

TEXtreme Field Target Rules

All lead diabolo pellets only; no slugs allowed. Maximum caliber is .30, maximum muzzle energy is 100 foot pounds.

Maximum scope magnification is 32X. If the scope does not have a 32X factory marking, it must be set no higher than the next lower factory marking.

Minimum target kill-zone size is 1-3/4". Minimum target distance is 20 yards. Maximum target kill-zone size is 4". Maximum target distance is 100 yards. Kill zones may be of various shapes. Target distances are provided to competitors. Rangefinders and anemometers are allowed.

Mono-pods, bi-pods, and shooting sticks are allowed. The legs must rest on the ground, but may not be driven into the ground. Mono-pods, bi-pods, and shooting sticks cannot be attached to the stock, and must fall free when the rifle is picked up. No tri-pods allowed.

Bum bags and shooting seats are allowed, but no arm rests or back rests are allowed on shooting seats. Shooting seats may not be used to rest the rifle. No other stabilizing accessories or movement-restricting clothing allowed (such as rifle slings, shooting gloves, and shooting vests or jackets).

Maximum fore-end depth allowed is 6", as measured from the center of the barrel to the bottom of the fore-end.

Adjustable stock components may not be adjusted during a match. No butt-hooks or add-on thigh rests allowed.

Shooting lanes feature two extreme field targets at each lane. Shooters take two shots at each target, near to far; for a total of four shots per lane. Practice shots ARE allowed, but COUNT as shots for record.

Scoring format is 'X' for shots that fell the target, and 'O' for shots that do not fell the target. Upon completing the course of fire, scorers will add all Xs to determine competitors' scores, then sign the score-cards. Competitors will then examine their score-cards for accuracy; and when satisfied, also sign their score-cards. Signing your scorecard signifies your agreement that the score on your card is correct, and you surrender further recourse in scoring disputes.

Tie-breakers are (in order) - 1) Shoot-off, if mutually agreed by tied competitors. 2) Highest number of cleaned lanes (4/4). 3) Most number of 3/4 lanes. 5) Coin flip. 6) Pissin' match. 7) Arm wrestle. 8) Cage fight.