

# Osage Orange Sharpshooters Rimfire Sporter Match Program May 9 and September 5, 2020

**Sponsor:** Osage Orange Sharpshooters, an affiliate of the Civilian Marksmanship Program (CMP)

**Competition open to:** All. CMP "Eligibility Affidavit and Liability Agreement" must be signed or on file.

**Location:** *Springfield Benchrest Rifle Club* 646 Kastendieck Rd Billings, Missouri 65610

**Time:** 7:45am registration followed immediately by match.

**Registration:** Fee \$7. Registration on match day only.

**Relays, Firing Points, and Range Operations:** 8 firing points, 4 relays. Maximum of 32 shooters. Each relay will shoot the complete match before the next relay fires. Relay not firing will score and replace targets for firing relay. Competitors will help set up and clean up range. Re-entry fee: \$7

**New Shooters:** At their request, new shooter will have an experienced shooter assigned as coach. By pre-arrangement, loaner rifles and equipment will be available.

**Rules:** CMP Games Rule Book of 2020 rules will govern. Please note these requirements: No shooting jackets may be used, only street clothes. Any glove may be used. Mats and slings may be used, except in standing.

**Out-Of-Competition Rifles:** Shooters owning rifles not meeting any 'Rimfire Sporter' definition may elect to shoot in the Out-Of-Competition class.

**Ammunition:** Shooters provide own ammunition.

**Slow Fire Loading:** A rifle is considered 'loaded' when a magazine containing live rounds is inserted in the rifle. During slow fire, competitors may load a magazine containing up to 10 rounds, but the rifle must be held by the shooter with the muzzle pointed downrange at all times and may not be placed on the stool, bench, mat, or ground unless it is first unloaded.

**Rapid Fire:** Each rapid fire stage will be shot as two 5-shot strings. Shooters must rise before each rapid fire string of 5 shots. Self-loading rifles have 25 seconds and manually-loaded rifles have 30 seconds to finish each string.

**Match course:** Rimfire Sporter course of fire at 50 and 25 yards on CMP Rimfire Sporter target:

Stage 1: unlimited sighting shots in 10 minutes

Stage 2: 10 shots, prone, slow fire, 10 minutes, target B-19, 50 yards

Stage 3: 10 shots, prone from standing, in two 5-shot strings, 25 (30) seconds, target B-19, 50 yards

Stage 4: 10 shots, sitting, slow fire, 10 minutes, target B-19, 50 yards

Stage 5: 10 shots, sitting from standing, in two 5-shot strings, 25 (30) seconds, target B-19, 50 yards

Stage 6: 10 shots, standing, slow fire, 10 minutes, target B-19, 25 yards

Stage 7: 10 shots, standing, in two 5-shot strings, 25 (30) seconds, target B-19 25 yards

**Awards:** CMP Achievement Medals given based CMP Games Rule Book (Annex G).

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