

TEXAS STATE RIFLE ASSOCIATION

CMP GAMES CHAMPIONSHIP



Bayou Rifles Inc, Manvel TX 77578

Oct 25, 2025



THIS TOURNAMENT IS REGISTERED WITH THE
CIVILIAN MARKSMANSHIP PROGRAM, SPONSORED BY THE
TEXAS STATE RIFLE ASSOCIATION

Service Rifle Dir: Justin Burns
TSRA.SR.Director@gmail.com
281-536-3910 (no calls after 9 pm)

Match Director: Justin Burns

Match Location: 1803 Cedar Rapids Pkwy
Rosharon, TX 77583

Entries: You may register on match day; pre-entry will guarantee spots on preferred relay.

Follow the link to the registration [Cognito Form](#)

Fill out the registration form and mail a check or money order (or send funds electronically thru Zelle) with your **name, GAMES and entry number** to:

Justin Burns (GAMES)
9114 Morningstar Dr.
Sugar Land, TX 77479

Make checks Payable to: Justin Burns
For Zelle use: 281-536-3910 (Justin Burns)

Rain Delay: There will be no rain-delay dates for these matches. Pre-registration fees will be returned in the case of match cancellation.

Eligibility: Participants must be TSRA members. Please put your current TSRA number on the entry form. Entries without TSRA numbers will be required to buy an annual membership or show your membership card on the day of the match. Out of state shooters may purchase a 3-day TSRA Pass for \$10.00 if they are a member of their home state rifle association. This pass is valid for the 3 days of the match only. Out of State Competitors can win the TSRA State Championship. Click following link to join or renew
<https://tsra.com/join/>

Capacity: The maximum range capacity is 14 competitors per relay

CMP Liability Release: A release must be on file with the CMP. If you need to complete a release form, you can find one at <https://thecmp.org/competitions/forms/>

<u>Fees:</u>	Adult	Junior
1 Match	\$20	\$5
2 Matches	\$35	\$10
3 Matches (State Championship – Garand/Springfield/Vintage Military)	\$45	\$15
4 Matches	\$50	\$20
5 Matches	\$55	\$25
	All refires \$5 (same rifle type)	
Sniper Challenge	\$15	\$5

Ammo for Sale: 30-06 surplus ammo will be available for purchase at the match for use at the match (40 rds for \$40). Please contact the match director for confirmation.

SCHEDULE OF EVENTS:

Morning		Afternoon	
Setup	0730	Relay 4	1100
Colors	0745	Relay 5	1200
Relay 1	0800	Sniper Challenge	1300
Relay 2	0900	Awards	1400
Relay 3	1000		

Courses of Fire:

Garand, Unlimited Garand, Springfield, Vintage, Modern & Unlimited Modern Military (incl Service Rifle / A2)

Stage	Distance	Type of Fire	Firing Position	# Shots	Time Limit
Sighting	200 yards	Slow	Any	5	5 minutes
Match 1	200 yards	Slow	Prone	10	10 minutes
Match 2	200 yards	Rapid	Prone from Standing	10	80 seconds
Match 3	200 yards	Slow	Standing	10	10 minutes

Sniper Challenge

This will be an individual match consisting of 20 shots for record (plus 5 sighters) all at 300 yards using reduced 600 Targets (MR-63). (CMP Games Rules sections 6.5.3) It will follow CMP Vintage sniper rules of 15 seconds exposure to shoot, followed by a 20 second scoring period and will continue nonstop until all 20 shots are fired. 2 relays (1 shoots / 1 scores). No coaching.

There will be four (4) classes:

1. **Vintage Sniper** (CMP Games Rule 6.2.1 – Table 8)
2. **Vintage Modern Sniper** (CMP Games Rule 6.2.1 – Table 9) (if we don't get enough participants, it will be combined with Class 1)
3. **Sling Shooter** (Service Rifles and Palma/Match Rifles CMP Rule 4.1) (if we don't get enough participants, it will be combined with Class 4)
4. **Modern Sniper** (rifles that fit in any of the other categories, shooters are encouraged to bring whatever they have, no F-Open). (sandbag, sling or bipods allowed).
5. **AR Tactical** (if we don't get enough participants, it will be combined with class 4)

Must have 5 to form a class

RULES

Current CMP Highpower Rifle Rules will govern except for issues as prescribed in the match program. Competitors are responsible for being aware of the Match Program and all safety regulations contained in the CMP rulebook or announced at the morning safety briefing.

Bayou Rifles Inc Range rules in effect and will be explained at the Safety Briefing each day

Squadding: Individual matches will be squadded on the firing line.

Pit Service: E-Targets will be used. Bring a smart phone or tablet. Competitors are still required to perform scoring duty.

Challenges: A \$2 Challenge Fee will be charged for lost challenges. Scores may only be challenged prior to awards. **Scorer must make all initial scoring decisions. The Score Challenge (Statistics) Officer's decision on challenges is final.**

Targets: Rifle: 200 yd-SR, MR-63

CMP Games Rifles: Rule 4.2.1 General Requirements (CMP Games Rulebook)

As-Issued M1 Garand Rule 4.2.2	Modern Military Rule 5.2.(3-4) /5.2.8
Unlimited M1 Garand Rule 5.2.6	Unlimited Modern Military Rule 5.2.5
Springfield Rule 4.2.3	Carbine Rule 5.2.1
Vintage Military Rule 4.2.4 / 4.2.5	Service Rifle Rules 4.1 (CMP HP Rules)
M14 Heritage Rule 5.2.8	Service Rifle A2 (Same as 4.1 no scope)

Sniper Challenge Rifles:

Rule 6.2.1 Vintage Sniper Rifles (CMP Games Rulebook)
Table 8 – Vintage Sniper Rifles and Scope 1953 and earlier
Table 9 – Vintage Sniper Rifles and Scope 1954 to 1976
Service Rifle Rules 4.1 (CMP Highpower Rules)
Service Rifles (AR15, M14, M1 Garand, Long Range Service Rifle)
Match Rifle / Palma Rifles
AR Tactical Rifle 4.1.9

Ammo: Ammunition must be safe. Any defective or unsafe ammunition will be removed from the firing line. Any competitor that cannot get/stay on target will be removed from the firing line.

