

## CMP GAMES / HIGH POWER / F-CLASS / TACTICAL MATCH

- The second Saturday of every month we conduct the CMP games / Highpower / F-Class and Tactical matches.
- CMP games and Highpower are shot concurrently.
- F-Class & Tactical are shot concurrently.
- All matches are open to the public
- All matches are scored using electronic targets.
- First relay starts at 9:00AM
- Match fee is \$10.00
- The entire match is shot at 200 yards.
- Relays 1&2 are CMP games & highpower
- Relay 3 is F-Class & Tactical.
- For shooters that cannot get into the prone position you can shoot F-Class & Tactical from the bench.
- See CMP & NRA rule book links below

### ***Course of Fire***

- CMP Games consists of 30 shots.
- **Course A 30 shot match.**
- 10 shots slow prone, 15 minutes, sighters and shots for record
- 10 shots rapid fire prone, 80 seconds.
- 10 shots standing, slow fire, 10 minutes.
- **Highpower 50 shot match.**
- 10 shots standing, slow fire, 10 minutes
- 10 shots rapid fire sitting, 60 seconds.
- 10 shots rapid fire prone, 70 seconds.
- 20 shots slow fire prone, 20 minutes.

### **Equipment**

- As-issued U.S. Modern Military Rifle.
- As-Issued Foreign Modern Military Rifle
- M1A
- M16/AR15-type
- Optical sights - scopes can be fixed power or variable, with maximum power of 4.5X.

### **F-Class**

- Match consists of 30rds unlimited sighters.
- 35 minute block time.
- F Class has two subdivisions under international rules. Rules common to both subdivisions.
- **Muzzle brakes:** Prohibited
- **Pull of trigger:** Any safe trigger weight, (i.e. the rifle must not fire when the bolt is cycled rapidly)
- **Sights:** Any, including magnifying or telescopic
- **Position:** The prone position must be used with the rifle against your shoulder.

- **Magazine:** If fitted shall not be used in competition except as a loading platform for single rounds.

**Rules specific to each Subdivision are:**

**Open Class**

- **Rifle:** Any rifle suitable for firing any cartridge with a calibre of up to 8mm
- **Supports:** A bipod or front rest is permitted to support the rifle or hand.
- **Rear rests:** Rear bag ("rabbit-ear" style bag is acceptable)
- The rear bag is not allowed any mechanical means of returning the rifle to its precise point of aim for the next shot

**F-Class Target Rifle**

- **Calibre:** .223" Remington or .308" Winchester, or their metric equivalents.
- **Bipod.** The rifle may be fired with a bipod support. If a bipod is used, it must be attached to the fore-end of the rifle. Bipods may have no more than two legs that rest on the firing point. Bipod legs may be rigid or folding and may be adjustable in length.
- **Rear Rest.** The butt of the rifle may not touch the ground during firing. The butt may be supported by a small sandbag, rabbit-eared bag or the competitor's hand. The rear rest may not be attached to the rifle.
- Muzzle breaks are not allowed.

**Tactical rifle**

- Match consists of 30rds unlimited sighters.
- Match is shot from the prone position.

**Rifles**

- AR-15, AR-10, and M1A rifles.
- Harris type bipod or range bag/ruck sack can be used as a front rest.
- No F Class type bipods and no sandbags or hard rest are allowed
- A soft rear rest without "ears" is allowed. No sandbags or stocks with an extension that rest on the ground are allowed.
- Muzzle breaks are not allowed.
- **Sights** Metallic, telescopic, red dot or holographic sights are allowed. Scopes are limited to 15 power, you can use a variable power scope greater than 15x, just set it to 15x or less.

***CMP & NRA RULE BOOK LINKS***

<https://thecmp.org/wp-content/uploads/2024/01/2024-CMP-Games-Rules.pdf>

<http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/HPR/hpr-book.pdf>