

Safety First, Fun Second, and Competition Third!



COWBOY FAST DRAW ASSOCIATION

GUNSLINGER'S RULES & HANDBOOK

9th Edition

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Honoring the Romance & Legend of the Old West

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To My Fellow Gunslingers!

It is my honor and privilege to present you with the 9th Edition of The CFDA Gunslinger's Rules & Handbook. This new edition has been reformatted into a more condensed and durable booklet, making it easier to carry as we travel to CFDA events. While this document contains most of our rules, regulations and procedures, we have also added some quick references to help you find more detailed information on our CFDA Website, should you need it.

CFDA Website (www.CowboyFastDraw.com)

Our CFDA Website contains a wealth of additional information that's at your fingertips. There, you can research and download information needed for almost everything related to CFDA.

CFDA Telegraph

While Facebook has become very popular, especially because of its ease that photographs can be published, we still believe that our CFDA Telegraph is the best format to carry out "official announcements" and discussions for our members and by our members. The Telegraph can be viewed publicly, but only CFDA members can contribute comments. It's very easy to sign-up (*See: Page 12*).

CFDA General Store

Is a "Clearing House" for almost everything needed by our members and clubs to enjoy the sport of Cowboy Fast Draw to its fullest. We have spent years reinvesting and developing this key asset to provide what is needed to build our sport that relies on what is certainly a niche market.

9th Edition

This 9th Edition contains all changes and addendums made to our rules since our 8th Edition was published in 2014. We try to keep changes of our rules at a minimum, therefore we do not publish a new rulebook such as this each year. However, from time to time we do have to update, add or clarify rules. Official updates and clarifications can be found in the Rules Section on our website.

I would like to acknowledge our Editing Committee: Cool Hand Suz, Wench, Curley Calhoun, and Mongo. Thank You for your dedication, guidance, experience and keen eyes.

15th Anniversary Edition!

2017 marks the 15th Anniversary of CFDA, as we cross Membership #5,000 this year, our sport continues to grow! The future of the Cowboy Fast Draw Association is indeed bright! I look forward to seeing you at a Cowboy Fast Draw contest somewhere soon!

Hit'em Fast,



Cal Eilrich a.k.a. Quick Cal #L9, Executive Director

* FOUNDER'S LETTER *

Howdy, and Welcome to the Cowboy Fast Draw Association!

You might say this all started in 1873 with Colt's release of the Peacemaker. In the era of 1873 through the 1890s, the American West was unlike any other culture in the world. This time period is the premise for Cowboy Fast Draw. And we use the best equipment available of the 1800s, single-action revolvers and center fire cartridges. We're out to capture the feel of the Peacemaker in your hand, the smell of holster leather, and the exhilaration of reacting as fast as you dare while remaining cool-headed enough to hit your mark as you compete head to head in classic Old West fashion. In Cowboy Fast Draw we can find out how we would have shot in the 1800s with gunfighter period guns and holsters.

The Cowboy Fast Draw Association is about "safety first and fun second." It's about handshakes, camaraderie, a man's word, morality and friendship, fair play and honest competition. Our credo is "the Cowboy Way" in action and deed; it requires no explanation.

The Cowboy Fast Draw Association started as a limited liability corporation in 2002. The Cowboy Fast Draw Association started with a notion. The notion was to find a way to introduce more shooting enthusiasts to this exhilarating sport of Cowboy Fast Draw.

The goal was to form an organization that was not only safe, fun, and affordable for the members, but also host and sponsor friendly. It's not an entirely new concept and not based solely on one shooter's experiences. Countless hours were spent interviewing fellow fast draw shooters who were "there when it all started," many in the 1950s and '60s. Some of the most respected holster makers in the business offered advice. The compilation of shooter's contest experience, ammunition testing, human reaction research, and the brilliance of the technicians developing the timing equipment, have all contributed to the CFDA. Thanks and appreciation is due to more individuals that I can name.

Here's hoping that the Cowboy Fast Draw Association will offer you and your family enjoyment, enhance camaraderie, and leave you with memories of good times. So, let's have fun!

Thank You,

Brad Hemmah CFDA Founder (circa 2006)

a.k.a. Kemosabe, Life Member #1

DIRECTOR'S COMMENT:

We have always featured Brad's "Founder's Letter" in our CFDA Rulebooks. I recommend everyone read this letter from time to time, because it describes the exact principles from which CFDA was founded upon. Does "the Cowboy Way" require no further explanation in current times? Well, I'm afraid it does to many. Please join us as ambassadors and examples of that spirit to those around us, while moving our sport forward with our founding principles as our guiding light.

* HISTORY OF FAST DRAW *

The Sport of Fast Draw has a 60+ year history of organized competition dating back to the 1950s. Like any competitive endeavor it's natural that equipment and techniques evolve. In 2002, the Cowboy Fast Draw Association (CFDA) ushered in a reformation of a sport that lost its ties to the Romance and Legend of the American Old West.

We honor and respect any derivative of Fast Draw or Cowboy Action Shooting where shooters learn about gun safety and honor our heritage.

The Cowboy Fast Draw Association has also refined our rules to a level so that there is no reason that an accident on any shooting line ever occur. We also are committed to the education of firearm safety so that everyone exposed to our sport has the opportunity to learn how to avoid an accident involving a firearm wherever they go. Read the History of Fast Draw and the CFDA at: www.CowboyFastDraw.com

* CFDA GOALS *

- To build a non-political organization managed in a professional and business-like manner.
- To educate as many people as possible in the safe and proper use of firearms.
- To never lose sight that our members are choosing to spend their time with us to have fun and enjoy a meaningful competition.
- To keep our rules simple and to the point, and to pursue the proper balance between the spirit of the game and fair play.
- To keep our six-guns and holsters true to form of the time period that we represent post Civil War to 1899.
- To keep our clothing and appearance western-themed late 1800s.
- To become an organization paying its own way, and managed with the best interest of the sport in mind.
- To build our membership to 10,000 and beyond.
- To raise funds for worthwhile charities.
- To build a network of clubs nationally and internationally providing a solid foundation for years to come.
- To provide an inclusive atmosphere where members can have an opportunity to win at all levels.
- To promote a positive image of our sport and the Cowboy Way, and the spirit of the American Old West.

* OUR MOTTO *

“Safety First, Fun Second, and Competition Third”



I. ORGANIZATIONAL DEFINITIONS

MEMBERSHIP

The Cowboy Fast Draw Association (CFDA) is a membership organization and relies upon members to exist. If only the folks who actively compete in CFDA Titled Championships joined CFDA, it wouldn't be around very long. We are honored by the many people who have joined CFDA because they like what we stand for and want to support it. Therefore, our goal is to be inclusive to all people who love the Spirit of Our Game and the American Old West.

We have several types of memberships available: Annual Primary Members, 3-Year Primary Members, Life Primary Members, Spouse or Significant Other Members, and Family Youth Members.

3-Year and Life Memberships can only be attained by calling the CFDA Office, all others are available online. **Spouse or Significant Other Members** must be living at the same address as the **Primary Member**. **Family Youth** is only for family members under 18 years old, living at the same address as a **Primary Member**. **Family Youth Life Memberships** are available only at the primary rate.

Benefits include: Membership Card, Gunslingers Rules & Handbook, Badge with Membership Number, Alias Choice (*See: Choose an Alias*), CFDA Decal & Lapel Pin, **Primary Members** receive a **subscription to the Gunslinger's Gazette**.

Membership Fees are subject to change occasionally due to rising costs, please see latest application in the Gunslinger's Gazette or at: www.CowboyFastDraw.com.

CLOTHING

Clothing is an essential part of the atmosphere that we create at a *Cowboy Fast Draw*© contest and related activities. Late 1800s period clothing is the theme. All competitors and personnel in shooter's areas are required to dress in appropriate clothing and we ***strongly request*** guests and family members be dressed in this theme as well. Competitors are expected to dress in western-themed clothing at all contest related activities, including dinners, social events, and awards ceremonies, unless otherwise directed by the host.

Western cowboy, including working cowboy clothing is acceptable. Town folk or period profession is acceptable. B-Western and Western-themed Victorian Steampunk are acceptable. Western-style boots, themed shoes or moccasins are the accepted footwear. Western or theme character hats are mandatory for men and optional for ladies.

There are many interpretations to western-themed clothing as is evident in the 100+ year history of Hollywood depicting the late 1800s time period in thousands of movies, B-westerns and western television series.

Not Allowed Are:

- Tennis shoes or baseball caps.
- Modern hiking boots or shoes.
- Men's short-sleeve shirts. (Rolled up sleeves on long-sleeve shirts are fine.)
- Men's or women's short or long-sleeve tee shirts and tank tops. (long-sleeve Henleys, ladies victorian-style camisoles and saloon-girl theme, are fine.)
- No logos are allowed on clothing, except the CFDA Logo and CFDA Affiliated Club Logos. (Jackets not worn on the shooting line are exempt.)
- Club shirts that contain too much lettering, names, and massive pictures of mascots. (These items tend to look like bowling league shirts and that is not the appropriate appearance for *Cowboy Fast Draw*®.)
- Sponsor or manufacturer names and logos are specifically not allowed.

Temporary medical conditions may prevent a shooter from wearing required footwear, they should check in with the Match Director to receive a special exemption for that event.

In the case of a permanent disability regarding clothing or footwear, please see Page 9. Shooters with Disabilities - General Exemption #3.

CHOOSE AN ALIAS

While it isn't mandatory to acquire an alias to be a member of CFDA, we strongly recommend it to add to the fun of the spirit of the Old West. If a shooter provides an alias, the Host should use it for the contest. If you have established an alias from another western shooting sport such as SASS, you are welcome to use the same name in *Cowboy Fast Draw*® as long as it doesn't conflict with one already established and registered with CFDA. CFDA will maintain an alias registration page at: www.cowboyfastdraw.com

Your alias belongs to you as long as you are a member of CFDA and may not be duplicated by clever spelling by another CFDA member at any sanctioned contest, if it sounds the same, it is the same. The alias is looked at in its entirety and not just parts of the alias i.e.; there can only be one Arizona Thumber, but there can also be California Thumber. Adding or subtracting at least one word to an existing alias is acceptable. **Note: number(s), letter(s), or the word "the" are not defining enough for this purpose.** All alias selections must be socially acceptable and not vulgar. CFDA will be the final authority in these matters.

Be sure to use your entire alias when registering for a CFDA event or corresponding with CFDA headquarters, since partial aliases may be confused easily with others.

CFDA's policy regarding when an alias expires is that the alias becomes available 6 months after the associated membership has expired. If a member rejoins CFDA that had previously used an alias that has been claimed by someone else they must choose a new alias.

Aliases belonging to Life Members and those enshrined in our Hall of Champions or Hall of Recognition are protected permanently and cannot be re-issued.

SANCTIONED CONTEST & EVENT CLASSIFICATIONS & DEFINITIONS

CFDA Affiliated Clubs shall have the right to hold several levels of sanctioned events. Sanctioned events are defined as all activities Class A through D events conducted by any CFDA Affiliated Club, where all CFDA Safety Regulations must be followed.

- Class "A" Sanctioned Contests are World or National Championships.
- Class "B" Sanctioned Contests are any CFDA Titled Championships.
- Class "C" Sanctioned Contests is a non-titled contest that is advertised on the CFDA Website or Telegraph whereas CFDA members are expected to travel to and should expect a contest to be conducted according to CFDA Guidelines and Rules.
- Class "D" Sanctioned Contests or Events are regularly scheduled club matches and practice sessions, exhibition contests. At these levels clubs may experiment with new innovations and ideas. Try *Cowboy Fast Draw*®, must be conducted according to our published guidelines found on our website.

Note: CFDA rules and guidelines will be enforced at all Class A, B, and C Sanctioned Contests and are recommended in Class D Sanctioned Contests. **At any class of sanctioned contest CFDA Safety Rules shall always apply.**

DIVISIONS & CATEGORIES

- All Class A and B Sanctioned Contests will have separate Men's, Ladies & Youth Divisions.
- Class C Sanctioned Contests shall have separate acknowledgment for Men's, Ladies and Youth winners whether they are conducted in separate divisions throughout the entire event, or by virtue of separate final shoot-off if they were combined in regular rounds. Also recommended are special acknowledgments of Junior Shooters (ages 16 & 17, and Level 4 Youth) and Shootists who shoot the main match in Men's & Ladies Divisions.

YOUTH DIVISION

There are 4 Levels within the Youth Divisions depending on the youth's proficiency. Due to the fact that our Youth Shooters develop at different paces, our CFDA Youth Program is designed to accommodate their development within certain perimeters.

Level 1 - Under Age 8 (Tenderfoot) is an introductory level for which there is no formalized competition. Drawing the gun is not allowed, but children under the age of 8 are encouraged to still participate and learn basic firearm knowledge and safety at a club level.

Level 2 - Also referred to as **Youth Two-Hand** and can begin at age 8, if the child is ready..

Level 3 - Also referred to as **Youth One-Hand** and begins at age 12; no exceptions.

Level 4 - Also referred to as **Advanced Youth**, can begin as early as age 12 once the child has completed Level 3 and have demonstrated both competitive ability and emotional maturity to compete with adults. Level 4 Youths have the option to compete with Junior Boy & Girls, as determined by their gender, which compete with Men's & Ladies Divisions.

Junior Boy & Girl - Begin at age 16 & 17, plus Level 4 Youth who choose that option. Junior Boys & Girls are "sub-categories" of the Men's & Ladies Divisions.

All other Youth Levels must compete in a separate division in (Class A & B) CFDA Titled Championships. Youth Division is a host's option in non-titled sanctioned contests. The Youth Division shall have a minimum of two Categories (Billy the Kid & Annie Oakley); it is the host's option to provide a Youth One-Hand Category. If a Youth One-Hand Category is not provided one-handed youth shooters will compete with two-handed youth shooters and be able to shoot one-handed as their level permits.

CFDA YOUTH SAFETY TRAINING

All youth and junior participants (under age 18) must go through the CFDA Youth Safety Training Course (Please read the entire section on the CFDA Website). A parent or guardian must be present during the course and whenever a Youth Shooter (Under 18) is participating at CFDA sanctioned events. In states where the legal age to possess a firearm is 21, the same applies. Caution is recommended with any Junior, Billy the Kid, or Annie Oakley competitor.

CATEGORY MATCHES

Category Matches have changed over the years and are now mainly popular as separate stand alone matches held in conjunction with CFDA Titled Championships. Similar to a warm-up match.

