

2017 Rifleman's Weekend

Nov 4 & 5, 2017

General Information



Start Times

Plan on being at the range no later than 8:15 am. Firing will begin at 9am. You will need to sign in, get your target & relay number assigned, and then get to the firing line depending on your relay. **Please be on time! At 8:20 am we will begin filling unclaimed positions.**

The Range

Central Carolina Gun Club has a number of rifle, pistol and shotgun ranges including a "Long Range" rifle range with firing lines at 200, 300, and 600 yards. All firing for this match will take place from the 200-yard firing line on the 200yd range. Parking will be to the left, behind our 200-yard Range rear berm.

Safety

Safety is the responsibility of every competitor. There will be a large number of people at or near the firing line and you need to be especially careful when handling your rifle. Be attentive during the safety briefing. Keep your rifle in a case until ready to take it to the firing line. A yellow Empty Chamber Indicator (ECI) will be available if you do not have one. Please keep the ECI in the chamber of your rifle except when shooting.

Special Safety Notice - Slam Fire

Reduce the potential for slam fires in the M1 by always letting the bolt carry the cartridge at least part way into the chamber. Never push the cartridge all the way into the chamber and then release the bolt.

Eligibility Affidavit and Liability Agreement

The CMP requires that an Eligibility Affidavit and Liability Agreement be executed for each competitor in a CMP sanctioned match. **There will be a Notary Public at the match to notarize this document for you.** A copy of the Affidavit is available on the Participant Information page. **If you can get this document notarized before the match, please do, this will save time at sign in.**

Range Release Form

All participants, including Central Carolina Gun Club members are required to sign the range release form during Sign-in the day of the match. Youth (under 18) must have their parent or guardian complete a Youth Range Release document prior to participating. A blank Youth Release form is available on the Participant Information page.

Ammunition

Participants must provide their own ammunition. Ammunition must be safe to fire in your rifle, of good quality and the correct caliber for your rifle.

Saturday May 21st, 2016

Match #1 (JCG/SPR/MVB): John C. Garand/Springfield Rifle/Military Vintage Bolt Rifles. (CMP Sanctioned)

Allowed rifles include as-issue M1 Garand, 1903 /1903A3 Springfield, M1917 Enfield, 1941 Johnsons, and U.S. Krag Rifles, and all foreign military Bolt Rifles. Rifles must be in "as issued" configuration with trigger weight of not less than 4 1/2 pounds. Rifles are subject to random inspection by the match director or designate. Rifles with

heavy barrels or other accuracy modifications/refinements will be moved to the Modified match category. Specific rules concerning “as issue” rifles can be found in the CMP rulebook. Let's stay in the spirit of this match and keep these rifles “as-issue” match legal!

Match #2 (UMG): Unlimited Garand allows modified versions of these same rifles per CMP rules for an Unlimited Garand Match. Allowed rifles are the same as the John C. Garand Match except they may have been modified to improve accuracy (trigger job, glass bed, heavy barrel, refined sights, etc...) Iron sights only. We don't hold this match because its CMP sanctioned (it's not), we hold it because it's fun!

Match #3 Fun Match (GCF). This is an “out-of-competition” match for M1 Carbines and other non-scoped WWII era rifles not allowed in matches 1 or 2. Accuracy modifications are allowed.

Sunday May 22, 2016

Match #4 (JCG/SPR/MVB): John C. Garand/Springfield Rifle/Military Vintage Bolt Rifles. (CMP Sanctioned) Allowed rifles include as-issue M1 Garand, 1903 /1903A3 Springfield, M1917 Enfield, 1941 Johnsons, and U.S. Krag Rifles, and all foreign military Bolt Rifles. Rifles must be in “as issue” configuration and caliber. Rifles with heavy barrels or other accuracy modifications/refinements will be moved to the Garand/Carbine Fun Match category. Specific rules concerning “as issue” rifles can be found in the CMP rulebook.

Match #5 (UMG): Unlimited Garand allows modified versions of these same rifles per CMP rules for an Unlimited Garand Match.

Match #6 Fun Match (GCF). This is an “out-of-competition” match for M1 Carbines and other non-scoped WWII era rifles not allowed in matches 4 or 5. Accuracy modifications are allowed.

Participating in any of these matches will satisfy the Marksmanship Participation Requirement to purchase a rifle through the CMP. The match bulletin will serve as proof of meeting this requirement.