Chamber Flags: The use of an empty chamber indicator (ECI) is always required even while the rifle is in the case. Only during a preparation period or actual firing may the ECI be removed from the rifle.

Level Loading: The rifle must be pointed at the ground or impact berm when closing the bolt. The 1st violation for the day will result in a zero for that match.

Coaching: Coaching is not allowed. Unless authorized by the Match Director for new shooters.

Mobile Phones: Cellphone use is prohibited when firing, scoring, or performing pit duties. Use of cell phone to keep time/scoring is permitted.

Challenge Period: The challenge period will be 30 minutes after the completion of each match. All awards and scores are tentative until publication of the official match results. The Statistics Officer will resolve all protests.

<u>Brass:</u>	All brass must be policed.
<u>Trash:</u>	Must be placed in a trash bag, where available, or leave with the competitor.
<u>Speed:</u>	Limit on range roads is 10 mph.
<u>Parking:</u>	At 300 yard line parking area, except for match officials.
<u>Eye & Hearing Protection:</u>	CMP Rule 3.6.2 - All competitors and competition officials, including Scorers or Verifiers, are required to wear eye and hearing protection when on shooting range firing lines during highpower rifle firing. See the CMP rule book for further specifics on eye protection dimensions and proper wear. Hearing protection cannot be used to listen to music or communications while on the firing line or the pits.
<u>Malfunctions:</u>	<p>Due to encroachment around the range CMP Rule 8.1.7 will not be enforced. Alibis will be allowed due to firearm malfunctions. E-Target, insufficient, excessive related issues will follow under E-Target Scoring match program rules.</p> <p>Competitors attempting to clear a malfunction and violate the level loading rule while clearing the malfunction will receive a zero score for that string and not be allowed to complete that stage.</p> <p>Competitors will have the option of taking the score recorded or the competitor can choose to fire an alibi string for the missing shots and take the lowest value shots for the rounds not fired on the initial string.</p> <p>If a competitor tries to clear a malfunction and is unsuccessful, he will not be granted an alibi. If a competitor clears a malfunction and fails to fire the required number of shots, he will not be granted an alibi. If the bolt is closed and the striker has fallen, and there is an unfired round in the chamber or magazine, the competitor will be given an alibi.</p> <p>Refires will follow the below rules:</p> <ul style="list-style-type: none"> (a) No competitor will fire more than one score for the same award except as provided in the program (b) No competitor will be allowed to refire any previously fired shots because of a disabled rifle or a malfunction. (c) No competitor will be allowed more than one refire per stage regardless of malfunction type. (d) Scores for record will be the lowest values from the Alibi string added to the score of the initial string
<u>E-Target Scoring</u>	<p>Please read Section 6 - Electronic Scoring Rules in the latest revision of the CMP Highpower Rifle Competition Rules</p> <p>For an insufficient shot (1) recorded Rapid Fire Strings, provided there are no excessive shots recorded on two (2) targets adjacent and all shot values are 9 and higher, the competitor may take the lowest value shot for record or shoot an alibi string and take the lowest value of that string.</p> <p>Competitors/Scorekeepers will not make changes to the Shotmarker scores without match official approval. Violations will result in a zero for that stage.</p> <p>CMP Score Cards will be the official score for record.</p>

AWARDS

The winner of the As-Issued Military Rifle 3 Rifle Aggregate as defined by Rule 4.6.8 (As-Issued Garand + 1903/A3 Springfield + Vintage Military Rifle) will be the Overall TSRA State Vintage Champion.

The match winner for each rifle type will be the TSRA Champion for that event (Garand, Unlimited Garand, Springfield, Vintage, Modern and Unlimited Modern Military).

Special Service Rifle ONLY Competition Awards presented to 1 Junior / 1 Adult

Note: Do not have to be a Texas resident.

Refires are not in content for the Championship, only the first score fired is in contention for awards.

Must have 5 competitors to award a plaque per match. Winner(s) can opt for cash equivalent instead of plaque.

Achievement pins will be given for competitors who qualify according to the Annex H in the current CMP Games Rules.

Winners of the Sniper Challenge will receive a challenge coin for their class (5 or more to form a class).

Final Results:

Results from all matches will be posted on:

The TSRA Website at [TSRA](#)
[TEXAS SERVICE RIFLE](#)

HOTELS

Manvel – Is the closest community to the range. It is more expensive than the ones in Alvin

Pearland – Hotels in Pearland are a little closer than Alvin and are more expensive

Alvin – Is miles further than Pearland but hotels in Alvin usually cheaper and some have outside entrances to the rooms.

There are several hotels in the area that are reasonably close to the range.

Range Map

1803 Cedar Rapids Pkwy, Rosharon, TX 77583

Couty Rd 57 is now called Cedar Rapids Pkwy

Firing will take place on the 1,000-yard range, which is located behind the 300-yard range.