There are no competitive predetermined classes based upon skill level in Cowboy Fast Draw®, all aged-based categories are recognized equally. A contest host may limit the number of trophies or combine the categories based upon preregistered entries. This is one of the many reasons that preregistration is highly recommended for all larger contests.

Recognized Age-Based Categories are Billy the Kid, Annie Oakley ages 8 through 15; Boy's & Girl's Junior ages 16 & 17 (and Level 4 Youth), Men's & Ladies Traditional age 18+; Men's & Ladies 49'r age 49+; Men's & Ladies Senior age 60+; Men's & Ladies Super Senior age 65+; Old Timers & Grand Dame age 70+; Golden Guns & Golden Girls age 75+, and Elder Statesmen & Stateswoman age 80+.

Only competitors under 18 may enter Junior Categories. Only males may enter in the Men's Categories or Divisions and only females may enter in the Ladies Category or Divisions. No person is required to enter any age-based category and may enter Traditional, which is not considered an age-based category. Shooters may choose only one age-based category, and it must be the aged-based category that they qualify for, i.e.; the only aged-based category that a 63 year-old may enter is Senior.

SHOOTIST CATEGORY

The Shootist category is for competitors that use Slim Jim Holsters and revolvers with a minimum barrel length of 7-1/2". There shall also be a Men's & Ladies Division of this category, but the category will not be further divided into aged based sub-categories.

At the host's option, Shootist Category can be run in conjunction with a Category Match, held as a separate match, or recognized as part of a Main Match.

Shootist Category Note: We have found factory tolerances in barrel lengths on some models actually measure less than 7-1/2", this is acceptable as long as it is a true factory tolerance. A 7" S&W Schofield Revolver or reproductions are also allowed in this category, with same factory tolerances as mentioned above.

CFDA BRACKET MATCHES

Cowboy Fast Draw© has grown considerably and has gotten more competitive over the years. CFDA strongly supports instituting Bracket Matches at all classes of events. One of our CFDA Goals is: "To provide an inclusive atmosphere where members have an opportunity to win at all levels".

The CFDA Bracket Match Format clearly provides our shooters a chance to win at all levels. CFDA Bracket Matches are not "Classified Elimination", where classes are predetermined by time limits. Bracket Matches use actual times fired during an actual event to determine how many shooters are placed in each bracket. The number of brackets may vary depending on the size of the match. For More Information See: "The CFDA Bracket Match" on CFDA Website.

SHOOTERS WITH DISABILITIES

CFDA Welcomes members with disabilities and our goal is to accommodate competitors with special needs whenever possible. If a disabled competitor needs an accommodation for a permanent or temporary condition, it is up to local CFDA Affiliated Club Officers or U.S. Marshal, or CFDA Officials, to accommodate those needs as much as reasonably necessary.

Once this accommodation is made, it can be carried out on a local basis (Class C & D Sanctioned Contests) without question.

If the disabled competitor desires to travel and enjoy other CFDA events, such as Class A & B Sanctioned Contests, the CFDA Club Officers, U.S. Marshal, CFDA Regulator may submit a written request to CFDA Management with a detailed explanation of the permanent exemption that is requested. CFDA Management can then determine whether to issue a written exemption that will apply to all CFDA events nationally or internationally for that individual.

General Exemption #1 - Wheel Chair Competitors

1. Holster Position - Positioning a holster on a wheel chair, must be handled on a case by case basis, under the guidance of local officials as prescribed above. Care should be taken so that holster placement does not create a positioning and/or leverage advantage not available to fellow competitors. A leather or equivalent leg shield must be worn by a wheel chair competitor.

2. Technical Rule 17 - There will be no exemptions for Technical Rule #17.

General Exemption #2 - Disabled Competitors in General

May have an assistant on the line, as needed.

General Exemption #3 - Special Medical Conditions

In the case of a permanent disability, for which the shooter would like to receive permanent exemption, they should make an effort to embellish their special footwear or clothing in a western-theme, if possible. Permanent Exemptions can only be approved by the CFDA Main Office.

U.S. MARSHALS

Each CFDA Affiliated Club is entitled to appoint/elect a U.S. Marshal. A U.S. Marshal must be a Life Member of CFDA; their job is three-fold:

1. The U.S. Marshal will be their club's representative to CFDA.
2. The U.S. Marshal will be CFDA's representative to their club.
3. U.S. Marshals are considered an Advisory Committee to the Executives of CFDA.

All U.S. Marshals or their appointed Deputies will meet annually at the CFDA World Championship "Marshal's Muster" with the Executives of CFDA, and will discuss and advise on any competition rule changes that are on the agenda. Agenda items must be submitted by U.S. Marshals, no later than 60 days before the Marshal's Muster each year. The Executives will form and finalize the agenda no later than 45 days before the Marshal's Muster.

Clubs may install new U.S. Marshals by December 31st each year and notify CFDA in writing or the incumbent U.S. Marshal will automatically be re-appointed. Clubs may change U.S. Marshals at any time during the year. CFDA Executives may appoint U.S. Marshals at large or special advisory committees as needed.

THE CFDA REGULATOR POSSE

The Regulator Posse is an important component to the Cowboy Fast Draw Association, since CFDA Management cannot be present at all locations where there are CFDA events.

Regulators are appointed by the Executive Director, to represent CFDA, and are assigned special authority, in matters of safety, to remove the CFDA sanction from any Class A - D Event if safety rules are not being followed or an unsafe shooting area exists, and the host club refuses to correct the issue.

These are dedicated CFDA members who have experience in literally all facets of CFDA activity. Whether it is forming a club, running a contest, scoring, applying rules, you name it and they've done it. Some Regulators serve as a husband and wife team and operate together as a unit and share these talents. They also serve as instructors of the CFDA Range Master's Course.

Our sport is still young and we learn more with every event, we never stop learning how to innovate improvements to the efficiency that we conduct match and event procedures.

Regulators serve as a source of knowledge for clubs that want to improve. They are there to help and advise, if asked, they are not there to run your contest for you.

We appreciate the job that our Regulators do, they are all fine representatives of CFDA. Some Regulators are assigned to Territories, others are at-large. If you would like to submit an application to become a Regulator, please call or email the CFDA Office or talk to a Regulator, they'll get you pointed in the right direction.

CFDA RANGE OFFICER (RO) PROGRAM

Cowboy Fast Draw© is a unique sport with many aspects that are different from any other shooting sport. This course was specifically designed to provide efficient administration and safe conduct at all CFDA events. We have already disclosed in this publication that any sport involving firearms has the potential to be dangerous. Therefore, The CFDA Range Officer Program provides an opportunity for training and is available to all of our members.

Beginning in 2015, CFDA Range Officer Courses, are conducted at the local club level by a Club Officer or U.S. Marshal. Completing a Range Officer Class is a prerequisite to participating in a Range Master Course.

Range Officer Training can also be called Range Operations Training, since it puts everyone on the same page with an understanding of what procedures need to be performed at a contest and how to accomplish them. It also makes anyone who completes this course a better competitor, because they will gain knowledge of rules and procedures. The CFDA RO Course can be downloaded at www.cowboyfastdraw.com.

The basic charge for this course is very economical at \$5.00, covering the cost of the Range Officer Pin, which can be ordered by any club for \$5.00 from the CFDA Main Office. Range Officer's Cards are issued by the host club and are no longer administrated at the national level.

CFDA RANGE MASTER (RM) PROGRAM

CFDA Range Master's Course can only be instructed by CFDA Regulators or Approved Instructors. Range Master training is meant only for those members who travel to and have experience in multiple CFDA Titled Championships. Range Master Classes are usually conducted in conjunction with a CFDA Sanctioned Event, where the Instructor can coach and observe a Student actually running a firing line.

Beginning in 2015, only CFDA Range Masters or Range Masters in Training can act in the capacity of a Range Master at CFDA Titled Championships.

Beginning in 2016, Range Master Cards are no longer presented, in lieu of a Range Master's Registry List, maintained on the CFDA Website, where expiration dates will also be updated, so that Match Directors all across the country will have access to this list.

Beginning in 2017, Students are required to turn in completed tests to the Regulator Administrator and request their pins be sent directly to them.

CFDA HALL OF CHAMPIONS

The Cowboy Fast Draw Association maintains the CFDA Hall of Champions on our website at www.CowboyFastDraw.com. We feel it is important to document the history of Cowboy Fast Draw since it is a major accomplishment to win a CFDA Titled Championship. Those who are enshrined there have earned a permanent place in the history of our sport.

TOP HAND AWARD

This is a special award comes directly from CFDA. Many of our members contribute so much to running local events. While these contributions may not be known outside of their local areas, this allows an opportunity for members in an area to see their peer(s) recognized for all that they do.

Each CFDA Affiliated Club may nominate one or more candidates for this prestigious award each year. Nominations will close 60 days before the first day of competition at the World Championship. A committee appointed by CFDA management decides which nominees will receive this honor. The winners will be recognized at the World Championship each year with special pins and certificates; if not present, someone can accept the award on their behalf for later presentation.

A club's nomination must contain a letter to the CFDA office outlining the candidate's contributions to the sport, club or charity. We also recommend a petition signed by CFDA members familiar with the candidates' contributions.

CFDA RESERVES THE RIGHT TO LIMIT THE NUMBER OF THESE AWARDS ON AN ANNUAL BASIS.

CFDA CLUB OF THE YEAR

We started recognizing our CFDA Club of the Year, in 2006. CFDA Clubs are the "Foundation of CFDA" and deserve acknowledgment of their group contributions.

GOLDEN SPIKE AWARDS

Each year the CFDA Main Office tracks how many new members each club recruits into Cowboy Fast Draw. We present our Golden, Silver, and Bronze Spike Awards each year at our World Championships with specially made plaques and valuable CFDA General Store Gift Certificates.

The only way to assure that new members are credited to your club is to make sure that they put the name of your club on their application.

THE BLACK BADGE

This is a special honor reserved only for Overall CFDA World Champions (Men & Ladies Divisions Only). If you see a member wearing a black badge they have accomplished something that is truly rare.

CFDA WEBSITE (www.CowboyFastDraw.com)

The CFDA Website is an integral part of keeping up with what is going on in the Cowboy Fast Draw world! There is a wealth of information posted there! It is almost impossible to be a serious 21st Century Gunfighter without access to our website. Informational Videos, Match Announcements, Results, Top Gun Points, Rules, Updates, Clarifications, Club Management, Downloads, Hall of Champions, Hall of Recognition, Electronic Versions of the Gunslinger's Gazette, and the CFDA General Store. It is all there!

GUNSLINGER'S GAZETTE

The Gunslinger's Gazette has 5 issues per year. Spring Issue (Jan, Feb, and March), April-May Issue, June-July Issue, August - September Issue, and Fall Issue (Oct, Nov, and Dec.) It features a colored newsprint format and is sent to all Primary & Life Members of CFDA. CFDA clubs can order up to 50 copies for \$15.00, just to cover postage, as a great recruitment tool, pending availability.

CFDA GUNSLINGER'S TELEGRAPH

CFDA maintains the Gunslinger's Telegraph for the benefit of members and clubs. Facebook has become very popular lately, but the Telegraph is where we post "Official CFDA Announcements".

Our members can gain information and advice on almost any topic related to our sport, with General, Events, Clubs, Range Officers, and Trading Post Sections. When it was created in early 2011, it had to go through a troubleshooting period, it now operates almost trouble free.

While this page can be seen by anyone, only CFDA Members, who are required to register, can actually post on the CFDA Telegraph. It's very easy to register. Simply go to the main website and click on the Telegraph Tab and it'll take you there. Then on the right side of the page under "User Control Panel", click on "Register", accept the terms and then fill out the information in the form. You must include a user name which should be your CFDA Alias and a membership number.

Due to high volumes of spammers we've had to install the following security measures. On the bottom of the page below "Confirmation of Registration" it will ask for a "global password". The 3 current choices of global passwords are: **safetyfirst** / **funsecond** / **competitionthird**; make

sure you type the one you choose in small letters with no space between the two words. Global Passwords appear in every Gunslinger's Gazette at the bottom of the Publisher's Information Block. We don't plan to change them unless the spammers figure them out, so far they haven't.

Your registration request will normally go through automatically. Please be sure to write down your user name, password and email account used to set up this account. If needed, there is an option for you to retrieve your password. We can also assist you in resetting lost information. Only one email per person can be used in the system.

Please contact the CFDA Main Office if you have problems, it's usually something very simple.

Important: Registering on the CFDA Telegraph is independent from the CFDA Website or General Store.

CFDA FACEBOOK PAGE

There is a CFDA Facebook Page. Managed by Hannah Calder, posts and lots of pictures are routinely made there. Once a subject is posted by CFDA Management or representatives it can be commented on by followers.

CFDA FOUNDER'S CLUB

The Founder's Club is in the process of being moved to our Hall of Recognition on the CFDA Website, due to the new formatting of the CFDA Rules & Handbook.

CFDA MAIN OFFICE

Our CFDA Main Office has a very limited staff, and thus limited hours. We are normally open **Monday - Thursday 8:30 a.m.- 4:30 p.m. (PST-West Coast Time)**. But we are often packing orders or helping other members. Please leave a message and we will get back in touch with you, if you don't hear back from us within a day, please call us again. Please don't call, not leave a message, and then think we are never here. Even though we enjoy talking with our members each day, please remember that other folks might be waiting on us too.

CFDA SHOOT FOR THE STARS SCHOLARSHIP PROGRAM

This non-profit 501.C.3 Tax-Exempt Charity is a separate entity from CFDA. However, it's purpose is provide scholarships to further the education to our young CFDA members. The scholarships can be used for two and four year accredited colleges, or trade schools.

To date, we have raised and awarded over \$50,000 in scholarships. We are very proud of this worthwhile charity. Shoot for the Stars truly gives our young members something to aim for.

CFDA members are giving people and have raised well over \$100,000 for a multitude of charities over the years, including March of Dimes, Cystic Fibrosis Association of America, Happy Trails Children's Foundation, Mayor Tedford's Youth Fund (Fallon, NV), plus our hearts have opened in support of many of our members, and their families in times of need.

These are just a some of the reasons that Cowboy Fast Draw is more than just a sport, it is the CFDA Family!

INTERPRETING RULES AND THE SPIRIT OF THE GAME

This article has been permanently archived in the Rules Section of the CFDA Website. We recommend everyone to read this article. It explains the four basic tests that are required when considering CFDA Rules.

