

Annex A – Highpower Rifle Firing Procedures

Revised: 3Jan25

The following range procedures must be used to conduct CMP Service Rifle events:

BASIC SAFETY RULES AND STANDARDS TO BE ENFORCED IN ALL CMP-SANCTIONED MATCHES

(To be reviewed in pre-match safety briefings):

- A safety flag (ECI) must be inserted in your rifle at all times (cased or uncased) except during preparation and firing periods.
- Keep all rifle muzzles pointed downrange or up at all times.
- You are permitted to carry rifles behind the firing line; you are not permitted to handle rifles behind the line (see definitions of “carry” and “handle” in Rules 2.5 and 2.6).
- Do not take rifles or equipment to the firing line until instructed to do so.
- Competitors and other personnel who are on the firing line and in Highpower Rifle target pits during Highpower Rifle events are required to wear appropriate eye and hearing protection (see Rule 2.15). Using hearing protection to receive communications or listen to music while on a firing line is not permitted.
- You may handle your rifle after your relay is called to the firing line (put on sling, get into position, etc.), but you may not remove the safety flag or close the action until the preparation period starts.
- A three-minute preparation period will start approximately two minutes after your relay is called to the firing line. During the preparation period you may continue your preparations for firing and may remove safety flags and dry fire.
- Do not load until the command **LOAD** is given.
- Upon completion of firing, open your rifle action, remove magazine, insert a safety flag and ground your rifle.
- Do not remove your rifle from the firing line until it has been cleared by a Range Officer.
- Do not go forward of the firing line until instructed to do so.
- In CMP Rifle Matches, no extra time or refires are allowed for rifle, equipment or ammunition malfunctions. If you have a malfunction, you may attempt to clear the malfunction, if you can do so safely, but no extra time or refire will be allowed.
- If you have a problem, remain in position, keep your rifle muzzle pointed downrange and raise your hand, a Range Officer will assist you.
- When you act as a Target Marker or Scorer (or Verifier) you are a Match Official responsible for the accurate scoring and recording of your competitor's scores.
- When you are a Scorer (or Verifier) you are also a safety officer responsible for ensuring that your competitor handles their rifle safely. When the Range Officer asks **IS THE LINE READY?** or **IS THE LINE CLEAR?**, it is the Scorer's responsibility to signal **YES** (hand pointed downrange) or **NO** (hand pointed to the rear of the firing line) for the competitor whom you are scoring.
- If any competitors have medical issues (bee sting allergy, etc.) that the CRO should be aware of, please inform us.

SAFETY DEFINITIONS AND REGULATIONS:

