

CMP RIMFIRE SPORTER MATCH

July 11, 2026

Registration begins at 8:30 a.m.
Competition begins at 9:00 a.m.

This is a CMP Sanctioned Rimfire Sporter Match. All Civilian Marksmanship Program Rules apply. In addition to SJCRC Club Medals, CMP Achievement Pins will be awarded based on competitors' scores as set out in the current *CMP Games Rifle and Pistol Competition Rules, Annex A*.

Equipment: Rimfire rifle, in caliber .22 LR. All rifles must weight 7.5 pounds or less. Triggers must be capable of lifting a 3.0 pound weight when cocked.

Slings, mats and spotting scopes are recommended, but not required. No shooting jackets or padded shooting gloves are permitted. Up to two sweatshirts may be worn, and an ordinary work or sports glove can be worn on the hand that supports the rifle.

Shooters may compete in any of the three Rimfire Sporter Classes: T-Class (Telescopic Class), O-Class (Open Class), T-U Class (Tactical-Unlimited Class).

T-Class: Rifles may have scopes with a maximum of 6X magnification. Variable power scopes must be set at 6X or less, and may not be changed during firing.

O-Class: Rifles with traditional open sights with a “U” or “V” rear sight notch and a post or bead front sight.

T-U Class: Rifles may have any sights. If a scope is used it may not exceed 6X magnification. Variable power scopes must be set at 6X or less, and may not be changed during firing. Stocks may be AR-style or other military style, or thumbhole or adjustable stocks.

Stocks of T-Class and O-Class Rifles must have conventional pistol grips, and non-adjustable butt-plates and cheek-pieces. Rifles with thumbhole stocks, orthopedic pistol grips, adjustable butt-plates, and/or adjustable cheek-pieces are classified as T-U Class rifles. T-Class and O-Class rifles must have straight or standard tapered contoured barrels. Rifles with fluted or non-standard contoured barrel are T-U Class Rifles.

Course of Fire: 60 Shots for Record, plus unlimited sighters

Stage	Distance	Number of Shots	Time Limit
Sighting	50 yards	Unlimited	5 minutes
Slow Prone	50 yards	10	10 minutes
Rapid Prone	50 yards	10, fired in 2 strings of 5	Semi-auto: 25 seconds per string Manual (bolt, etc.): 30 seconds per string
Slow Sitting or Kneeling	50 yards	10	10 minutes
Rapid Sitting or Kneeling	50 yards	10, fired in 2 strings of 5	Semi-auto: 25 seconds per string Manual (bolt, etc.): 30 seconds per string
Slow Standing	25 yards	10	10 minutes
Rapid Standing	25 yards	10, fired in 2 strings of 5	Semi-auto: 25 seconds per string Manual (bolt, etc.): 30 seconds per string

Rapid fire stages start from a standing ready position. Competitors who are 70 years of age or older or who have a physical or medical condition or impairment that prevents them from starting in standing may request permission from the Range Officer to begin rapid-fire stages in the firing position. Pursuant to Rule 3.7.4 to win overall match winner awards competitors must start rapid-fire stages from standing. Pursuant to Rule 3.6 a competitor may elect to compete in a higher, more difficult position.

We expect to shoot at least two relays. Range capacity permitting, shooters may fire in multiple Classes.

For more information on Rimfire Sporter shooting see the *CMP Guide to Rimfire Sporter Shooting*:

<https://thecmp.org/wp-content/uploads/Rimfire.pdf>

For the complete CMP Games Matches Rules see *CMP Games Rifle and Pistol Competition Rules*:

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

Any questions, email pyarbro@gmail.com

This match will be held on the rifle range. - Entry fee is \$10 per rifle.