- 1. Safety**
- 2. Necessity**
- 3. Spirit of the Game**
- 4. Enforceability**

We cannot write a rule to cover every situation, nor should we attempt it, or our CFDA Rule Book would become a foot thick. Just apply common sense and the four tests above and you will probably come to the same conclusions that are printed our Rules. You know what CFDA is all about, now let's learn how the game is played!

II. COMPETITION RULES & SPIRIT OF THE GAME

Paying your membership fee and/or contest entry fee will be your agreement with the CFDA to accept and compete under all rules, regulations, and procedures of the CFDA.

All CFDA members who compete in sanctioned competition are responsible to read our competition rules, know them, and to play by them. Our officials are volunteer members just like you are, they will make calls to the best of their abilities. It is your responsibility to know the rules as a competitor. Please bring this rulebook with you to all events.

All technical and procedural rule violations must be dealt with immediately after each shot has been fired. Once the next shot is fired it is a moot point unless the violation is repeated or a new violation is committed.

No photograph or video will be recognized at any time to overrule any call or non-call made by any official.

Rulings or lack of rule enforcement at any CFDA event does not constitute a precedent, unless CFDA Management posts an official definition or rule interpretation of the CFDA Website.

The Executive Director of CFDA has final authority over policy and rule interpretation. Any "Official Clarification" will be posted on www.cowboyfastdraw.com in the Rules Section and will become a precedent until it can be edited into the next edition of the Gunslinger's Rules & Handbook.

SPIRIT OF THE GAME

Pushing the limits of CFDA rules, or bending the rules into so-called "gray areas" to gain an unfair advantage over a fellow competitor is not in the "spirit of the game." If you feel that you have to win in order to have a good time, you're in the wrong place and Cowboy Fast Draw© is not your game.

Our sport by its very nature can be very competitive; that's a good thing as long as The CFDA Motto is kept in mind. Winning a competition does not define a champion; winning the respect of your fellow competitors does. Winning a competition while winning the respect of one's peers defines a great champion and sportsman; that is the real prize we shoot for.

CONDUCT VIOLATION

Unsportsmanlike behavior towards the CFDA, judges, fellow shooters, score table officials, hosts, and sponsors will not be tolerated. Bending rules to create an unfair advantage over a fellow competitor, or causing disruption in the contest area for any reason will result in a "conduct violation". This rule is designed to enforce the "spirit of the game and the cowboy way" concept.

Contestants must also refrain from loud talking, shouting, and other actions that disturb shooters on the line, especially after the shooting commands have begun.

PENALTIES: Can result in loss of shot, loss of round, and match disqualification, and removal from the match area. Severity of the penalty will be determined by the Match Director, or the Senior CFDA Representative, and cannot be arbitrated.

If persistent Conduct Violations occur involving the same individual, CFDA Management may take further actions of discipline, up to and including suspension, fines and expulsion from the CFDA.

WE RESERVE THE RIGHT TO REFUSE SERVICE TO ANYONE.

III. EQUIPMENT (SHOOTER'S & CONTEST)

Our equipment represents the Post-Civil War time period until 1899, the hey-day of the American Old West. The spirit of our game is that competitors must use six-guns that were commonly used in the late 1800s time frame. See the equipment section for the appropriate firearms that can be used in Cowboy Fast Draw©.

The western holster was also heavily impacted by Hollywood and then much further by the competitive Sport of Fast Draw itself throughout the 20th Century. Historical holster terminology and evolution have been very hard to define, since many experts have conflicting views and interpretations. We have done our best to draw clear lines in order to keep holster and belt designs as period correct as possible, while not being so strict to limit reasonable interpretations and cosmetic embellishments.

EQUIPMENT RULES AND VIOLATIONS

1. Any equipment that is used in CFDA competition must comply with the rules.
2. **Penalties:** Can range from a warning, loss of shot, loss of round, or match disqualification. This can depend on the severity of the infraction, attitude of competitor and willingness to comply with CFDA Regulations.
3. Occasionally, an official might choose to allow minor equipment infractions or may not be aware of them. Unless an official CFDA Clarification is posted on the web-site, this does not “grandfather” the use of this equipment in any future competition. Shooters are obligated to make sure their equipment complies with the rules as soon as they become aware of any infraction.
4. Equipment must be checked by the host or the host’s appointed personnel at all CFDA Titled Championships and is highly recommended at all sanctioned events. This check should be conducted by CFDA Certified Range Officers. Shooters must report to have their equipment checked wearing their guns and holsters. Officials should check dimensions and angles with rulers and angle gauges, as needed. Guns should have their actions checked by operating the action to make sure that the exterior operation has not been altered. Safety, half-cock and full-cock notches must be able to withstand a reasonable jar.
5. Once a gun has passed equipment check it shall be tagged with a sticker on the bottom of the grip. Host Clubs conducting multiple CFDA Titled Championships together at one location, do not need to carry out separate equipment checks for each event.
6. Any equipment that has passed equipment check can be re-checked at any time during a competition, especially preceding championship shootoffs.
7. Gun inspections are only external examinations and may not detect internal defects. The competitor is ultimately responsible to provide a firearm that is in safe and good working condition. Cowboy Fast Draw Association, LLC, its officers, employees, appointed officials, or volunteers shall not be held responsible for physical injury, death or property damage resulting from modifications to any firearm.

GUNS

Single-action revolvers, factory chambered for .45 Colt caliber, with non-adjustable rear sights, such as: S.A.A. Colt, Colt Bisley, 1858 Remington Conversion, 1875 Remington, 1860 Army Conversion, 1872 Open Top, S&W Schofield, and “faithful reproductions” thereof.

Plus, the following Ruger models; Vaquero, New Vaquero, Bisley Vaquero, CFDA Vaquero, and Short Spur Vaquero. **Special Exception:** Vaquero (Short Spur) hammers may be inter-changed with a New Vaquero, which is the basis for both a CFDA Vaquero and Short Spur Vaquero models.

The exterior parts of the revolver must match factory stock contours and made of original type material: i.e. hammers must not be bent in anyway, no trigger shoes, no aluminum/titanium barrels or cylinders, no skeletonizing, no modifications to the trigger guard, or grip frame, etc.

All external parts must match the manufacturer’s stock product, i.e. a Bisley revolver must have a matching Bisley hammer, a SAA must have a stock SAA hammer. Front sights are optional. Minimum barrel length is 4-1/2”, except in the Shootist Category (See Page 8), when measured from the cylinder to the front of the barrel. Hammer knurling may be smoothed or sharpened.

TUNING ACTIONS

Tuning stock actions or action jobs are allowed. No factory installed safeties may be removed. No action job may affect the factory designed external operation of the revolver: i.e. no short stroking actions, slip-cocking actions, or adding half-cocks or free-spin pawls in Ruger Vaquero models. Safety, Half-cock, and full-cock notches must be able to withstand a reasonable jar. Cylinder notches may be deepened and cleaned to fit the bolt, Cylinder lead-in grooves may be modified as needed, but may not be lengthened more than 7/16" when measuring from the far side of the bolt notch to the far end of the lead-in groove.

Note: Child Safety locks such as beneath the grips of some Rugers models and double notched base pins in some Colt Clones, may be removed and are not considered part of the firearm's internal safety mechanism.

GRIPS

Contemporary rubber or target grips and grip tape are not allowed. Grips made of simulated and natural materials are allowed. Grips may not extend beyond the grip frame in any direction more than 1/8". Since shooters have hands of various sizes, grips may be contoured to fit a shooter's hand and may be thickened or thinned. Bird's Head Grip Frames and Grips are not period correct on Single Action Revolvers and are not allowed.

COSMETIC EMBELLISHMENT

Engraving anywhere on the revolver is permitted.

**For a complete Explanation of our Gun Rules Go To:
www.CowboyFastDraw.com (Rules Section)
"Explaining CFDA Gun Requirements"**

HOLSTERS

1800s Western-Style (one-piece) Mexican Loop, Drop Mexican Loop, Slim Jim, and California pattern holsters of leather/rawhide construction. The over the belt-style holster will be worn on the side of the hip and leg only.

No Cross-Draw or Shoulder Holsters are allowed. Buscadero Rigs, Contemporary Fast Draw Rigs, or Steel Lined Holsters are not allowed.

CFDA advises the use of leather string holster tie-downs to help prevent the holster from riding up with the draw, no leg buckle belts allowed. CFDA advocates the use of western chaps or chinks for safety.

CFDA recommends the use of deflector shields (leather or metal) or toe plugs on the bottom of all holsters. Deflector shields are required for Youth Shooters and in any "Try Cowboy Fast Draw" events. A deflector shield may be placed on an existing holster by mounting it between the boot of the holster and the curtain of the Mexican Loop holster. This should be done in a manner that is as inconspicuous as possible to maintain appearances. A limited amount of internal metal may be used only for the purposes of an internally anchored deflector shield, this does not constitute a metal liner. The metal must be stitched around so that the dimensions can be verified, the stitching must not exceed 2" vertically from the toe of the holster or be more than 1-1/2" in width. Chicago Screws and T-Nuts are allowed.

Director's Comment: *Holsters may be the most difficult equipment we have to define from both a practical and historical standpoint. Since 1800s holster-makers were primarily local saddle-makers, evolution was slow and sometimes took decades to move from one region to another. There certainly were accounts of isolated innovations of both firearms and holsters, since the ingenuity of 1800s Gunfighter, on both sides of the law, should not be under estimated. However, these innovations were not commonly available and used, then Hollywood came along and further clouded this history.*

In 2006, CFDA drew some pretty clear lines for both holsters and guns that have withstood the test of this past decade, with just a very few modifications or definitions needed. Our sport can either repeat the mistakes of the past, or, we can hold the line and stay tied to the American Old West. The choice is ours.... **QC**

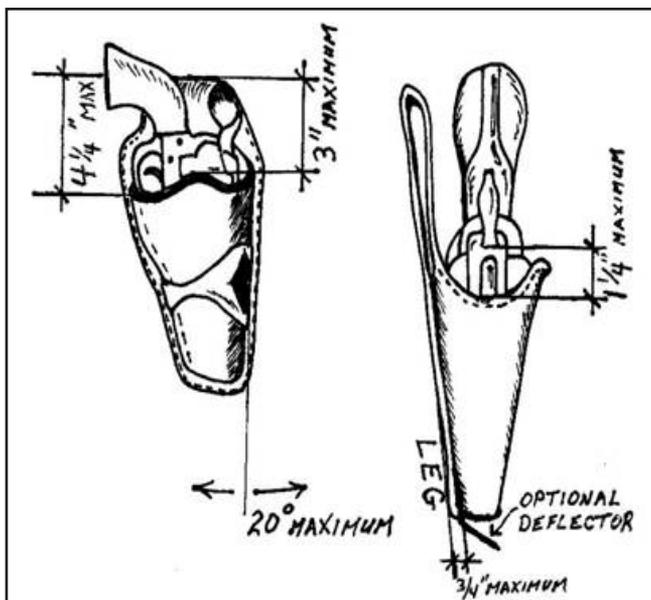
HOLSTER AND GUN-BELT SPECIFICATIONS

1. The gun must fit the holster, no oversized or skeletonized holster boots or pouches allowed.
2. There will be no more than a 20-degree (front or back) holster cant while the shooter is in a normal standing position.
3. A Mexican Drop Loop Holster must have the side lip of the holster pouch (covering the cylinder) not measure more than 3" from the top of the holster gun belt loop.
4. The holster pouch side-cut will cover the cylinder notches when viewed from the side.
5. The front holster pouch cut (top of the gun frame) will not be lower than 1-1/4". This will be measured from the point where the hammer contacts the frame, except on Ruger Vaquero models. Ruger Vaquero models will be measured from the milled depression where it meets the rear of the sight groove.
6. The gun belt must be of straight-cut design. Note: It is a natural occurrence for a belt to develop a contour by conforming to the shooter's body during continuous use. It is also acceptable for manufacturers to simulate natural contours.
7. The gun belt may be notched to keep the holster in place (not to exceed 1/4").
8. The trigger guard of the gun must have a resting point on or within the rear of the holster pouch to constitute the legal start position. The front of the trigger guard when in the legal start position must not measure more than 4-1/4" from the top of the holster gun-belt loop.
9. The toe mounting of the pouch to the curtain can be no more than 1/2" from the inside of the pouch to the back of the curtain. This allows 1/4" thickness of pouch material and 1/4" thickness of curtain material. An additional 1/4" thickness is allowed, if a deflector is placed between the pouch and the curtain, for a total of 3/4". No spacers between the pouch and curtain toe mounting are allowed. No fender rigs are allowed.
10. While there may be some difference of opinions on time frames of certain holsters, we accept the fine book *Packing Iron - Gunleather of the Frontier West*- by Richard C. Rattenbury as the standard we base our rules upon.

SHOOTIST CATEGORY

SLIM-JIM/CALIFORNIA PATTERN HOLSTERS SPECIFICATIONS

1. The gun must fit the holster, no oversized holster boots or pouches allowed.
2. There will be no more than a 20-degree (front or back) holster cant while the shooter is in a normal standing position.
3. The holster pouch side-cut will cover all of the cylinder when viewed from the side.
4. The front holster pouch cut (top of the gun frame) will not be lower than 2" below the top of gun belt, and also may not be lower than 1-1/4". This will be measured from the point where the hammer contacts the frame, except on Ruger Vaquero models. Ruger Vaquero models will be measured from the milled depression where it meets the rear of the sight groove.
5. The gun belt must be of straight-cut design. Note: It is a natural occurrence for a belt to develop a contour by conforming to the shooter's body during continuous use. It is also acceptable for manufacturers to simulate natural contours.
6. The gun belt may be notched to keep the holster in place (not to exceed 1/4").
7. The trigger guard of the gun must have a resting point within the rear of the holster pouch to constitute the legal start position.
8. The top and bottom of the belt loop must be sewn on the back of the holster, no part of the loop may extend above the holster pouch.
9. No tie downs may be used.
10. If there are specific questions in regards to what is and what is not a Slim Jim/California Pattern holster, we invite you to reference the book *Packing Iron* by Richard C. Rattenbury. Specifically Pages 74-95, with the exception of the bottom of page 94.



Typical Dropped Mexican Loop Holster

SAFETY AMMUNITION

Wax BULLETS ONLY

All projectiles are to be CFDA Approved .45 caliber wax bullets only. Approved bullets are: Dead Eye EZ Loaders, C&R Wax, Bandit Bullets, Spit Fires, Royal Wax, or any other bullet listed on: www.cowboyfastdraw.com

CAUTION: Wax bullets travel between 550 to 750 fps, they must always be handled with the same respect given live ammunition. They can cause serious physical harm if not handled properly.