- **Safety Flag.** A safety flag is an empty chamber indicator (ECI) with a probe that fits into an empty chamber when the action is open. The safety flag must have a yellow or orange-colored flag that extends out from the open action so that it can readily be seen by match officials and competitors to confirm that the rifle is clear.
- **Unloaded Rifle.** A rifle with an open action, magazine empty or removed (if removable) and chamber empty with a safety flag inserted to confirm that the rifle is clear.
- **Cleared Rifle.** A rifle with an open action, magazine empty or removed and chamber empty with and safety flag inserted that has been checked by a Range Officer.
- **Cleared Range.** A range where a Range Officer has confirmed that all rifles on the firing line are cleared and grounded with safety flags inserted, with no rifles being handled by any person and no personnel in front of the firing line.
- **Loaded Rifle.** A rifle is considered “loaded” when a cartridge or magazine containing cartridges comes in contact with the rifle. Rifles may only be loaded after the Range Officer commands **LOAD**.
- **Ready Line/Ready Area.** A designated or undesignated area behind the firing line where competitors who are not firing, scoring, or pulling targets and spectators must remain. Rifles in the ready area must be unloaded with safety flags inserted, whether they are cased or uncased. Rifles may be carried (moved from one location to another) in the ready area, but they may not be handled (see the definitions of rifle carrying and handling in Rules 2.5 and 2.6).
- **Call to Firing Line.** No one is permitted to move rifles or equipment to the firing line until the Range Officer instructs them to do so. After a relay of competitors is called to the firing line, they may set up their equipment on the firing line, handle their rifles by putting on slings or getting into positions with them. Two minutes are allowed between the call to move to the firing line and the beginning of the preparation period. A safety flag must remain in the rifle during this period and until the preparation period begins.
- **Preparation Period.** Two minutes after a relay is called to the firing line the Range Officer will announce the beginning of a three-minute preparation period. During this period, competitors may handle their rifles, remove safety flags and dry fire. No one may load a rifle during the preparation period.
- **Sighting Shots.** Sighting shots are not allowed if the event is a National Trophy Event. Sighting shots are allowed if the event is a CMP Cup Match event where two sighting shots are fired before each stage of fire. Separate Range Officer scripts are provided for National Trophy Events and CMP Cup Match events to accommodate the differences between the two types of events.
- **START**. A range command that authorizes competitors to start firing in slow-fire stages.
- **CEASE FIRE.** A range command that directs competitors to stop firing immediately. Penalties may be applied for shots fired after a **CEASE FIRE** command.
- **Slow-Fire Loading.** For slow-fire shots, Service Rifle competitors may load only one round at a time. The rifle may not rest on a shooting stool when it is loaded. Once a round is chambered, muzzles must remain pointed downrange.
- **IS THE LINE READY?** This is a question asked by the Range Officer after the command **LOAD**. Competitors who are not ready should announce “Not Ready.” The purpose of this question is to make sure all competitors have safely loaded and are ready to start a live fire series.
- **Rapid-Fire Loading.** Rapid-fire loading procedures required by CMP Rules vary according to whether the event is a National Trophy event or a CMP Cup Match event.
 - **National Trophy Events.** Competitors must stand to load and start rapid-fire series from standing. Competitors will stand on the command **ON THE FIRING LINE STAND**. After the command **WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD**, they must close the bolts on their rifles on empty chambers and then insert magazines loaded with two (2) or five (5) rounds. Competitors with manually operated rifles must leave bolts open until they are down in position. After the line is ready and targets rise (or the command **START** is given), they will go down into position and then cycle or close the bolt to chamber the first round. Competitors must be down in position before cycling the bolt to chamber the first round.
 - **CMP Cup Match Events.** Competitors must start in the shooting position for the appropriate stage of fire (i.e. sitting or prone). After the command **YOUR SIGHTING PERIOD HAS ENDED** or **FOR YOUR SECOND SERIES OF RAPID FIRE**, and before the targets appear, the rifle must be kept

out of the shoulder, and the ammunition must remain on the ground, shooting mat or shooting stool. When the targets appear, competitors must take their ammunition, load either two (2) or five (5) rounds and fire their first two or five rounds. After firing two or five rounds, competitors will reload eight (8) or five (5) rounds as appropriate and continue firing to complete the series.

- ***START***. A range command that is used to start rapid-fire stages on fixed target ranges (where pit-operated targets are not available). The command ***START*** authorizes competitors with loaded rifles to assume their firing positions, cycle their bolts to load rounds in chambers and commence firing or, in CMP Cup Matches, to load their rifles and commence firing.
- **Malfunction**. A malfunction is the failure of the rifle or ammunition to function properly. A competitor may attempt to clear the malfunction and continue firing if they can do so safely. No refires or additional time will be allowed if the competitor is unable to complete the series.
- **Interruption in Fire**. If a ***CEASE FIRE*** command must be given during a firing series, the Range Officer will resume firing as soon as possible. When firing resumes, competitors are entitled to the amount of time that was remaining when the ***CEASE FIRE*** command was given.
- **Slow or Disabled Target**. When a single target is disabled or providing slow target service, the competitor or scorer must notify a Range Officer who may authorize additional time to compensate for the slow service. In the case of a disabled target that cannot be quickly repaired, the competitor must be moved to another target (hospital) and given additional time to finish firing.