Bay of Plenty NZDA New Zealand Deerstalkers Association

Tack Driver 2 - 2026

New Zealand's most accurate rifles go head-to-head at 300 metres

2026 Rule changes are shown in red.

COURSE OF FIRE

1. The tournament will consist of 3x 300 yard IBS Group targets and 3x 200 yard IBS Score targets at 300 metres (6 targets in total).
2. All targets will be 7 minute matches.
3. All competitors will be required to complete a 2 to 3 shot, 300m sight-in target on Friday or Saturday morning prior to flag setting and shooting their first match. Sight-in targets will be checked to ensure shooters achieve a cone of fire of approximately 1.125 MRAD (337mm radius from the bullseye/POA at 300m). Inability to meet this requirement may mean disqualification from the tournament with no refund.
4. We will alternate targets each match and change benches as follows:
   - Group/Score/Group/Rotate 4 benches to the right
   - Score/Group/Score
5. The winner will be determined by the lowest aggregate placing based on place of finish in each discipline. If there is a tie, we will break it by highest place of finish in a discipline. If that can't break it, we will go to the highest group place of finish.

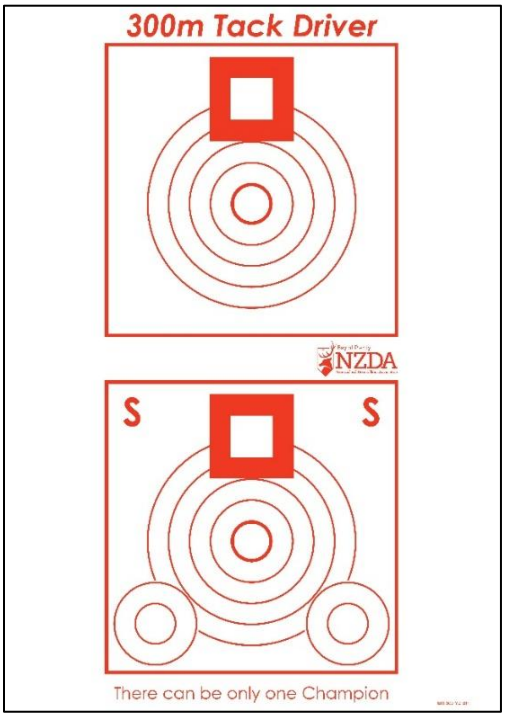
KEY RULES

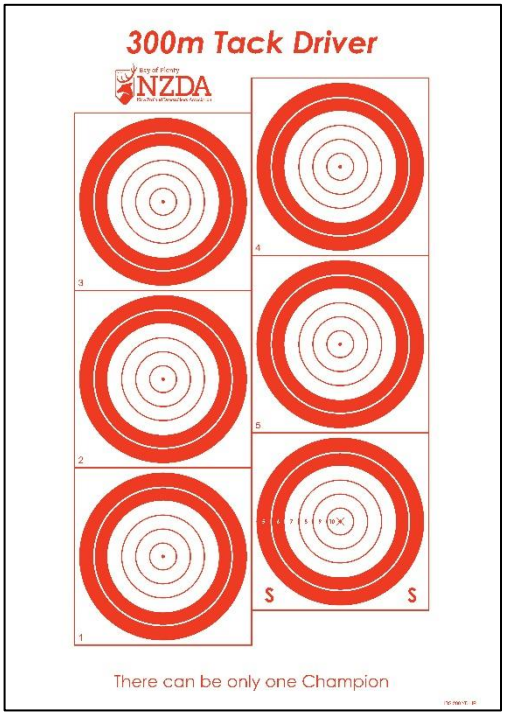
1. No membership of any shooting organisation is required.
2. Firearms licenses are required to be presented prior to shooting.
3. Empty chamber indicators (chamber flags) are mandatory.
4. All shooting will be done off the benches. No prone shooting.
5. All rifles shall be centrefire and have a forend width less than 104.0mm.
6. Maximum rifle weight is 10.0 kg including the scope and all attachments.
7. Any rifle up to 30 calibre, limited to a muzzle energy of 7,000 Joules (5,163 ft.lbs).
8. Suppressors, barrel tuners and muzzle brakes are permitted.
9. All rifles must be scoped.
10. All rifles must use a front and rear rest. No one piece rests i.e. lead-sleds.
11. Front rests can be a sandbag, bi-pod, joypod, co-axial rest or the like.
12. Every rifle must have a rear sandbag rest or rear support.
13. You can only enter one rifle.
14. You must shoot the same rifle at all targets. If you have a rifle failure, you must continue with a rifle of the same calibre and cartridge (has to be approved by the match director). Scope failure will require a scope change.
15. No electronic equipment of any type will be allowed on the bench or down range.
16. Spotting scopes are permitted but they must be on your bench or fixed to it.
17. No coaching is permitted.