LEAD WARNING: All primers (shotgun or pistol) contain a small amount of lead and must be used outdoors or in well ventilated indoor areas. Even if they are used in properly ventilated areas, please wash your hands before you eat or rub your eyes after shooting or handling primers. Lead Free (Non-Toxic) pistol primers may be a good alternative for practice ranges.

PISTOL PRIMER LOADS

Class C or D Contests: Pistol Primers may be used in .45 colt casings in Class C events, in lieu of shotgun primers.

Class D – Club Contests, Practice or “Try Cowboy Fast Draw©” events:

It has been a common practice for “Try Cowboy Fast Draw©” events to provide .38 caliber ammunition since many of these events are held in conjunction with Cowboy Action Shooting events, and many of the participants prefer to use their own six-guns; .38 is the primary caliber used in SASS. We have recently discovered that shotgun primers propel .38 wax bullets at about 1,000 fps, therefore, shotgun primers are forbidden to be used for any caliber less than .45 colt at any CFDA related event. Pistol primers propel .38 wax bullets at about 475 – 550 fps, and are allowed.

Club level contests and practice sessions are primary locations to introduce new shooters to the sport. Many have their own six-guns, but may not have one chambered in .45 colt. These calibers can be used in Class D contests and events, but any caliber below .45 must use pistol primers only. All six-guns used in Class A, B, or C contests must continue to be .45 colt caliber.

SHOTGUN PRIMER LOADS

Official CFDA Wax Bullet Casings or standard length .45 Colt casings modified to accept shotgun primers may be used. No additional gunpowder may be used. It is standard practice to use of shotgun primers and casings for any Class C or D Sanctioned Contest, unless advertised otherwise by the host. Hosts have the option of providing shotgun primers, wax, or casings. Contestants must use components when supplied by the host. If contestants are providing their own shotgun primer loads, they must use approved projectiles and factory shotgun primers, and must bring enough pre-loaded shotgun primer loads to the firing line to complete a round. Host clubs may stipulate brands of wax bullets to be used on their range, but must be prepared to have some on hand for sale, or to provide them.

No Split Wax - No wax bullet may be intentionally altered or cut to cause them to fracture.

COWBOY FAST DRAW CARTRIDGES (CLASS A & B CFDA TITLED CHAMPIONSHIPS)

In all Class A & B Sanctioned Contests, which are CFDA Titled Championships, the host must provide and supply all ammunition used in the tournament. Cowboy Fast Draw Cartridges (CFD Cartridges) must be used.

Exceptions: Hosts of CFDA Titled Championships may request an exemption for the use of Shotgun Primer Loads in lieu of CFD Cartridges, due to special considerations such as local regulations, indoor or confined shooting areas, or non-public venues. Host must still provide all ammunition used in a CFDA Titled Championship, and must have a plan to provide consistent ammunition, that meets CFDA Specifications.

Cowboy Fast Draw Cartridges consists of CFDA Approved wax bullets, .45 Long Colt casings with enlarged primer flash holes, large pistol primers, and Hodgdon 777 Black Powder Substitute. **Velocities may not exceed 750 fps.** Powder charges **may not exceed 3.5 grains** (by weight) and may vary slightly depending on the brand of bullet, the primer and how far the bullet is inserted into the casing will also affect velocity. See “**Loading Cowboy Fast Draw Cartridges**” at: www.CowboyFastDraw.com.

Contest Hosts should always use the same type of ammunition throughout the competition. However, only in an emergency, i.e. if a contest host runs out of or has defective Cowboy Fast Draw Cartridges, the Host may have no other choice than to change to shotgun primer loads to finish the contest. It is a good practice for a host to have components available should this become necessary. **Important Loading Requirement:** The Match Director of any CFDA Titled Championship will appoint a Cowboy Fast Draw Cartridge Loader, who must be approved by CFDA on a case by case basis.

To become a CFDA Approved Cartridge Loader, send 20 rounds of loaded CFD Cartridges to CFDA along with a detailed written description of the loading data, plus chronograph readings conducted by the candidate cartridge loader. Please use an approved cartridge box when shipping the cartridges. You may call or email CFDA for a physical shipping address. Upon approval of the samples providing to CFDA, submitter shall be given a verbal approval, to proceed with loading CFD Cartridges for a Title Championship.

CFDA TITLED CHAMPIONSHIP SHOTGUN PRIMER LOAD PROCEDURES

- A. Host may use a mass loading system wherein the Match Director assigns a team of assistants to keeping casings loaded with wax and primers ready for distribution on the firing line.
- B. Host must supply enough ammunition boxes or blocks for each lane of a shooting area, plus alternate boxes or blocks that can be prepared for use as the boxes or blocks near being emptied on the firing line.
- C. Only staff appointed by the Match Director may prepare ammunition for use in a CFDA Titled Championship.

COWBOY FAST DRAW TIMERS

Contest time clocks must be approved by the CFDA. Contest time clocks must be capable of timing two shooters or multiple shooters simultaneously in elimination competition. Time clocks must have a random start between two and five seconds and must be capable of displaying

all shooter's times to 1,000th (.001) of a second. Time clocks must record the precise moment the bullet impacts the target. Only timing systems using amber LED start lights are approved. Approved CFDA timers are: Gunslinger Cowboy Fast Draw Timers, Quick Draw Electronics, Precision Shooting Timers, or any other timer listed on www.cowboyfastdraw.com

SENSORS

Sensors can be constructed using piezo transducers (recommended), electronic sensors and ordinary speakers. Be aware that sensitivity may need occasional adjustments depending on temperature changes.

Sensor Calibration Procedure (Recommended)

1. The recommended method of setting sensitivity is to first tap the target on each lane with a metal object, first starting with a very light tap and then progressively harder, the goal if for a medium tap to register a hit on each target.
2. Then stand at full range and fire a shotgun primer load at each target to make sure each target is recording a hit on the timer.
3. Then approach the targets to within 5' and fire a shot just off the edge of each target to make sure the report of the shot is not recording a time on the timer.
4. When Cowboy Fast Draw Cartridges are being used, still use shotgun primers at 21' but use the CFDA Cartridges at 5'.

IMPACT TARGETS & FIRING LINE DISTANCES

Official CFDA Impact Targets - Are 24" or 17-3/16" round discs constructed of light metal or other materials that have the ability to accommodate an electronic sensor to record a hit anywhere on the target. Target stand hits do not count as scored hits. The hole for the start light will be a minimum of 2" in diameter and be centered on the target; the light will be protected with a polycarbonate (i.e. Lexan) lens. If targets are being used outdoors they must have a sun-shield placed behind the light hole to protect against sunlight from behind the target. Targets are extra large to accommodate slight grade changes and bullet patterns; shoot at the light! Care should also be taken to use targets with similar sizes of start light holes that may be used in a bout or a by-round.

White Lithium Grease - Helps visually with judging, and spectators enjoy seeing the hits. White lithium grease will be spread on the front of the target face to a thickness so that a bullet hit can be recognized from a distance well beyond the firing line. The light lens may require a lighter application of white lithium grease, especially in bright sunlight situations, in such cases the lens should not be touched with rollers when tending to the targets, a finger tip is all that is needed.

TARGET HEIGHTS AND DISTANCES

1. **24" Impact Targets** are measure 50" from the ground to the center of the target. (Titled Championship Distance is 21', Exhibition Distance is 15')
2. **17-3/16" Impact Targets** are measured 47" from the ground to the center of the target. (Titled Championship Distance is 15', Exhibition Distance is 11')

If the contest area is primitive, unlevel terrain, target height may be established from the firing line to the center of the target using a laser level. All Titled Championships, State or higher, must use a line or laser level, if the gradient differential between the firing line and the target exceeds 2".

For Titled Championships targets are recommended to be placed not less than 5 feet from center to center. This keeps shooters a reasonable distance apart.

Balloon-Disc Targets

A Balloon-Disc Target is a 17-3/4" round concaved shaped target with a 5" balloon placement hole in the center of the target. The concave must be ample so that a 1/2 diameter wax bullet hit on the edge of the target will fracture the wax bullet and break the balloon placed in the center (about a 3" contour). The clear opening for the LED Start Light will be a minimum of 2-1/2" and centered above the balloon and top edge of the target. It shall be black and no white lithium grease applied to the face of the target. **The Balloon-Disc is shot at the same height and distance as the 17-3/16" Impact Target.**

Either a micro-switch or a photo-cell sensor may be used to register a hit on the timer. The balloon must break to score a hit.

Note: 24" Impact Targets are considered the Standard CFDA Target. If a Host is planning to use either the 17-3/16" Impact Target or Balloon-Disc, they must advertise this at least 30 days in advance of any Class A through C Sanctioned Events.

IV. CFDA ELIMINATION CONTEST -PROCEDURES

(Applies to All Class A through C Events)

1. Elimination is contestant against contestant competing in a round of elimination, each having one target. Both contestants react to the start light on their respective targets, which illuminate at the same time. The contestant with the fastest shot hitting their target is awarded a “winning hit”.
2. All ties must be re-shot, regardless of the blinking light.
3. Contestants stand side-by-side, facing their targets, at the specified distance. (See Page 19 - Targets)
4. A round is normally one bout between two contestants, except a bye-round.
5. A round can be best two out of three (two winning hits), or best three out of five (three winning hits), at the host’s discretion. **Titled Matches are best three out of five (three winning hits).**
6. Each contestant must have an opponent – If the opponent does not show up, the present contestant will win by default and will not be allowed to shoot uncontested.
7. The winning contestant receives a “W” on their scorecard. The losing contestant receives an “X” on their scorecard. An “X” represents the loss of an elimination round.
8. Elimination Factor - A match can be single X, double X, triple X, quadruple X, or more, at the discretion of the host. For example, in a triple X contest; a shooter must lose three times to be eliminated from the contest, this is also called an Elimination Factor of three.
9. A host should always run a contest as advertised.
10. A host may add X’s to an advertised contest if attendance is low or change from two out of three (two winning hits) to three out of five (three winning hits), but must do so and announce it before the start of the contest.
11. Contestants may only fire one shot per draw. Once a contestant holsters the gun, a shot may not be fired until the next start light.
12. There is a **1.25 Time Limit** to record a “winning hit” in Men’s & Ladies Division in Titled Championships. (See Time Limit - Page 22).
13. In matches without Time Limits, a shot that hits the target after the time clock runs out does not count. A shooter cannot begin to reload (open the loading gate) on the line while a timed shot is in progress to record a hit.
14. Ricochets do not count as hits. A ricochet is defined as a shot that hits the front or the back of the target, after first coming in contact with another object; i.e. the ground, side walls, backstops, etc..
15. Contestants are paired only by random drawing.
16. Until the Elimination Factor (see #8) is met, rounds will be drawn by matching winners with winners and losers with losers, from the previous round (this helps to keep contestants from being matched with the same person until the Elimination Factor is met, however, since the drawings are random, it is still possible to be matched with the same person after the 2nd Round). All rounds after the Elimination Factor is passed are random drawing only.
16. The CFDA Basic Computer Scoring Program is now available through www.cowboyfastdraw.com. All scoring systems must be approved by CFDA to be used in Titled Championships.
17. As contestants receive enough “X’s” to reach the Elimination Factor, which eliminates them from the overall match, they are ranked in an overall place. Ties from contestants being eliminated from the match in the same round are broken by the fastest shot they fired in their last round. If a tie still exists, tie will be broken by the fastest shot in the previous round, or previous rounds until the tie is broken.
18. Contests where the elimination rounds are carried out to the last shooter that has not reached the Elimination Factor are referred to as “Last Man Standing.”
19. In all contests ties for recognized (trophies or cash) places, will be broken by a 1-X shoot-off.

BYE-ROUNDS

1. In the case of an odd number of contestants in a round, the last three drawn will shoot a Bye-Round. The “Bye” can be shot any time during a regular round. Each of the three contestants will fire one shot, preferably all at the same time, elimination style if enough lanes exist. The contestant with the fastest hit will win the bye-round. The remaining two will be paired to shoot a regular round.
2. If two shooters tie with winning shots in a bye-round, only those two shooters will re-shoot to break the tie.
3. If one or two shooters have a Loss of Shot Violation, they automatically lose the bye-round and will shoot the regular round.
4. If all three shooters have a Loss of Shot violation they will re-shoot the bye-round.
5. Any shooter(s) committing a Loss of Round Violation, will immediately receive an “X” and the remaining shooter(s) will receive a “W” for the regular round.

TIMER MALFUNCTION PROCEDURE

Note: *1.25 Maximum Time Limit Rule (Page 22.) “Match Official Note” applies.*

1. If both targets are hit and there are no recorded times and two Judges cannot clearly identify the first hit, it will be regarded as a “No Contest,” and the shooters will re-shoot.
2. If both targets are hit and there are no recorded times and two Judges can agree which shooter obviously hit first, that shooter will be awarded the winning HIT, with no time.
3. If only one target is hit and there is no recorded time, the shooter will be awarded a winning HIT, with no time.
4. If both targets are clearly hit and there is only one recorded time and two judges cannot clearly identify the first hit, the shooter with no time will be awarded a re-shoot. The opponent will be given a choice to re-shoot the shot or keep their hit. If the opponent chooses to keep their hit, the shooter awarded the re-shoot will be given one shot to win, tie or lose the round. **The opponent’s choice is final.**
5. All hits must be verified visually by the Judges, if there is a recorded time without the target being clearly hit on the front surface and leaving a mark on the grease, then the shooter will be scored a miss (NT). (Fractured bullets do count as long as they clearly hit the front surface with enough force to record a hit on the timer.) Note: In the case of bullet fracturing, clean the barrel before the next round. If the problem persists, the shooter may be required to change equipment, unless defective ammunition is determined to be the cause.
6. If a start signal is clearly illuminated beyond the two to five second start sequence, according to a Range Master’s final decision, the following shall apply; Competitors who have not fired a shot, will be awarded a re-shoot. Competitors who have fired a shot will be given a choice to keep their hit or be awarded a re-shoot, according to the Re-Shoot Procedure.
7. Under no scenario will a shooter ever fire a shot without an opponent or a time to compete against.

