

# CMP Vintage/Modern Sniper Rifle & Designated Marksman Competition SOP

**Range(s):** R3 (300-yard rifle range)

**Purpose & Skill Focus:** The CMP Sniper Match is based loosely on the CMP Vintage Sniper Rifle matches happening all around the country. There are two classes, Vintage and Modern. Both classes are team events, with a shooter and a spotter. Both roles will change positions during the match, switching from shooter to spotter, and back again.

**Who May Participate:** Everyone may participate. Minors must be capable of safely handling a firearm and must be accompanied by a parent/guardian. Disabilities will be accommodated as long as safety of all participants is ensured. Physical requirements include the ability to walk to replace targets several times at 200 yards.

**Fee 2019:** \$5

**Chairperson Qualifications:** The Chairperson must be competent to oversee range safety and must have passed the PA State Police criminal background check and the Child Abuse Clearance.

**Chairperson Duties** (may be delegated to assistants, but the Chair is ultimately responsible):

Set up targets and backstops prior to start of shoot

Collect fees and file income reports with the Treasurer

Ensure participants sign the event waivers (file in small documents safe)

Clearly explain course of fire and rules

Observe that all safety rules are obeyed

Start and stop all timed fire stages

Change targets between courses of fire

Explain scorekeeping procedure

Collect and check all scorecards; maintain records of each shooter's score for entire season

Remove all targets; collect all trash from range, store targets and backstops after event

## General Management & Promotion

Ensure assistants have submitted PSP and PA Child Abuse Clearances as needed and are fully trained

Immediately notify the Director with oversight of any issues or potential issues

Immediately file an Incident Report with the Recording Secretary for any safety incident and notify the Safety Director

Maintain inventory of equipment and ensure proper working order

Submit orders for targets

Seek ways to promote wider involvement, especially of youth

Make available the activity brochure listing all SLCFSA activities

Encourage participants to make available photos/videos for publicity (photo waivers required, on back of event waiver)

**Firearm Requirements:** Firearms must be in safe working condition and may be inspected by Chairperson.

The Vintage category covers all sniper rifles and replicas, 1953 and earlier. They may be from any nation, as long as they are safe to fire. Minimum trigger weight is 3 lbs. Optics are to be fitting to the era/nationality of the rifle. The scope mounts must be original or replicas thereof. There were no picatinny rails on M1903's! Should original or replica scopes prove to be prohibitively expensive, a weaver K4 telescopic sight may be utilized. However, the mounts should be originals or replicas. Chambering shall be appropriate to the rifle/nationality, e.g., there were no Lee-Enfields in 6.5 Creedmoor!

The Modern category is for sniper and designated marksman rifles, 1954 and later. Again, this is open to all nationalities. The burden of proof as to whether a particular rifle was/is used by a certain nation lies with the participants. All rifles in the modern sniper/designated marksman category must be equipped with back-up metallic sights. Chambering must be appropriate for the rifle, and maximum telescopic sight magnification is 10X. Any reticle may be used.

**Firearm Restrictions:** Team members in the Modern category/Designated Marksman category must fire 3 of their scoring shots with scopes removed, using back-up metallic sights.

**Auxiliary Equipment Requirements & Restrictions:** Shooters may use a bipod, sandbag, or a sling. Only one shooting aid may be used, and there can be no artificial support under the rifle butt.

**Range Setup/Design:** Targets set at 200 yards

**Placement of Loading/Unloading Tables:** Use shooting pavilion benches

**Targets:** IDPA practice targets

**Scoring:** Targets are scored as follows: "A" zone hits count 12 points, "B" zone hits score 10 points. Hits outside these areas score negative points. In the event of a tie, a shoot-off will decide the winner and runner-up positions.

### **Day-Of Procedures:**

#### Match Preparation

1. As you enter the gate, use your yellow activity card to enter. This locks the gate open for 90 minutes.
2. Obtain "range closed" sign, scorecards, silhouette targets, pasters, and extra clothespins from equipment shed.
3. At approximately 11:30, inform/remind users of the 300-yard range (R3) that the match will be held here, and that preparations must begin at 12 noon.
4. Ensure trauma kit is in place and stocked.
5. Lay out targets and prepare scorecards.