18. Personal wind flags are permitted but the range will also provide wind flags in fixed positions. All wind flags must be of lightweight construction and suitable for downrange use. All flags will be inspected for approval prior to setting and heights checked prior to the first match. Personal wind flags may only be set on Saturday at the gazetted time.
19. Any competitor found to have shot a wind flag at any time will be immediately stopped from further shooting and disqualified from the tournament with no refund.
20. Both Group and Score targets require 5 record shots on each target with unlimited sighters in each target's respective sighter box. Expect to expend 8-10 rounds per target plus your sight-in check and any practice.
21. In the event that there are more than 5 holes in the Group target record box or Score target record boxes, the largest group size or the lowest score will be recorded for your record. Also read in conjunction with rule 23.
22. If it can be determined that there are less than 5 record shots in your group target record box, then a 3 inch penalty will be added for each missing shot.
23. Any holes outside the 5 ring on a Score target will score zero. Any holes outside a Score target record box will count for the nearest record box and will score zero.
24. Crossfires will also incur penalties.
25. Any protest will be handled by the disputes committee and their decisions will be FINAL.

**Practice targets, chamber flags and ear plugs will be available for purchase at the range office.*

Click here for more information about the tournament.





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ADDITIONAL TOURNAMENT RULES

General

1. Empty chamber indicators (chamber flags) must remain in rifles at all locations on the range premises, unless permission to remove it is given by the range officer.

2. Where necessary bullet holes will be gauged with an Eagle-Eye reticle according to their calibre. The Eagle-Eye has various calibre circles inscribed on it where their outside diameters are the actual bullet diameters. Please note, the bullet holes punched in your target may show as smaller than their calibre. The Eagle-Eye when centred over the bullet hole will indicate the actual outer edge of the bullet travel. Where no visible gap is seen between a target line and the Eagle-Eye calibre circle edge, it will be deemed to be touching. Where the Eagle-Eye is used, these holes will be marked with an R. RR will mean it has had a second check by the second target scorer.

3. On a Group or Score target there will be **no discount** for a first-round sighter shot going into the record target area.

Group Targets

4. On a Group target any shot above the sighter box and not touching the top line (when extended all the way to the target edges) will be counted as a record shot.

5. On a Group target any shot outside of the record box and not touching the line will incur a 3 inch penalty.

Score Targets

6. On a Score target any shot touching the sighter box lines will be counted as a sighter shot.

7. There shall be only 5 record shots on the Score target. Where there are extra shots on the paper but outside the record boxes, the box lines will be extended out to the edge of the target to determine which box they fall in, and then the lowest score given.

Crossfires (must be immediately notified to the Range Officer)

8. In the event of a crossfire on a Group target, the offending competitor must stop shooting and continue with their **remaining** record shots on their own target. The crossfire shots will be transferred with a 3 inch penalty for each shot.

9. In the event of a crossfire on a Score target, the offending competitor must stop shooting and continue with their **remaining** record shots on their own target. The crossfire shots will be transferred with a 1 point penalty for each shot.