ALIBI FOR HOST SUPPLIED AMMUNITION

If the host is supplying ammunition, the shooter should expect it to function properly. The host will designate an official six-gun with a factory spring action. If a round fails to detonate in a shooter’s gun and their opponent has hit their target, the round will be tested, with one hammer fall, in the official gun. If it fires in the official gun, the score will be recorded as a NT (most likely a half-cock); If it fails to fire, or if the round is determined to be otherwise defective by match officials, the shooter will be granted a re-shoot. (See Re-Shoot Procedure)

If in the opinion of the Range Master after consulting with the Hand Judges that the round was defective i.e. fractured bullet, no powder, etc.; then the shooter will be granted a re-shoot. (See Re-Shoot Procedure Page 22.)

- Notes:**
1. A contestant who fires a backup round does not sacrifice their right to challenge a defective round that previously failed.
 2. Shooters are responsible for checking rounds before loading them into their guns, therefore high primers, backwards primers or any other defect that could be detected with a visual inspection or spin checking for high-primers will **not** be granted an alibi.
 3. A contestant may not challenge a round, that in the opinion of both Hand Judges that the attempted shot was not within 1.25 Second Time Limit, where it applies.

RE-SHOOT PROCEDURE

Keeping in the spirit of an elimination format, no uncontested shot may be fired. If a re-shoot is granted by the Range Master, the shooter's opponent will be given a choice to re-shoot their shot or keep their hit. If the opponent chooses to keep their hit, the shooter granted the re-shoot will be given one shot to either, win, tie or lose the round. The opponent's choice is final.

1.25 SECOND MAXIMUM TIME LIMIT

There is a 1.25 Second Maximum Time Limit in Men's & Ladies Division at all (Class A & B) CFDA Titled Championships. The time recorded cannot exceed 1.25 to count as a valid hit, i.e. a 1.250 counts as a valid hit, a 1.251 or greater does not. While invalid hits that exceed the Maximum Time Limit are technically scored as misses, Judges should note all hits on the target and should write down the time of the invalid hit with a line drawn through it for hit verification purposes.

There is no Time Limit for Youth Division at any level.

Time Limits for Class C & D Sanctioned Contests are at the option of the Host Club. Clubs are encouraged use the 1.25 Maximum Time Limit, but to provide exemption periods for new shooters until they can develop their proficiency to shoot consistently under 1 second.

Match Official Note: Range Masters and Hand Judges should practice to gauge if late shots are obviously over 1.25 second. This can affect awarding Hits with No Time shots, due to Timer Malfunctions.

GENERAL RULES & ETIQUETTE

1. Know what time the Shooter's Safety Meeting begins and plan to arrive early.
2. Please turn off cell phones or set them on silent mode, they kind of ruin the atmosphere.
3. Please refrain from loud talking, sudden outburst of noise, causing light reflections on targets, or any other disruptive actions that may disturb shooters on the Firing Line. Normal talking and laughter is expected since Cowboy Fast Draw events are very social environments.
4. If, due to unforeseen circumstances, you arrive late for some contests you might still be able enter. If you are allowed to enter, you will receive an "X" for each round drawing that you have missed. This may not be possible for some large Class A or B contests, where the Host has published a "registration closed" time, and has conducted "mandatory shooter's meeting", due to the magnitude of the event. This decision is up to the Host.
5. It is your responsibility to read the entire CFDA Gunslinger's Rules & Handbook and know the rules and procedures.
6. Keep your guns cased when entering and leaving the shooting area. **There is NO LIVE AMMUNITION allowed at a CFDA Range, leave it in your car. Concealed weapons permits do not exempt our members from this requirement.**
7. Remember glasses in the actual shooting area are required and we strongly recommend hearing protection, hearing protection is required for youth shooters.
8. Bring a clean gun with tight screws.
9. It is the Shooter's Responsibility that all of your equipment meets CFDA Specifications.
10. Go directly to the registration table and promptly fill out contest paperwork. Waiting until the last minute delays contest starting time.
11. Please volunteer your help in Judging or Scorekeeping, this is everyone else's day-off too and we all appreciate it.
12. Learn how to read a "Lane Assignment Sheet", then check with the "Round Posting Board". Be where you are supposed to be, and be ready when called.
13. Do not approach the scoring table to ask questions, as you might distract them and cause them to make a mistake. Check with firing line officials if you have questions.
14. On the firing line keep your gun holstered until receiving the "**Load and Make Ready**" command.
15. Use the assigned "Dry Fire Area" to warm up or to practice your draw, not the firing line. After the command to "**Load and Make Ready**" is given, you may dry fire your gun a few times, but no more. After the gun is loaded no dry-firing is permitted, drawing your gun for alignment purposes a few times between shots is not considered dry-firing.
16. Listen to the Range Master and follow their instructions for loading and unloading, and please do it promptly. **Do not load before being instructed to do so.**
17. Whenever a Range Master says, "**Down Range**" or you notice someone in front of the firing line, immediately holster your gun.

18. Whenever anyone is down range, you will be asked to keep your hands off of your gun. Please obey the **“Hands Off Guns”** command.
19. Never turn or walk off the firing line with the gun in your hand. This is a Safety Violation.
20. **Do not break the 170 degree rule!** The muzzle of the firearm must always be pointed straight down-range (plus or minus) an extreme maximum of 85 degrees, whenever it is out of the holster. **Please stay well within those limits and keep your gun pointed as close to center as possible.**
21. Know all Range Commands written in this Handbook. (See the Standard Range Command Section). **“Unload and Show Clear”**, after unloading the gun, keep the loading gate open, and slowly spin the cylinder to show the Judge that your gun is empty. After the Judge observes your empty gun, they will say, **“Gun Clear, Hammer Down, and Holster,”** holster your gun before you turn around to leave the line.
22. Be courteous and congratulate your opponent if they should win. If you should win, be gracious.
23. In the event that you have a question or wish to protest an official’s decision, politely voice your concern to the Range Master before the next competition shot is fired. **After that, the point is moot.**
24. In many contests you will be required to Hand Judge before or after shooting. If you are not comfortable being a Hand Judge, please ask for assistance. You should know the rules since you are reading them here!
25. If the host or community allows you to wear guns outside the shooting area, respect the right, and be gun safety conscious. AND REMEMBER, you are responsible for your actions.
26. All guns in the shooting area must be put away before any alcohol can be present.
27. Thank your host, contest staff and please support our sponsors. If you win a nice prize that a sponsor has contributed, consider writing or calling to thank them for supporting Cowboy Fast Draw©.
28. **Smile a lot, and HAVE FUN!!!!**

WELCOME TO OUR CFDA FAMILY!!!

CFDA MATCH OFFICIALS & RANGE OFFICERS

(DEFINITIONS)

MATCH DIRECTOR - The person in charge of an entire contest and is responsible to make sure that qualified personnel are in all positions.

ASSISTANT MATCH DIRECTOR – The person who the Match Director appoints to act in their place if they are not available, or to whatever other duties assigned.

CHIEF RANGE MASTER - The person who the Match Director appoints to manage the overview of multiple range venues at major matches.

RANGE MASTER - The person who is charge of the Firing Line at any time and gives the Primary Range Commands, such as **“Load & Make Ready”** and **“Down Range”**.

RANGE OFFICER – Is a general term that fits all personnel in the immediate contest area including the Range Master, Timer Operator/Announcer, Scorekeepers, Hand Judges and Line Judges, when needed.

LINE JUDGE – Is a person or persons that the Range Master appoints to help manage the firing line. This position is required when there is more than 6 lanes on a range, or whenever called by the Range Master for any purpose, including rule enforcement.

TIMER OPERATOR/ANNOUNCER – They run the timer and announce shooters to the line and call Hand Judges, announce times and status of bouts. They are a match official and should be in constant communication with the Range Master. They are also there to set the pace, entertain both the shooters and spectators. They should also explain facts that spectators might find interesting.

SCOREKEEPERS – There are scorekeepers on each range who actually record the times and scores on the score sheets. There are also Scoring Teams who work behind the scenes entering score sheet data into a scoring system or doing it the old fashion way with drawing cards and handwriting score sheets.

HAND JUDGE – Is usually the next shooter and is a Line Official. Their duties are explained in detail below since all shooters are expected to have this basic knowledge.

CFDA QUALIFIED RANGE OFFICER – is a person that has completed the CFDA Range Officer (RO) Program, through their local club, and has been awarded an RO Pin.

CFDA QUALIFIED RANGE MASTER - is a person that has completed the CFDA Range Master (RM) Program that has been taught by a CFDA Regulator or Approved Instructor. It is required to have either a Qualified Range Master or a Range Master in Training to serve as Range Master's at CFDA Titled Championships.

(See) **Range Officer Program Student Guide at: www.CowboyFastDraw.com for details.**

CFDA HAND JUDGING PROCEDURES

This section of the CFDA RO Course is published in these guidelines, **since it is the accepted practice at almost all contests to have the next shooter on the line Hand Judge, all competitors need to be familiar with this section.**

The Hand Judge is a vital part of the safe and fair operation of a CFDA match. Many times hand judging is overlooked or considered a menial task when in fact the Hand Judge is the first line in shooter safety as well as fair competition. It is O.K. for new shooters to help hand judge a shooter, but Qualified Range Masters should see that new shooters know what the responsibility of a Hand Judge is. **Hand Judges should try to position themselves so that they can see the shooter's hand and the light.**

Their Main Responsibilities Are As Follows:

- A. Do not allow the Shooter to un-holster their gun for any reason, until the **“Load and Make Ready”** command is stated by the Range Master.
- B. Check for eye protection; it is mandatory on a firing Line.
- C. No live ammunition is allowed in the entire contest area – take this opportunity to check for live ammunition in the shooter's gun belt.
- D. Check for inspection sticker on the butt of the gun in Class A & B contests.
- E. When Youth Shooters are on the line, check for the distinguishing item for Level 2 (Youth Two-Hand), who must use two-hands and keep their off-hand in contact with the gun throughout the firing process. Level 3 (Youth One-Hand) is not required to keep their off-hand in contact.
- F. **POSITIONING THE HOLSTER ANYWHERE OTHER THAN THE SIDE OF THE LEG** is not allowed: Since holster curtains can be manufactured in various widths and angled rakes can be deceiving, the trigger guard of the gun will be the defining point. A straight object (like a trigger finger) extended through the trigger guard must be able to touch the seam of the pants or behind that point. In the case of unusual pants or no seams such as a dress, the center of the leg prevails.
- G. It is a good idea, at this point, to visually inspect the target from the firing line and look for hit marks on the target that did not get properly rolled with grease.
- H. See that the shooter's feet are positioned and stays behind the firing line.
- I. Once the **“Load & Make Ready”** command has been given, assist the shooter in loading their six-gun. **Note:** When using Host Supplied Ammunition, all shells loaded into guns must be handed to the shooter by the Hand Judge.
- J. If you see the shooter's barrel start to wander, be sure to remind them of the 170 Degree Rule, while loading, unloading or shooting. Be prepared to control them if you are in position to do so.
- K. **NO MORE THAN 5 ROUNDS MAY BE LOADED IN THE GUN.** The hammer must always be down on an empty or fired chamber. Hammer down is defined as either fully down against the frame or on the safety notch, which is the first notch in Colt Clone actions.
- L. The shooter's six-gun must be indexed, and placed on the safety notch (if used) and ready to fire before their final holstering. Once this is completed, please seat yourself on the Hand Judge stool, so that the Range Master can easily identify that your shooter is ready for the **“Line is Ready Command”**.
- M. Position yourself so that you can clearly see that after the shooting commands have been given, the shooter does not move the gun in the holster or begin to cock the hammer before the start light comes on.
- N. The hand can be touching the gun but the trigger finger must not be inside the trigger guard after the **“Set”** command and until the start light comes on.
- O. In the case of a Technical, Procedural, or Safety Violation and immediately **AFTER** the shot is fired immediately bring it to the attention to the Range Master, by standing and raising your hand. Please do not yell loudly, it's not necessary and can disrupt procedures and announcing.

- P. After each shot is fired check both your shooter and their opponent's target for hits. If you do not see a hit, stand up and raise your hand.
- Q. If a downrange is called to verify target hits, both Hand Judges will go downrange as directed by and with the Range Master. Do not touch and stay at least 12" away from the target in question, only the Range Master can carry out an inspection closer than 12".
- R. Try to keep track of the shot-count of the bout, if possible, you may ask for a shot-count, if one has not been called by the Announcer.
- S. When a bout is completed give the command, **"Unload and Show Clear"** to your shooter. Then stay with the shooter and observe the process. Visually inspect all chambers, and then give the command, **"Gun Clear, Hammer Down and Holster."** **Important! Stay with the shooter until the gun is holstered before allowing them to turn up range, as you may save inexperienced shooters from receiving a serious penalty.**
- T. If other bouts are still in progress, and the next shot is ready to be fired and the shooters in the finished bout have not finished clearing the line, ask them to **"Stand Easy"** so that the firing line is not disrupted, they then can finish clearing the line after the next shot is fired.
- U. Always be aware of activity down range – be prepared to give clear commands **"Holster Your Guns" or "Hands Off Guns"**, if there is any person down range and that command has not been given previously.
- V. Be Courteous to Your Fellow Shooters; Be Firm, But Fair; and Call Them the Way You See Them. The Hand Judge may be asked to testify in the case of an Arbitration.

Hand Judge Notes:

1. CFDA Recommends that hosts provide stools for Hand Judges rather than chairs since they may need to sit down and get up several times while handjudging a bout, while wearing a holstered gun. They can also see the range better sitting a little higher.
2. Youth Division Shooters (Level 2 and 3) i.e., Billy the Kid and Annie Oakley, may not Hand Judge Youth or Adult Divisions at CFDA Titled Championships.
3. In CFDA Titled Championships (Class A & B), family members are not allowed to serve as a Hand Judge for any bout that their family member is involved in, including the Youth Division.

ASSISTING THE SHOOTER

This is a fun sport; we need to try to help each other. However, at CFDA Titled Championships there is no coaching allowed on the firing line. As a Hand Judge you may assist the shooter with line procedures or tell them where misses are going, if they ask for that information. Shooters may also not solicit coaching at a Titled Championship.

Coaching is allowed and encouraged at local non-titled events. Coaching is always allowed to any of our Youth Division competitors at any CFDA Contest.

STANDARD RANGE COMMANDS

Standard Range Commands add advantages to many aspects of an organized match. They keep everyone on the same page as far as contest procedures are concerned, producing a safer and more efficient environment.

Another aspect for the future, as the sport becomes introduced to the international community; many countries do not have English as their first language. However, participants of CFDA in those countries will know the Standard Range Commands in English and will be able to understand and comply with all contest procedures.