#### Once Participants Arrive

1. Sign up participants. Each participant is required to have eye and ear protection and the \$5 entry fee.
2. Ensure club members have signed the event waiver form and ensure each non-member fully completes and signs the waiver (every time).
3. Go over safety briefing and assign 2 people to perform First Aid, 2 for calling 911, and 2 for going to gate to direct first responders.
4. Explain target, scoring, course of fire, and procedures to clear rifles.
5. Participants are squadded into teams of 2 each.

#### The Match – Course of Fire

1. Teams bring equipment to the firing line. Secure line and allow spotters to go down-range and post targets. Ensure no one handles rifles when spotters are down-range.
2. When spotters return, sighting shots may begin. Ensure eyes and ears are being used and ask if line is ready for sighters. Announce 3-minute time limit for 3 sighting shots. When line is ready, announce "Commence fire" and begin timing. At end of 3 minutes, announce "Cease fire" 3 times, "Unload and clear."
3. Visually inspect all rifles for magazines removed, bolt to rear, safeties on, chamber empty, and chamber flag in place. When this step is complete, announce "the line is clear." No one touches rifles from this point until next course of fire begins, for any reason.
4. Spotters go down-range and repair targets. When spotters return, bring shooters/spotters to line to begin preparing for 10 shots for score. Announce to shooters they will have 5 minutes to fire 10 shots for score on their target. Ask "Is the line ready?" Upon hearing no objections or seeing any raised hands, announce "The line is hot, commence fire." Begin timing. At the end of 5 minutes, announce "Cease fire" 3 times, "Unload and clear."
5. Perform Step #3.
6. Now shooters go down-range to score and repair their targets. Spotters may go with them should they so desire.
7. When participants return, announce that the participants will now switch positions, with the previous shooter now becoming the spotter, and the previous spotter becoming the shooter. Call "Shooters to the line."
8. New shooters may fire 3 sighting shots, as outlined in Step #2.
9. Perform Step #3.
10. Perform Step #4. At this point, all participants have fired 3 sighting shots and 10 shots for score on their targets.

11. Perform this entire rotation once more (Steps #2-10). At this point, all participants have fired 6 sighting shots and 20 shots for score on their targets. Total team round count is 52 rounds. This is usually the end of the competition, unless another relay is to be fired. In the case of multiple relays, perform Steps #2-10 again.

#### Match Clean-Up

1. If the firing is complete for the event, visually clear the line one more time, ensure all participants are behind firing line, and then allow competitors to remove rifles from the firing line. Then make sure all targets are removed from backstops. Competitors may keep targets.
2. Teams tabulate scores and turn in score sheets. Determine 3 highest scores in vintage and modern categories. (Designated marksman rifles count as modern sniper rifles for our purposes.) Announce 3 highest scores per category, starting with 3<sup>rd</sup> place and ending with 1<sup>st</sup> place. Congratulate winners. Go over any environmental or equipment issues that competitors may have had, and thank competitors for participating.
3. Collate entry fees and make sure that amount matches number of competitors. Ensure that all participant names are legible. Turn in fees and signup sheet to Treasurer at next general meeting.
4. Make sure all supplies, unused targets, and sign are returned to storage shed and secured. Unlock gate and allow to close normally.
5. A paragraph or two should be written for club newsletter purposes, including date, number of competitors, top 3 placements, and weather conditions of event.

**Safety Rules:** Each shooter's first responsibility is for their own safe conduct while participating in any phase of the shooting match. All shooters on the range should consider themselves Safety Officers and are expected to remain alert for any unsafe actions. All participants should immediately report unsafe conditions to the Chairperson(s), and if necessary, call a ceasefire.

Eye and hearing protection must be worn by all shooters while shooting. Such protection is recommended for everyone in the range area.

#### Every Firearm

Treat every firearm as if it were loaded at all times.

Keep track of muzzle direction. Do not "sweep" other participants or spectators between stages or when moving firearms to and from gun carts or tables.

All firearms will remain unloaded except while on the firing line, after the command to "Commence Fire".

Long guns will have their actions open and the magazines and chambers empty whenever the gun leaves the shooter's hands during, or at the completion of a stage.

**Duties of Range Safety Officers:** Ensure all shooters are following safety procedures/rules.

**Duties of Timers:** NA

**Duties of Scorekeepers:** NA

**Duties of Coaches:** NA

**Duties of Spotters:** Responsible to count shots and misses, give advice, and watch each shooter for safety.

**Duties of Shooters:** Give focused attention to the activity chairperson. Obey all chairperson orders without delay. Speak up immediately and clearly if you need more time to prepare or if you notice any safety issue.

**Duties of Observers:** NA