



2026 Vermont State Rifle & Pistol Association CMP Games Matches

Sponsored by the Vermont State Rifle & Pistol Association

- And -

Registered with the Civilian Marksmanship Program

DATES:

Sat, June 20

Sat, June 27

Sat, June 28

Two matches will be run each day with shots going down range in the first match at 9AM. Second match each day will start at approximately 12 noon. Competitors may fire in both matches with the same firearm or may fire a different firearm in each of the two matches. Open to Garand, Springfield, Carbine and Vintage Military and Modern Military; 200 yds.

LOCATION:

CEATS/EAFR; **Range 3-2**, Jericho / Bolton, Vermont ([please see map](#))

ELIGIBILITY:

Open to all competitors who may legally handle a firearm

SECURITY:

Only those names appearing on the competitor list will be admitted. Any non-competitor that will accompany you must be named on match worksheet. .

ENTRIES:

Limited by range capacity to 40 total competitors for each match. No telephone entries.

A stand-by list will be kept. Unclaimed squading will be assigned to stand-by competitors 15 minutes before the start of each match. Include signed Liability Release and worksheet, and all match and optional barracks fees. Entries without fees or otherwise incomplete will not be accepted. Mail entries and make checks payable to:

CMP Games, 454 South Main Street, Northfield, VT 05663

ENTRY FEES:

Adults: \$30.00, Juniors \$15

RULES:

CMP Rule 9 applies as appropriate for the specific match. Only “as-issued” rifles in the correct original caliber may compete, must have as-issued iron sights and as-issued stocks. M1 Garand, Carbine and Springfield must comply with Rule 6.2.4, Vintage Military Rifles must comply with Rule 6.2.5. Garands and Carbines may not have a trigger pull less than 4.5 pounds, Springfields and Vintage Rifles may not have a trigger pull less than 3.5 pounds. ***No Alibis will be allowed.***

COURSE OF FIRE: CMP John C Garand Match Course B, all at 200 yards (even Carbine), as follows:

Stage 1	Slow fire, 5 sighters in any position followed by 20 shots prone in 25 minutes
Stage 2	Rapid fire, 10 shots standing to prone; 80 seconds
Stage 3	Rapid fire, 10 shots standing to sitting/kneeling; 70 seconds
Stage 4	Slow fire, 10 shots standing in 10 minutes.

RANGE OPERATION:

Competitors will score and pull targets on alternate relays.

AMMUNITION: Any that is safe, furnished by the competitor

ACCOMODATIONS: There are many motels in the greater Burlington and Essex Junction area. The Vermont

National Guard has authorized the use of barracks for competitors, requested via worksheet.

Competitors are required to sweep out their area on departure. Camping at the range facility is authorized; campers must be self contained; no services / hook-ups will be provided.

GENERAL INFORMATION:

No Food Service available; pack a lunch, bring water and rain gear.

AWARDS:

CMP Bronze, Silver and Gold Achievement Medals awarded per appropriate Rule 9 section.

RESULTS:

Final results will be posted on the web at www.vsrpa.org after the tournament is complete, with results also being e-mailed to all participants who provide an e-mail address on the worksheet.

2026 VSRPA CMP Games Matches Worksheet

NAME:	_____
ADDRESS:	_____ _____
CITY:	_____ ST: _____ ZIP: _____
PHONE:	_____
EMAIL:	_____

NAME ALL NON-COMPETITORS THAT MAY ACCOMPANY YOU AND PROVIDE A SIGNED LIABILITY RELEASE FOR EACH.

VERMONT RESIDENT: ___ Yes ___ No **SEX:** ___ Male ___ Female

CMP COMPETITOR #: _____ (if known)

NOTE: John C Garand, 1903 Springfield, Vintage Military, Modern Military and M1 Carbine will ALL be fired from 200 yards, so any of these rifles may be shot in each match. Two matches total each day starting at 9AM and noon. First assembly at 8AM. The same rifle can be shot twice.

ALL OF THESE MATCHES WILL BE FIRED ON RANGE 3-2

	<u>Attending</u>	<u>Garand</u>	<u>Carbine</u>	<u>Springfield</u>	<u>Vintage</u>	<u>Modern</u>
Saturday June 20	___	___	___	___	___	___
Saturday June 27	___	___	___	___	___	___
Saturday June 28	___	___	___	___	___	___

MATCH FEES, \$30 for each date (shooting twice on one day is only \$30)..... \$ _____