The Standard Range Commands are:

1. **"Holster Your Guns"** Someone is or is about to be in front of the shooting line. You must holster your gun immediately.
2. **"Hands Off Guns"** Is an extra level of safety when someone is down range and the shooters must keep their hands off their guns even if they are holstered.
3. **"Down Range"** All Guns are holstered and the line is safe and people can go down range for whatever purpose.
4. **"Load and Make Ready"** When coming to the firing line always keep your gun holstered until hearing this command. After this command has been given, the line is yours and you may prepare to begin your round.
5. **"Line is Ready"**: This is a command normally given by the Range Master to inform the Timer Operator that the shooters on the line are ready for the shooting commands.

6. **“Stand Easy”** Means to stand perfectly still **“Freeze”** on the line even if you are in the process of unloading so as not to disturb a bout in progress.
7. **“Unload and Show Clear”**: Means that your bout is finished and you can begin the unloading procedure. You must show your empty chambers to the Hand Judge.
8. **“Gun Clear, Hammer Down, and Holster”**: This is the command that the Hand Judge will give after they have inspected that your gun is empty. Make sure that you holster your gun before turning around on the line.

STANDARD TIMER OPERATOR/ANNOUNCER COMMANDS

One of the most fun and entertaining aspects of Cowboy Fast Draw is that your name is called out over a public address system when it is nearing your turn to shoot. We are blessed with a number of talented Timer Operator/Announcers who know how to make our sport even more fun. So don't expect to constantly hear the same mundane announcements being made over and over.

Announcer Procedures:

1. If a CFDA Shooting Range were a band the Announcer would be the drummer, it is their job to keep the pace of a contest moving. While the Range Master gives all “Range Commands”, the Announcer provides the actual “Shooting Commands”.
2. The Announcer also must keep the pace by calling Hand Judges to the Lanes and Hand Judges in the Hole. As a Shooter preparing to shoot a round, it is your duty to listen to the Announcer, so that you are ready when you need to be.
3. As soon as a round is completed for the group on the Firing Line, you will hear the experienced Announcer immediately call the next set of Hand Judges to their appropriate lanes. They will first say the Shooter's alias and then the Lane Number, in order from left to right. Then they will repeat it for those who were not paying close enough attention the first time. The biggest time lag in our sport is not getting Hand Judges in place as quickly as possible.
4. Next, you will hear the Announcer, introduce the Shooter's on the Line, because in most cases, they just got done Hand Judging the shooter before them and already know where they are supposed to be. The only exception is the first group of a round, where the Announcer will start with the Shooters on the Line, then the Hand Judges, but then repeat them both.
5. Once, everyone is in place and the Range Master has called **“Load and Make Ready”**, this can be a perfect time for the Announcer to name the “Hand Judges in the Hole”.

Announcer Commands:

1. **Prompt Commands:** We are fortunate to have many highly qualified Range Masters, however sometimes they become distracted or get tired too. So when an Announcer sees that everything is in place and ready to go, sometimes they may need to give a prompt command also, in order to keep the pace. Sometimes a subtle phrase like, “Are the Gunslingers Ready?” is all that is needed to keep things moving. But, remember no “Ready or Shooting Commands” can be given without the Range Master either saying “Line is Ready” or communicating that the line is ready to the Announcer.
2. **Ready Commands:** These are commands given by the Timer Operator/Announcer that indicate that the Shooting Commands are about to be given. Different Announcers may use different terminology depending on the given situation, but they usually contain the word “Ready” or other words that indicate that the Shooting Commands are imminent. Some examples are: “Cowboys are Ready”, “Shooters are Ready”, “Gunslingers are Ready” or “Ladies or Cowgirls are Ready.” Other popular examples are: “Here Come Your Commands” or “Here We Go”.
3. **Shooting Commands Will Always Be:**

“SHOOTERS ON THE LINE, (Short Pause...) “SHOOTERS” (Very Short Pause) “SET”
Important: The Timer Operator/Announcer must immediately start random sequence by either releasing or pushing the appropriate button immediately **UPON** the word **“SET”** being spoken, so that the random two to five second start light sequence will begin. Otherwise, Shooters will complain about the timer giving long or short light, when it is actually the Timer Operator's fault.

All Shooter's Should Be Aware of the Following Terminology Used by Announcers:

1. **“Hand Judges in the Hole”**, means you are the next person to Hand Judge, after the present group has completed their round. Listen for your alias, and the lane you are assigned to. They are subject to change from the Lane Assignment Sheet.

2. “**Our Next Set of Hand Judges Are**”, means that you are to report to the lane you are being called to Hand Judge.
3. “**Shooters on the Line**”, means that you are to report immediately to the firing line if you are not already there.
4. “**Hand Judges Getting Ready or Deep Hole**”, means that you should be getting your equipment ready and you will soon hear the call: “**Hand Judge in the Hole**”.

V. SHOOT-OFFS & SPECIAL MATCH FORMATS

(CLASS A) NATIONAL & WORLD CHAMPIONSHIP FORMAT

1. All National & World Championships will shoot a 4-X contest with regular rounds ending when the Magnificent 7 Finals are established.
2. There shall be an overall cash prize structure for a minimum of the Top 20 Men and Top 15 Ladies Divisions.
3. At Host’s Option, certain Categories may be conducted as part of the main contest or be held independently, if held as part of the main match, contestants who qualify for the Overall Championship Shoot-off shall not compete in Category Shoot-offs, if held on the same day as the Overall Championship Shoot-off.
4. Magnificent 7 Seedings shall be established by first ranking the competitors by the amount of X’s they have received in the regular rounds. Ties for seeding will be broken by the fastest shot fired in the 3 previous regular rounds.
5. If the amount of competitors that are eliminated in the last regular round leaves available spots in the shoot-off, then a “luck of the draw” 1-X tie breaker shoot will be conducted among all competitors eliminated from the last regular round to determine final overall placing, except that the top places in that tie-breaker shoot will qualify and be resurrected for the available spots in the final Championship Magnificent 7 Shoot-off.

CLASS B & ABOVE CHAMPIONSHIP SHOOT-OFF FORMAT

(MAGNIFICENT 7 OR TOP 5, ETC)

Double (2X) Progressive Elimination shall be used in all Championship Shoot-offs, as an example using a Top 5 Shoot-off for four lanes as follows:

Round 1: 5th place qualifier is paired with 4th place qualifier (lanes 1 & 2). Loser moves to lanes 3 & 4 and awaits results of round two.

Round 2: Winner of round one is paired with 3rd place qualifier (lanes 1 & 2).

Round 3: Winner of round two is paired with 2nd place qualifier (Lanes 1 & 2).

Round 4: Loser of round one is paired with loser of round two (lanes 3 & 4, to be shot at same time as round three) Loser of round four (with two Xs) is the 5th place winner.

Round 5: Winner of round three is paired with 1st place Qualifier (Lanes 1 & 2).

Round 6: Winner of round four is paired with loser of round three (Lanes 3 & 4, to be shot at same time as Round Five). Loser (with two Xs) is the 4th place winner.

Round 7: Winner of round six is paired with loser of round five (Lanes 3 & 4). Loser (with two Xs) wins 3rd place.

Round 8: Winner of round seven is paired with winner of Round Five (Lanes 1 & 2). If the loser of this round receives their second X, they have then come in 2nd place. If the loser of this round only has one X, they switch sides and shoot a final round to determine 1st and 2nd place.

Note: The above directions will apply also to the Magnificent 7 but starting with 7th place qualifier is paired with the 6th place qualifier and so on.....

Additional Procedures:

1. The highest qualifier always gets choice of lane. It helps to run the winner’s bracket on lanes 1 and 2 and loser’s bracket on lanes 3 and 4.
2. Keeping shoot-offs flowing is very important. A cleaning table shall be placed in close proximity to the shoot-off range. Competitors are expected to be ready after targets are tended, shooters who have not reported to the firing line within 30 seconds after being called to the line are subject to a Technical Violation.
3. **SHOOT-OFF GUN CLEANING TIME LIMIT** (See *Technical Rule #16.*) Shooters in a shoot-off format may rod out their barrels between rounds and are required to report back to the firing line within 30 seconds after being called to the firing line.

SHOOT-OFF OPTIONS & DECLARATIONS

The above system is optional for all CFDA Sanctioned Contests. Hosts have the option of designating how many shooters will qualify for a shoot-off, but must advertise it in advance at all CFDA Titled Class A & B Championships, or must declare it before commencement of any Class C or D Sanctioned Contest.

LAST MAN STANDING FORMAT

Class B CFDA Titled Championships have the option of a Last Man Standing Format or a Shoot-off Format, formats for all CFDA Championship Formats must be published 30 Days in advance. Any necessary changes must be announced no later than the Shooter's Meeting.

CLASS C & D or SIDE MATCH FORMATS

"5 SHOT" FORMAT

This is a method to cut down on the amount of time rounds can take by limiting the number of rounds fired between the competitors. This option may only be used in Class C & D Sanctioned Events or Side Matches.

All rules in the preceding section apply except:

1. A round consists of only 5 shots fired by each competitor.
2. The competitor that has won the most shots after 5 shots have been fired will be declared the winner of the round.
3. If the shot count is tied after 5 rounds are fired, then additional shots will be fired until the tie is broken.
4. Once a competitor has won 3 shots, they are declared the winner of the round.
5. If a competitor is ahead 2 to 0, with one shot to go, they are declared the winner of the round.
6. This format must be advertised in advance by the host in Class C Sanctioned Contests.

"NEVADA EIGHT" FORMAT

This hybrid way of determining a round winner is a version of the 5 Shot Format, and may only be used in Class C & D Sanctioned Events or Side Matches.

The Nevada Eight, a format developed by the Great Basin Gun Hawks of Fernley, NV, keeps rounds running smoothly and on time, allowing more rounds to be enjoyed by everyone. This format has more substance than a simple 2 out of 3 format, which can be over in just two shots. After numerous rounds our experience is that it has been rare that both shooters get an X, since the nature of this format puts more emphasis on hitting targets for both shooters.

The only negative we have experienced is that the Nevada Eight can take a little getting used to by shooters and scorekeepers, but after a little practice it is easily understood and moves right along.

Note: The Nevada Eight format was successfully used to run the 230+ Shooter Sunday Bracket Match at the 2016 FGA, the match ran on time and all brackets finished at roughly the same time.

Nevada Eight Procedure: The Nevada Eight format is initially run the same way as the 5 Shot format, but with a limit of 3 additional tie-breaker shots, as follows:

1. A round normally consists of only 5 shots fired by each competitor.
2. If a competitor wins 3 shots anytime within the initial 5 shots, they are immediately declared the winner of the round.
3. After 5 shots are fired, and neither competitor has won 3 shots, but one is ahead by 1-0, 2-0, or 2-1, they are declared the winner of the round.
4. If a competitor is ahead 2-0 after 4 shots, they are declared the winner of the round, since the bout cannot be tied with one shot to go.
5. **Tie Breakers** - If both shooters are tied after the 5th shot, 0-0, 1-1, or 2-2, then the first winning hit shall break the tie. There is a maximum of three additional "tie-breaker" shots.
6. If neither shooter records a winning hit by the 8th shot, they both receive an X for that round, unless it immediately affects recognized places (See Clarification B.)

Nevada Eight Clarifications:

- A. **Tie Shots** - (both contestants hitting their targets with identical times) that occur during this format must be re-shot, according to CFDA Rules, and do not count towards either the initial 5 shots, or the 3 additional tie-breaker shot limits.
- B. The 3 shot tie-breaker limit is suspended during shoot-offs for recognized places, and reverts to the first winning hit as the tie-breaker shot.

“NO X OUT OPTION” FORMAT

This system has become very popular in Class D contests, which are mainly club level shoots. It cannot be used in Titled Championships Class A or B, and is optional in Class C contests, if advertised in advance. The concept is that it allows all competitors to compete in all rounds of the competition without being eliminated, unless limited shoot-offs are held. All rules in “The CFDA Elimination Contest” are in effect;

1. X’s that are earned in regular rounds are counted and added together.
2. The Match Director picks and declares a time to finish regular rounds before the beginning of the contest.
3. When the regular rounds end, X’s will be added together to determine overall standing. In the last round of the regular contest, the fastest shot fired by each competitor is the tie-breaker for shooters who accumulate the same amount of X’s.
4. Men, women and youth shooters can compete together in this format.
5. If the club decides to hold shoot-offs which is recommended by CFDA, the Match Director will announce the number of shooters who will participate in the shoot-offs (see championship shoot-off format section).
6. Shoot-offs can be set for everyone to compete from bottom up, which gives everyone practice for major contests using the shoot-off format. CFDA recommends allowing everyone to participate up to about 12 shooters.
7. Shoot-offs can also be set up for a predetermined amount of shooters if there is good attendance, i.e. Top 10.
8. Separate Shoot-offs can also be set up for the Top Men, Women, and Youth, i.e. Top 7 Men, Top 5 Women, and Top 3 Youth. This is the format that would be used in Class C contests in which there must be separate divisions for men and women. The top shooters from each division would be based upon their overall finish in the regular rounds that were shot with everyone mixed together.
9. The Official CFDA Basic Scoring Program has a No “X” Out Format built into its system, which automatically ranks the shooters by the number of X’s while using their fastest time in the last regular round as a tie-breaker.

VI. TECHNICAL & PROCEDURAL RULES

Violations Do Not Carry Forward:

Technical, Procedural Violations, or Safety Violations that occur in previous events associated within the same match, i.e., the warm-up or category matches do not carry over to other events within the match, such as the main match, side matches, category shoot-offs, resurrection match, etc.; except for Conduct Violations or Major Safety Violations, which do carry forward.

DEFINITIONS

Definition of Loss of Shot: the opponent wins the shot (hit or miss).

Definition of Loss of Round: the opponent wins the round (whether they fired a shot or not).

