		

## 2011 CREEDMOOR® CUP AWARDS SCHEDULE

WINNER	40	40
CLASS 1ST	30	30
CLASS 2ND	20	20
CLASS 3RD	10	10
<b><i>Creedmoor Cup (Match 16)</i></b>		
MATCH WINNER	200	200
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
<b><i>4-MAN TEAM MATCH</i></b>		

## 2011 CREEDMOOR® CUP AWARDS SCHEDULE

	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 volunteer 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. 1114 or [croguski@odcmp.com](mailto:croguski@odcmp.com). Thank you for helping make the 2011 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 Rule 4.0) is eligible to enter the Western 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 Ben Avery Shooting Facility. NRA membership is no longer required to participate in NRA Registered Matches; 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 14, 2011 you will be charged an additional \$5.00. This does not include the 4-Man Team Match. To submit your entry for the Western CMP Games Matches AND Creedmoor Cup use the CMP on-line entry system. Click on <http://clubs.odcmp.com/cgi-bin/matchInfo.cgi?matchID=6478>. You also may access the on-line entry system through the CMP web site home page at [www.odcmp.com](http://www.odcmp.com) and the Creedmoor Sports web site [www.creedmoorsports.com](http://www.creedmoorsports.com); from there, click on the Western CMP Games and Creedmoor Cup icon.

**ENTRY FEES:** Entry fees are payable at the time of registration. Fees can be paid with credit cards during on-line registration. Checks may be sent to CMP. **If you enter both CMP and Creedmoor events please make two separate checks. One check payable to CMP for the total of the CMP event fees and one check payable to Creedmoor Sports for the total of the Creedmoor event fees.** Competitors who do not wish to send

credit card information may call 419-635-2141 ext. 1114. Any competitor competing in both CMP and Creedmoor events will have two charges on their credit cards one from CMP for all CMP events and one from Creedmoor for all Creedmoor events.

Entry fees are:

<b>MATCH</b>	<b>Adult</b>	<b>Junior</b>
Garand/Springfield/Military Rifle Clinic	\$10.00	\$10.00
One Garand-Springfield-Military Rifle Match	\$50.00	\$25.00
Two Garand-Springfield-Military Rifle Matches	\$90.00	\$45.00
Three Garand-Springfield-Military Rifle Matches	\$125.00	\$60.00
As-Issued M1 Garand EIC Match	\$50.00	\$25.00
CMP Rimfire Match	\$25.00	\$15.00
CMP Carbine Match	\$45.00	\$25.00
Vintage Sniper Match	\$15.00 per person	\$15.00 per person
Highpower Rifle Shooting Clinic (position / fundamentals)	Free	Free
Practice – “Zeroing” Day	\$12.00	\$10.00
1 <sup>st</sup> 800 Point Aggregate (Matches 1-5)	\$46.00	\$36.00
2 <sup>nd</sup> 800 Point Aggregate (Matches 6-10)	\$46.00	\$36.00
3 <sup>rd</sup> 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 (entry at range)	\$15.00 per person/ \$60.00 per team	\$10.00 per person/
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A \$6.00 per day, per shooter, Ben Avery Range fee has been added.

**ENTRIES CLOSE/CANCELLATIONS:** The entry deadline is 14, October 2011. Cancellations received by 12 September 2011 will be given a 100% refund. Cancellations received between 13, September – 12, October 2011 will receive a 50% refund. Cancellation notices must be submitted to CMP via email to [croguski@odcmp.com](mailto:croguski@odcmp.com) or via fax to 419-635-2802 attention C. Roguski.

**CHECK-IN:** Competitors must check in at the CMP Registration Trailer located near the Ben Avery Activity Center on the morning of their first firing day starting at 6:30am for the CMP Games Matches and the Creedmoor Cup Matches. Competitor packets with scorecards and labels will be issued at the time of check-in.

**DIRECTIONS TO THE BEN AVERY SHOOTING FACILITY AND HIGHPOWER RANGE:** 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). Competitors will enter through the gate behind the 1000 yard line; this gate is ½ mile west of the main gate. 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](http://www.basfaz.com/facility_map.htm).

## DIRECTIONS TO THE ACTIVITY CENTER FOR CLINICS AND BBQS:

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.



**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](http://www.basfaz.com/where_to_stay.htm). The Hampton Inn in Anthem Arizona is providing a shooters rate (limited number): [http://hamptoninn.hilton.com/en/hp/groups/personalized/P/PHXAMHX-CNP-20111013/index.jhtml?WT.mc\\_id=POG](http://hamptoninn.hilton.com/en/hp/groups/personalized/P/PHXAMHX-CNP-20111013/index.jhtml?WT.mc_id=POG).

**FOR MORE INFORMATION:** For answers to questions about the Western CMP Games, contact the Christina Roguski at [croguski@odcmp.com](mailto:croguski@odcmp.com) or call (888) 267-0796, extension 1114. For answers to questions about the Creedmoor Cup, contact Dennis DeMille, [demille@creedmoorsports.com](mailto:demille@creedmoorsports.com) or call (800) 273-3366 Mon – Fri, 8am – 4pm Pacific time.



**WESTERN CMP GAMES  
GARAND, SPRINGFIELD & MILITARY RIFLE MATCHES  
CREEDMOOR CUP MATCHES  
Ben Avery Shooting Facility, Phoenix, AZ,  
15-23 October 2011**

Enter on-line at  
[http://clubs.odcmp.com/cgi-  
bin/matchInfo.cgi?matchID=6478](http://clubs.odcmp.com/cgi-bin/matchInfo.cgi?matchID=6478).