BARRACKS FEES, \$20 per night if available..... \$ _____

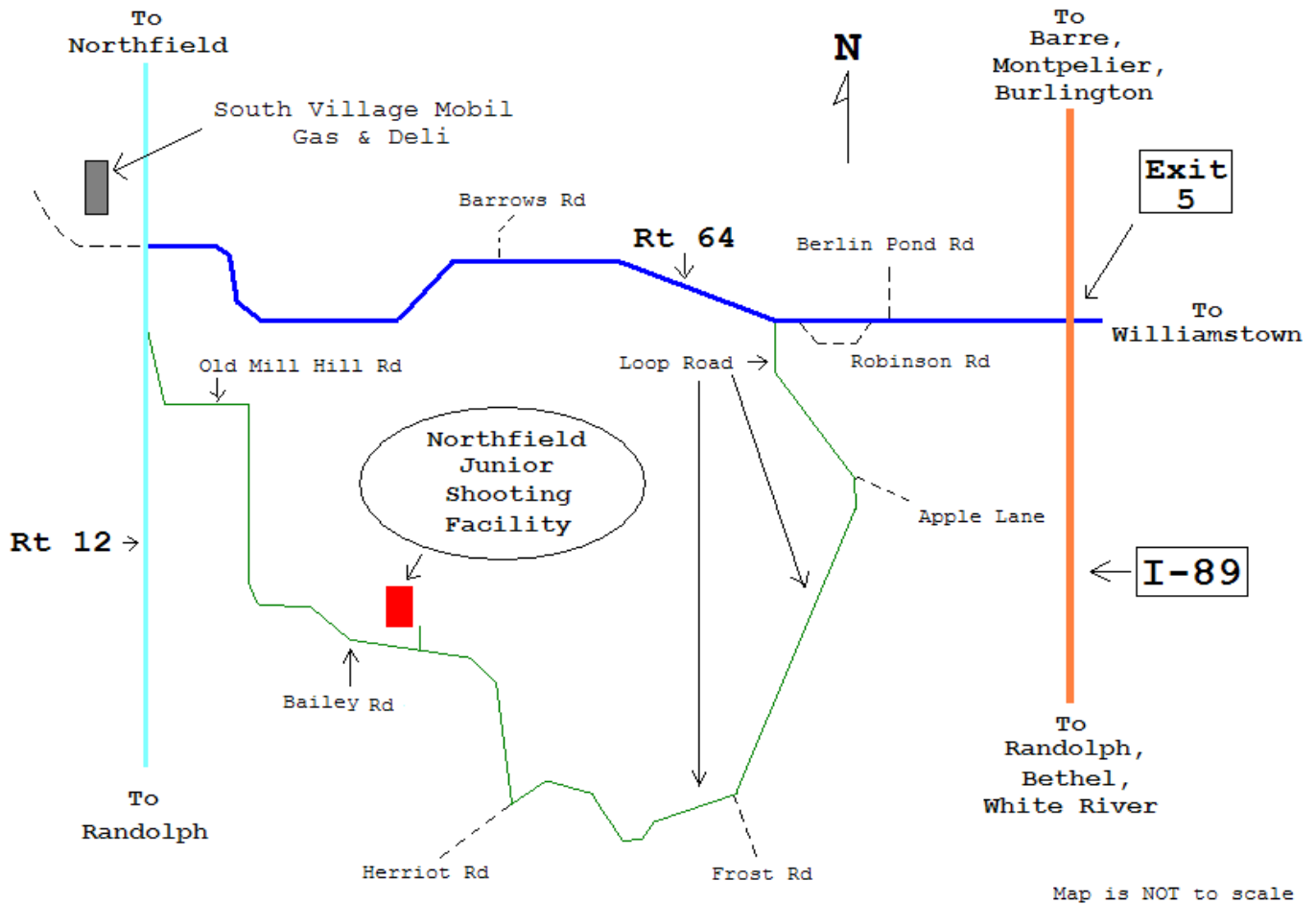
TOTAL ENCLOSED..... \$ _____

MAIL COMPLETED LIABILITY RELEASE, WORKSHEET AND PAYMENT TO:
CMP Games, 454 South Main Street, Northfield, VT 05663

GENERAL INFORMATION: Send a self-addressed stamped envelope if confirmation is requested. All VT Resident entries will be accepted to the limit of the range, with a range limit of 40 total competitors. Entries received in excess of limit will be returned, with a stand-by list created. No food service will be available, please plan on bringing a lunch and rain gear.

Northfield Junior Shooting Facility

1050 Bailey Hill Rd, Northfield VT 05663



From I-89 (All Times EXCEPT Mud Season – more dirt road)

- Proceed to **EXIT 5** on I-89; take **Rt. 64 West** towards Northfield for **0.7 miles**
- Turn **LEFT** onto **Loop Road**, stay on **Loop Road** for **1.9 miles** until it ends (it ends at the “Y” of **Herriot Road** and **Bailey Road**)
- Turn **RIGHT** onto **Bailey Rd**, proceed for **0.7 miles**
- Range will be on your **RIGHT**

From I-89 (Mud Season – less dirt road)

- Proceed to **EXIT 5** on I-89; take **Rt. 64 West** (towards Northfield) for **2.6 miles**
- Turn **LEFT** onto **Rt. 12 South** (towards Randolph) for **0.25 miles**
- Follow directions **From Rt. 12** which follows below

From Rt. 12 (least dirt road)

- If heading South on Rt. 12 take **SLIGHT LEFT** onto **Old Mill Hill Road**;
if heading North on Rt. 12, take **SHARP RIGHT** onto **Old Mill Hill Road**
- Proceed until **Old Mill Hill Road** ends (**0.5 miles**)
- Take **SHARP RIGHT** onto **Bailey Road**, proceed for **1.0 miles**
- Range will be on your **LEFT**