DQ: Disqualification

CONTESTANT TECHNICAL RULES (TV)

Violation of Technical Rules (TV), whether on the firing line or not (i.e. #9 and #11), will result in the following penalties:

1 st Violation	=	VERBAL WARNING
2 nd Violation	=	LOSS OF SHOT
3 rd Violation	=	LOSS OF ROUND

1. **HAND RULE:** You may touch the gun or holster. This is called “Lawman Ready Position,” it was commonly used in the Old West and still is today. Hands being held clear of guns, is an invention of Hollywood.
2. **NO FINGER IN THE TRIGGER GUARD:** You may not have your trigger finger in the trigger guard after the Set Command and before the start light comes on.
3. **NO MORE THAN 5 ROUNDS MAY BE LOADED IN THE GUN.** No more than 5 rounds may be loaded in the gun. The hammer must always be down on an empty or fired chamber. Hammer down is defined as either fully down against the frame or on the safety notch, which is the first notch in Colt-Style actions.
4. **CHANGING THE POSITION OR LIFTING THE GUN TO AN ILLEGAL POSITION IN THE HOLSTER** to gain a competitive advantage on your fellow competitor is not allowed.
5. **POSITIONING THE HOLSTER ANYWHERE OTHER THAN THE SIDE OF THE LEG** is not allowed: Since holster curtains can be manufactured in various widths and angled rakes can be deceiving, the trigger guard of the gun will be the defining point. A straight object (like a trigger finger) extended through the trigger guard must be able to touch the seam of the pants or behind that point. In the case of unusual pants or no seams such as a dress, the center of the leg prevails.
6. **BOTH FEET MUST BE BEHIND FIRING LINE**, stepping over the firing line into the shooting range is not allowed until the “Down Range” Command has been given.
7. **SHOOTERS TO REMAIN IN THEIR SHOOTING LANE.** A lane separation safety encroachment line may be placed by the Host. If placed, no part of the competitor’s body may cross the line. If, in the opinion of the Range Master, that competitors are standing too close, the Range Master may insist that competitor’s maintain a safe separation.
8. **GUNS MUST REMAIN HOLSTERED** on the firing line until the “Load and Make Ready” command is given by an official.
9. **DRY FIRING ON THE FIRING LINE** is allowed, but only **after** the command “Load and Make Ready” is given, but only a few times. You may also draw your gun a few times between shots for alignment purposes. Dry firing or cocking the hammer during practice draws is not allowed after the gun has been loaded.
10. **SAFETY NOTCH ENGAGEMENT.** It is the competitor’s decision to use the safety notch in a colt style action six-gun. If used, the six-gun must be placed in the safety notch before the final holstering of the pistol before the “Shooting Commands” commence.
11. **DRY FIRING OFF THE FIRING LINE** may only be conducted in an official “Dry Fire Area” designated by the host.
12. **NOT BRINGING ENOUGH SHOTGUN PRIMER LOADS TO THE FIRING LINE.** In contests where shooters supply their own shotgun primer loads, they are required to bring enough loaded ammunition to the firing line to complete a round.
13. **GUNS ARE TO BE HOLSTERED OR ENCASED AT ALL TIMES.** Treat all firearms as if they are loaded at all times. The only time that you may have a pistol out of a holster is on the firing line, in the approved dry fire area, in a gun case or bag, or at an approved contestant area for cleaning and inspecting. No one may walk around the range with a gun in hand. You may not sweep anyone with your firearm.

14. **IN CLASS A & B TITLED CHAMPIONSHIPS CONTESTANTS MAY NOT SOLICIT OR RECEIVE COACHING WHILE THEY ARE ON THE FIRING LINE.** Words of encouragement or the Hand Judge spotting hits or misses is not considered coaching. Any penalties concerning coaching will be assessed to the shooter on the line.
15. **SHOT REFUSAL** Once a competitor fires a shot that hits or misses the target, they may not refuse the results of that shot, unless the Range Master deems and explains that there were extenuating circumstances.
16. **SHOOT-OFF GUN CLEANING TIME LIMIT** Shooters in a shoot-off format may rod out their barrels between rounds and are required to report back to the firing line within 30 seconds after being called to the firing line.
17. **DISCHARGING THE GUN WITH THE MUZZLE BEHIND THE FRONT HOLSTER POUCH CUT IS NOT ALLOWED.**

Enforcement Policy:

If a Hand Judge, Line Judge and/or Range Master can clearly determine that a competitor is discharging the gun with the muzzle behind the front holster pouch cut, the competitor shall be given one “Official Warning”, if the violation occurs again in the same round, then the competitor shall be penalized with a “Loss of Shot”, if the violation occurs again in the same round, then the competitor shall be penalized a “Loss of Round”.

If a Line Judge has not been assigned, and it is not clearly obvious to the Hand Judge and/or Range Master that a competitor is discharging the gun with the muzzle even with or in front of the front holster pouch cut, then the Range Master will assign a Line Judge, who shall position themselves at a better angle to follow the above enforcement procedures. Note: Assigning a Line Judge does not in itself constitute an “Official Warning”, unless the Hand Judge and/or Range Master declare an “Official Warning”, before the Line Judge is assigned.

CONTESTANT PROCEDURAL VIOLATIONS (PV)

All Procedural Violations (SV) will result in:

LOSS OF SHOT

1. **FANNING OR TWO HANDED SHOOTING IS ALLOWED:** If fanning or using the opposite hand for recoveries, the contestant’s opposite hand must not be moved in front of the body until the start light comes on. Where the opposite hand is placed is not relevant unless it is being used to actually operate the hammer.
Definition: (The opposite hand cannot be placed directly in front of the body, whereas, it breaks a plane from the side of the shooter’s torso to the edge of the target.)
Warning: Fanning is very hard on your hammer notches, cylinder notches, and trigger. Revolvers with firing pins attached to the hammers can cause injury to the fanning hand.
2. **ANTICIPATION:** The Competitor cannot move the gun in the holster after the shooting command “set” and before the start light comes on. Furthermore, any shot fired that is faster than the current World Record, must be backed up within 3 hundredths of a second before the round is over. If a competitor has not fired a shot within 3 hundredths of a second in the current round, an additional three attempts will be awarded. If the shot in question is not backed-up, then the shot will be considered “anticipated” and will result in a Procedural Penalty (PV), which is a Loss of Shot.
Note: If a competitor successfully backs up a time faster than the Current World Record in a Class A or B CFDA Titled Championship, then they shall be declared the New World Record Holder, which shall be kept up to date on the CFDA Website. There shall be separate World Records for Men’s and Ladies Division. Hosts must notify CFDA immediately in case a New World Record is set.
World Record Note: If the Titled Championship is being shot at 15’ on the 17-3/16” Impact Target or the Balloon-Disc Target, then an adjustment of .008 will be deducted to compensate for six feet less wax bullet travel time. i.e. (.295 = .287.) and (.350 = .342). There will not be separate World Records established for these targets, since the degree of difficulty is equal.

3. **ANTICIPATION (PART B.)** Any shot fired that results in a time faster than .275 @ 21' or .267 @15', will automatically be considered anticipation, no back up attempts will be considered. Note: Any CFDA member may request from an official Triple 7 Test from the Executive Director of CFDA. The Triple 7 Test must be conducted by a CFDA Representative or Regulator (**See: Triple 7 Test - CFDA Website - Rules Section**)
4. **NO CONTEST:** If both competitors move and draw the gun before the light comes on, it is a no contest.
5. **TO MOVE THE GUN OR ACTIVATE THE COCKING OF THE HAMMER BEFORE THE START LIGHT** is not allowed.
6. **CALLING OFF THE SHOT BETWEEN TWO CONTESTANTS ON THE FIRING LINE IS NOT ALLOWED**, except for safety reasons. After the command "set" has been given, only match officials can call off a shot for reasons other than safety.
7. **FIRING MORE THAN ONE SHOT PER DRAW IS NOT ALLOWED.**

VII. SAFETY RULES "Our Most Important Rules"

The CFDA Safety Rules are the most important rules that we have. Education in the safe and proper use of firearms is one of our primary goals. Having a good time at a match will always take second place to safety.

Any gun sport has the potential to be dangerous. Wax bullets can cause serious bodily injury. All contestants must treat their firearms with the same respect as if they were firing live ammunition. All contestants are considered Safety Officers and are expected to stay alert for unsafe actions of others. Any official or contestant can confront anyone on our range over a safety issue.

THE NRA SAFETY RULES

1. **ALWAYS keep the gun pointed in a safe direction.**
This is the primary rule of gun safety. A safe direction means that the gun is pointed so that even if it were to go off it would not cause injury or damage. The key to this rule is to control where the muzzle or front end of the barrel is pointed at all times. Common sense dictates the safest direction, depending on different circumstances.
2. **ALWAYS keep your finger off the trigger until ready to shoot.**
When holding a gun, rest your finger on the trigger guard or along the side of the gun. Until you are actually ready to fire, do not touch the trigger.
3. **ALWAYS keep the gun unloaded until ready to use.**
Whenever you pick up a gun, immediately engage the safety device if possible, and, if the gun has a magazine, remove it before opening the action and looking into the chamber(s) which should be clear of ammunition. If you do not know how to open the action or inspect the chamber(s), leave the gun alone and get help from someone who does.

CFDA ADDITIONAL PRIMARY SAFETY RULES

1. Everyone on the range must wear eye protection, ear protection is strongly recommended for adults and required for all Youth & Juniors (Under age 18). Those who are not wearing eye protection must put it on prior to the next shot being fired.
2. Only registered contestants may wear firearms. Exceptions are performers requested by the Host, police and assigned security personnel, all others may be required to leave the area.

***NEVER POINT A FIREARM AT ANYTHING
YOU'RE NOT WILLING TO DESTROY!!!***

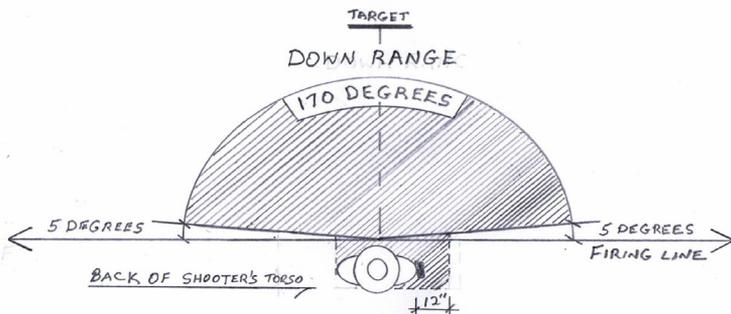
SAFETY FIRST, FUN SECOND, AND COMPETITION THIRD!

STANDARD SAFETY VIOLATIONS (SV)

- 1. Down Range Rule:** Holster the gun when anyone is in front of the firing line, or immediately when a Judge gives the command, “**Holster Your Gun, Down-Range**”.
Penalty per contest: 1st Verbal Warning, 2nd Loss of Round, 3rd Match DQ.
- 2. The 170 Degree Rule:** The muzzle of the firearm must always be pointed straight down-range (plus or minus) 85 degrees, whenever it is un-holstered, loaded or not.
(See Muzzle Safety Zone Diagram - Page 34)
Penalty per contest: 1st Loss of Round, 2nd Match DQ.
Note: *A holstered gun is considered a safe gun.*
- 3. Unsafe Gun Handling:** The firing line is no place for fancy gun handling or spinning, because it violates the 170 Degree Rule. This also includes looking down the barrel.
Penalty: 1st Loss of Round, 2nd Match DQ.
- 4. Discharging the gun in the holster, shooting the holster, or a bullet impacting behind the firing line.**
Penalty: 1st Loss of Round, 2nd Loss of Round, 3rd Match DQ.
- 5. Dropping a gun on the firing line (loaded or not).**
Penalty: 1st Loss of Round, 2nd Match DQ.
- 6. Discharging a round while loading, unloading, or practice drawing (dry firing) on the firing line.**
Penalty: 1st Loss of Round, 2nd Match DQ.
- 7. All guns must be inspected and verified empty before the shooter leaves the firing line, without breaking the 170 Rule.**
Penalty: 1st Loss of Round, 2nd Match DQ.
- 8. Firing A Shot Over the Back-Stop.**
Penalty: 1st Loss of Round, 2nd Match DQ.
- 9. ANY COMBINATION OF 3 STANDARD SAFETY VIOLATIONS.**
PENALTY: MATCH DQ.
- 10. If a competitor receive a Match DQ, or does not finish a match (DNF) for any reason, they will receive credit for up to the point that the penalty of DNF occurred.**

MAJOR SAFETY VIOLATIONS

- 1. Loading or Unloading Ammunition Anywhere Other Than the Firing Line.**
Note: Shotgun primer loads are not considered ammunition until the shotgun primer is inserted.
Penalty: Match DQ.
- 2. Live Ammunition is NOT Permitted in the Contest Area, by Any Registered Contestant.**
Penalty: Match DQ.
- 3. Alcohol Consumption or Being Under the Influence in the Contest Area is Strictly Prohibited. (*Guns and Alcohol Don't Mix!*)**
Penalty: Match DQ.



170 DEGREE RULE **Muzzle Safety Zone** **(Shaded Area)**

Safe muzzle direction is one of the fundamental safety rules in handling all firearms. It's particularly important to the safe operation of a shooting range. In Cowboy Fast Draw© we have shooting ranges with 2, 4, 6, or even 8 competitors all standing on the same firing line, just a few feet from one another.

CFDA has very strict rules regarding never pointing muzzles of firearms at one another. We must provide for adequately controlled areas to allow competitors to load, reload and unload their six-guns. The illustration above shows, what is referred to as the 170 degree rule. We suggest that competitors learn to control their muzzles so that they never come close to these limits. In addition to the 170 degree rule, an adequate area must be provided for a competitor to draw and re-holster their firearm.

The Muzzle Safety Zone Illustration (right-handed shooter, reverse for left-handed shooter's) provides competitors with a safe area to point the muzzle while performing all actions required with a six-gun on the firing line. Please note that this illustration contains an area 12" beyond the shooter's right foot, even with the shooter's back torso, and then straight to the firing line until it intercepts the 170 degree line. The 12" area does not exist on the shooter's opposite side and runs from the outside edge of the shooter's off-side foot directly to the 170 degree line.

The shaded area directly in front of the shooter is also a Muzzle Safety Zone, which is needed for loading, reloading and unloading.

ARBITRATION COMMITTEE

If a contestant feels that they want to appeal a decision of any official, they should calmly inform the Range Master. This must be done before the next shot is fired. If the Range Master can not immediately resolve the matter, both contestants in the bout should unload and show clear, this should be taken off the firing line and not become a public spectacle. Other bouts in progress should be concluded and the contest should continue. Contestants must follow the rules concerning conduct and sportsmanship at all times. If the Match Director cannot resolve the matter to everyone's satisfaction, the Arbitration Committee must be convened. There may be a "\$50 - Protest Fee" charged for this action. The Match Director may waive this fee if they agree that the appeal should be heard by the Arbitration Committee.

The Host will pick a minimum of three members (with at least one or two alternates) to serve on an Arbitration Committee. These individuals should be experienced and respected members of the CFDA. When possible, U.S. Marshals are good choices. It is advisable to do this before the contest is started.