Course of Fire - All Matches

Each relay will complete the course of fire before moving from the firing line. John Garand Match, Course B

**** All stages will fire from 200 yards on the Short Range (SR) Competitive target ****

Each stage will be preceded by a three minute preparation period.

Sight-in period - maximum of 5 sighting shots in 5 minutes

First Stage - Slow fire, prone; 20 record shots. Time limit of 20 minutes.

Second Stage - Rapid fire, prone from standing; 10 record shots with mandatory reload. Time limit of 80 seconds .

Third Stage - Rapid fire, sitting from standing, 10 record shots with mandatory reload, time limit of 70 seconds.

Fourth Stage - Slow fire, standing, 10 record shots, time limit of 10 minutes.

There are no alibi's or re-fires allowed. If your rifle jams or fails to fire for any reason, you must clear it and continue shooting.

Competitor Duties

When not shooting you will have other duties to perform. Competitors will be divided into groups or "relays". Relays rotate with one relay shooting, another relay scoring. Please be attentive during your scoring. When it comes your turn to shoot you should expect your score to be accurately scored. It is up to you to provide the same quality service as you would expect to receive.

Targets and Relays Competitors will be assigned a target and relay number the day of the match. A rotation schedule will be provided when you sign in. Once assigned you cannot change target number or relay. When scoring you will score the shooter on your assigned target.

Coaching

Coaching (or other assistance) may occur during the preparation periods or during shooting sighting shots. Once record shots have begun, assistance should be only as deemed necessary for range safety. During rapid fire strings, calling shots out to the shooter will not be allowed.

Equipment

We will have a number of high power shooters participating and most will allow those on the same target to use their scope and mat. **If you are allowed to use someone else's equipment, please take great care - most of these scopes are well over \$500. Please don't walk or stand on the mats.**

What equipment you will need:

1. Rifle, cleaned, in good working condition and with basic rifle "zeros". M1 Garands work much better if the bolt ways, op rod slot, and where the op rod rides under the barrel are well greased.
2. At least three en-bloc clips for your M1, three magazines for your M1 Carbine, or at least two stripper clips for your bolt rifle.
3. At **least** 55 rounds of your own ammunition, for each day.
4. Rain Gear (we shoot in the rain!)
5. If you have a spotting scope or binoculars, bring them. Tripod stands cannot be used while actually shooting – space is limited.
6. A shooting mat or something to lie on. Hopefully we will have enough to share.
7. Eye and ear protection
8. A pen for keeping score.
9. Drinking water and a lunch.

At your discretion:

10. Folding chair or stool.
11. You are also welcome to bring a camera.
12. A bag, box, or bucket to keep your stuff in on the line.

Food & Drink

There is no water available on the actual range. Please bring something to drink and a lunch. It will likely be hot

that day and you need plenty of drinking water. We will not break for lunch but you will have time to eat between activities. We will be there most of the day, bring an appropriate lunch!

Awards

All awards will be presented at the conclusion of the match. Please remain on the range for the awards ceremony.

What if it is raining the day of the match!

Come anyway! It never rains at CCGCI although it may be raining where you live! We want to complete this match as scheduled, we may delay the start but don't count on that. It is rare that we do not shoot a scheduled match, there always seems to be just enough of a break in the weather. Bring your rain gear regardless.

What you can do to prepare

The best way to prepare is to "dry fire". Make sure your rifle is unloaded and practice a standing, sitting, and prone position with your rifle. I make a dot the size of a dime on a piece of paper, tape it to the wall, and back up until when you look through the sights the dot looks about as wide as your front sight. Practice aiming at the dot (make double sure your rifle is not loaded!).

Saturday Evening Cook-out

After the completion of the Saturday match and awards ceremony, and after all firearms have been safely stored in vehicles the cook-out will begin. Hamburgers, hot dogs, buns and condiments will be provided. Please bring your own beverage to drink. You may also want to bring a chair or stool. This is intended to be a social gathering, so come be sociable!

Camping at the range

Space is available for tent camping and campers on club property. Camper/RVs must be self-contained as there is no water, sewer or electrical connections available. There is no charge for camping. Restroom facilities on the property are Port-o-Johns. Please let me know in advance if you intend to camp. **See note below concerning access gate!**

Access Gate in Operation at Central Carolina Gun Club

CCGCI has an electronic access gate. There will be a code for those camping overnight allowing access from Fri afternoon thru Sunday. The gate will be open early morning and stay open until late evening both Saturday and Sunday. Plans now are to also open the gate Friday afternoon for those wishing to camp. Contact the match director if you have a special need.