Once it is established that the Arbitration Committee must decide a matter, the Match Director or an appointee will conduct a hearing. (CFDA Regulators are a good choice as an appointee.) They will make sure all sides are heard before the Arbitration Committee is asked to make a decision. The committee may question the contestant or any officials concerning the issue.

The Arbitration Committee will then research the guidelines as published in this publication or any CFDA addendums or clarifications.

Once the Arbitration Committee has reached a decision it will be up to the Match Director to carry out that decision.

If the protest prevails then the “Protest Fee” shall be returned, if not, it will be forfeited.

Note: *A decision issued by an Arbitration Committee shall not constitute a precedent. Only a published interpretation by CFDA can establish a precedent.*

VIII. RANGE SET-UP REQUIREMENTS

SHOOTING AREA DETAILS

REGISTRATION TABLE

This table needs to be conspicuous with sign-age. Put it at the entrance to the shooting area. At large contests, have two or three people working to process contestants quickly. Have the Shooter’s Meeting and contest start time clearly posted.

EQUIPMENT INSPECTION TABLE

Place this table close to the registration table and have at least two officials working together. Contestants must wear their holster and gun, plus bring shotgun primer load components (if applicable) to the Inspection Table.

TIMER/ANNOUNCER SCORE TABLE

The score table should be positioned so as not to disturb the firing line. Position it so the Announcer and Score Keeper can have a clear view of the contestants on the firing line. In a large contest, it is helpful to elevate the score table. The table must be large enough to accommodate the timing equipment, the announcer and the scorekeeper.

ROUND DRAWING TABLE

This table should be positioned in close proximity to the score table. Paperwork is constantly being exchanged with the main score table. Competitors are not allowed to interrupt the round drawing process.

STAT SHACK

In large tournaments with multiple shooting areas a central area is necessary to carry out data entry and drawing of rounds. This area is **OFF LIMITS** to everyone, except appointed Match & CFDA Officials.

CONTESTANT AREA

This area is where contestants wait to compete and keep their equipment. This area should be located adjacent to the shooting range and separated from the public in some manner, a tent is suggested. CFDA recommends appointing a “Sergeant of Arms” to the area in order to ensure everyone’s safety. The public is not allowed in this area unless accompanied by a contestant.

ROUND POSTING BOARD

One or two 4’ x 8’ sheets of plywood or particle board works fine for this important posting board. A staple gun works well for posting and keeping paperwork from blowing away. It should be located near the contestant area. This board displays shooter’s information, such as start time, rounds, X roster, and the rules.

DRY FIRE AREA

This is where at least two contestants at a time can practice their draws before going to the firing line. It is a wall at least 6’ in length and height, in a location where gun barrels cannot be pointed at anyone. Contest hosts are required to designate an “Official Dry Fire Area,” it is recommended to post a sign pointing it out. Contestants are not to dry fire or perform practice draws anywhere other than the dry-fire area.

FIRING LINE

The firing line is located 15’, 18’, or 21’ (depending on the contest) from the front of the targets. No one is allowed to cross the firing line, unless instructed to do so by the Range Master. A 2” x 4”, or a pinned down rope works well.

GUN CLEANING TABLE(S)

Gun cleaning tables must be provided by the host, that provide a safe area for shooters to inspect, repair and clean their six-guns. The gun cleaning tables should be positioned in close proximity to the shooting area and must be positioned in front of a barrier that is capable of stopping a wax bullet.

TARGETS

Targets should be set to avoid ricochets from activating the impact sensor, resulting in a false hit. In Titled Championships targets should be spaced a minimum of 5' from center to center; a 20' wide range is adequate to accommodate 4 lanes; 30' wide range for 6 lanes.

SMOKING

There is no smoking allowed around score tables, the firing line, or any other area that requires the presence of match officials or volunteer help.

BACK STOPS & SHOOTING LANE REQUIREMENTS

1. Constructing backstops that protect the public and surrounding property deserves the utmost attention.
2. It is recommended to have a solid plywood or masonry wall, earth berm, or non-public area, behind the backstop in the rare case a wax bullet penetrates or goes over the top of the backstop.
3. Some areas with natural or man made barriers replace the need to build backstops as described below.
4. Minimum height of the backstop (behind targets) is 10'.
5. If the backstop is built of plywood, the plywood must be of sufficient thickness to prevent wax bullet penetration depending on grade of material that is used.
6. The side walls of the backstop must extend a minimum of 2' past the shooting line and be a minimum of 8' high.
7. The end of the backstop should be a minimum of 2.5' from the edge of the closest target.
8. Targets are recommended to be placed a minimum 5', center to center of target. A lane separation safety encroachment line should be placed by the host, this serves to separate shooting lanes.
9. The backstop made of plywood or similar material should be constructed to prevent ricochets by slanting the backstop or creating a bullet trap, deflecting the wax bullets downward or keeping them trapped.
10. Archery Netting & Ballistic Nylon have become very popular alternatives. However, they are not approved for a backstop (behind targets) unless there are two layers of this material, or conditions as described in #2 above exist behind them.
11. No CFDA Sanctioned Contest, Try Cowboy Fast Draw© or other event may be held without the use of CFDA Approved backstops as described in this publication.
12. The Host Club is responsible for any or all damages caused by not using adequate backstops.

IX. SANCTIONED CONTEST CRITERIA

1. CFDA Affiliated Clubs shall have the right to hold several levels of sanctioned events as stated previously in this publication. Sanctioned Events are defined as any Class A through D event whether is covered by CFDA's insurance program or not. (See Insurance section) All CFDA Safety Rules must be strictly followed. (See: Club Event Classifications - Pg. 7)
2. CFDA Affiliated Clubs shall have the right to hold advertised CFDA Non-Titled Matches (Class C), at these contests all CFDA Rules will apply. If a club wishes to experiment with competition rules they must advertise them in advance, as long as the basic principles of CFDA are followed.
3. CFDA may approve qualified CFDA members to host one of the events in the prior two paragraphs. CFDA will consider several factors in approving qualified individuals such as, contest experience, range officer experience and someone serving as a contact for a "CFDA Club in The Works". Insurance may be obtained on a case by case basis, with appropriate fees as determined by CFDA staff.
4. Please See the Sanction Event Agreement on the CFDA Website, for More Details.

CFDA TITLED CHAMPIONSHIPS

Only CFDA Affiliated Clubs shall have the right to coordinate and administrate "CFDA Titled Championships". Titled Championships include, but are not limited to, State Championships, Multi-State Championships, Territorial Championships and National Championships. Only CFDA may administrate the CFDA World Championship.

All competitors in CFDA Titled Championships are required to be members of CFDA. Hosts are required to verify CFDA membership by checking membership cards or life membership badges. If the competitor has no proof of CFDA membership, then the Host will simply ask the competitor to pledge their "word" that they are in fact members in good standing of CFDA. Upon discovery of a non-member competing in a CFDA Titled Championship, CFDA will contact the Host and ask if memberships were checked. If the Host did check or get pledges of memberships, then they will provide contact information regarding the non-member to CFDA. If the host did not check memberships, then they shall be responsible to remit appropriate information and dues to CFDA.

CFDA Affiliated Clubs may host Titled Championships outside of their state or territory, however, jurisdictional priority from a resident club of a titled area shall always take precedence over a non-residential club.

CFDA Titled Championships may not be held on the same weekend unless they are separated by at least 1,000 miles. No Titled Championships may be held on the same weekend as the National or World Championship. Titled Championships that are held in conjunction and coordinated with each other at or near the same location on the same weekend are allowed; this helps shooters save on travel expenses.

Contest Sanction Fees are required for Titled Championships as follows: State or Multi-State Championship \$1,000 (Class B), Territorial Championship \$1,500 (Class B), National Championships \$2,000 (Class A), World Championship N/A (Class A).

(ALL COMPETITORS IN CFDA TITLED CHAMPIONSHIPS MUST BE MEMBERS OF CFDA.)

Host Will Provide:

1. An actual ad, or electronic information for Hannah Calder to make your ad to hannahcalder@cowboyfastdraw.com, State Championship ¼ page, Territorial ½ Page.
2. Send results to hannahcalder@cowboyfastdraw.com + quickcal@cowboyfastdraw.com in electronic format that can be edited, i.e. Rich Text or Word, within 10 days of the completion on the match.
3. It is the host's responsibility to supply an article, along with digital pictures for publication in the Gunslinger's Gazette. Clubs are encouraged to post pictures from their event on cowboyfastdraw.com.
4. The Host is advised to use the power of the CFDA Telegraph to promote their event.

CFDA will provide:

1. 2 Championship buckles, for overall Men's and Ladies Champion.
2. 1 Six-Gun (\$500 - \$600 value), 2 for Territorial Championships. Host may provide an Federal Firearms License (FFL) to CFDA at least 3 weeks in advance to have the firearm transferred to the host's FFL holder before the event. No firearms will be transferred until 100% of the Sanction Fee is paid. CFDA reserves the right to determine which firearm(s) are used. Host may award the firearm or use the firearm to raise funds as they determine.
3. If Host does not provide an FFL at least 3 weeks before the match, then Prize Gun Certificates will be sent along with the other CFDA provided items.
4. 2 Paid Entries dedicated to the Top Resident Male and Female Competitor to represent their State or Territory in the Fastest Gun Alive – World Championship of Cowboy Fast Draw.

Note: These may only be transferred to the next highest placing resident (runner-up or Top 10% of resident competitors ONLY) in the case that the highest placing residents (in top-down order of placing) cannot attend the World Championship.

5. Listing on Events Page in Gunslinger's Gazette
6. ¼ Page Ad (1/2 Page Territorial) in Gazette for at least one issue before the contest.
7. Published article and photos, subject to space limitations and editing. (Provided by host)
8. Listing on CFDA Website, with information and application downloads
9. CFDA Representative or Designated CFDA Regulator.
10. Insurance, unless the club provides their own policy.

A CFDA Affiliated Club that has hosted a Class B “Titled Championship” will have first right of refusal for the following year, providing that all CFDA rules and guidelines have been followed to the best of the clubs ability. They must sanction the event for the following year at least six months prior to the match dates to retain first right of refusal.

PRIZE PACKAGE REQUIREMENTS

1. U.S. National Championships must be a minimum of \$15,000 with 1/3 cash, the remainder must be made up of retail priced merchandise.
2. Territorial Championships must be a minimum of \$7,500 with 1/3 cash, the remainder must be made up of retail priced merchandise.
3. State or Multi-State Championships must be a minimum of \$5,000 and may consist of retail priced merchandise. Cash is not mandatory in State Championships and below.
4. Date reservations and advertising for a sanctioned contest will begin when 25% of the sanction fee payment is received and the agreement signed. Sanction fees are due in full 30 days prior to a contest date, and payable to the Cowboy Fast Draw Association.
5. The host must agree that all CFDA rules will apply. CFDA officials have the authority to remove a sanction if conditions of the contract are not followed, the contest area is unsatisfactory, or the contest is not run according to CFDA rules and policies.

CFDA U.S. NATIONAL CHAMPIONSHIP BIDDING SYSTEM

The CFDA U.S. National Championship Titled is available for bids, each year. The CFDA National Championships may be held anywhere in the continental U.S.. The dates of this championship may range from February 15th through 60 days before the start of the World Championship, unless a specific exemption is granted by CFDA Management.

1. Bids must be submitted by June 30th for consideration for the following year, unless extended by CFDA Management.
2. Bids must include location, shooter’s base prize package, date, and \$700 deposit (refundable if not chosen). Bids may also include support packages for contest and CFDA officials and staff including travel expenses and accommodations. All aspects will be considered by CFDA Management, before selecting the winning bid.

Note: CFDA will consider a multi-year proposal not exceeding 2 years. CFDA may also adjust bid closing dates at the beginning of each year.

CFDA TOP GUN OF THE YEAR POINT SYSTEM

Each year CFDA conducts a year-end points race to determine the CFDA Top Gun of the Year. Shooters can accumulate points by attending and doing well in all CFDA Titled Championships. Each member’s 6 best point total finishes will count towards their total points, with no minimum to qualify. Of the 6 “Point Slots” available, two must contain points earned from a competitor’s top two State Championships. The other 4 “Point Slots” may be filled by points earned at any CFDA Class A or B Titled Championship to arrive at the Top Gun Point Total.

CFDA Awards the Top 10 Men and Ladies with belt buckles at the conclusion of the World Championship. Tie-breakers are determined by overall placing at the World Championship, where the season concludes each year. Any contests held after that date will apply to the following season.

THE FOLLOWING POINT VALUES WILL APPLY:

Place	State	Territorial	National	World
1st	40	50	60	70
2nd	37	47	57	67
3rd	35	45	55	65
4th	33	43	53	63
5th	31	41	51	61
6th	30	40	50	60

(For finishes below 6th Place, points will diminish one point per overall place until exhausted)

X. GUNSLINGER'S ARTICLES OF INTEREST

Our CFDA Gunslingers can find all kinds of Articles & Sections of Interest on our CFDA Website.

Featured Articles & Sections:

- [How to Start a CFDA Affiliated Club](#)
- [Benefits of CFDA Affiliated Clubs & How They Work](#)
- [CFDA/NRA Insurance Program](#)
- [CFDA Hall of Champions](#)
- [CFDA Hall of Recognition](#)
- [CFDA Founder's Club](#)
- [The History of Fast Draw & CFDA](#)
- [Explaining CFDA Gun Requirements](#)
- [Interpreting Rules & Spirit of the Game \(4 - Tests\)](#)
- [Rule Definitions & Clarifications](#)
- [CFDA Range Officer & Range Master Courses](#)
- [CFDA Basic Safety & Youth Training Course](#)
- [CFDA Basic Scoring Program \(Instructional Videos\)](#)
- [The CFDA Bracket Match](#)
- [Helpful Hints \(Putting on a Successful Match\)](#)
- [Try Cowboy Fast Draw© \(*Formerly Town Folk Alley*\)](#)
- [How to Load CFD Cartridges](#)
- [Traveling on Airlines with Firearms](#)
- [About CFDA Management](#)
- [CFDA Trademark, Copyright, and Logo Policies](#)

Keep Up To Date On Match Schedules, Match Information, Results, Top Gun Points, Special Announcements, Photos, etc.

[CFDA's Website and Social Media Assets](#)

www.CowboyFastDraw.com

www.CowboyFastDraw.com/Telegraph

[Cowboy Fast Draw Association - Facebook Page](#)

This Handbook Belongs To:



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