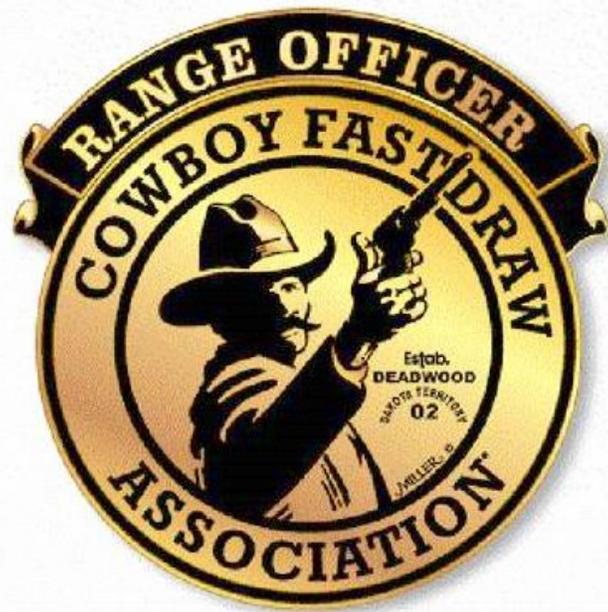


COWBOY FAST DRAW ASSOCIATION



RANGE OFFICER PROGRAM 6TH EDITION Student Guide



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INTRODUCTION

New Policy Overview

CFDA has established a new policy concerning the RO Program. With the growth of our sport, we felt it was time to re-think the distribution of CFDA Range Officer Program so that it can be circulated more efficiently throughout our system of clubs and our members.

Becoming a CFDA Range Officer

Teaching the CFDA rules, hand judging and basic range Operations procedures will now be the responsibility of our CFDA Affiliated Clubs. These classes may be taught by a club's U.S. Marshal, Club Officer, or club appointed Range Officer (RO). It shall be the club's role to train their club members in the application of CFDA rules and addendums, as well as hand judging responsibilities. We believe that this will reinforce our view that everyone on the range is a "Range Officer" especially where efficient range operations and safety is concerned.

The Range Operations Written Exam will be posted on the CFDA web site so that it can be downloaded. The written exam is "open book" meaning that it can be taken as a group, as part of a club level training class or as an individual. The current CFDA Gunslinger's Guidelines, consultation with others, or any other source of information may be used to complete the questions on the written exam. We encourage all CFDA members to read the current CFDA Gunslinger's Guidelines and then take the Range Operations Written Exam, so that they can have a better understanding of how the rules are applied, whether they want to be a CFDA Range Officer, or a CFDA Qualified Range Master, or not. Just by having this information, our members will be more confident as a competitor when they have a good understanding of the rules.

CFDA Affiliated Clubs will keep a copy of the Range Operations Written Exam on file and may issue a handwritten CFDA Range Officer card to members completing club training and the written exam; they may also issue official CFDA Range Officer pin to members who meet these requirements. Pins may be ordered directly from CFDA for \$5 each, plus postage.

CFDA Affiliated Clubs are responsible to provide continuing education and keep their members current on training or any changes in CFDA Rules and Range Operations.

This class can be broken up into separate sessions. A "session" might cover one or more topics and can be presented during different club meetings. This will reduce overall class time.

The class materials are the current CFDA Gunslinger's Guidelines and any current rules addendums. Additionally, the "Basic Safety Training & Youth Training Programs" material should also be covered. These materials can be downloaded and printed off of the CFDA web site.

Range Officer Course Topics

In the "**Basic Safety Training & Youth Training Programs**" cover the "Basic Safety Training": Range Officer (Master) Duties" section.

- Interpreting the Rules" section.
- Safety Rules" – including the NRA Safety section.
- Technical Rules" section.
- Procedural Violations" section.
- Conduct Violations" section
- Hand Judging section
- Alibi for Defective Ammunition" section.
- Any Rules Addendums"
- Method to recover a dropped gun.

Next they may complete the standard exam. The exam is open book. They can use the rulebook, discuss the situations among themselves, use a life line, phone a friend or whatever resources they have available to them just like they were on the range.

Go over the exam with them.

Clubs may issue Range Officer cards to those who have completed the class. RO cards are available on line at the CFDA website.

Range Officer pins may be ordered from the CFDA. Cost is \$5.00 each.

Becoming a CFDA Qualified Range Master

All Range Masters and Timer Operator/Announcers at all CFDA Class A & B Sanctioned Events must be either a CFDA Qualified Range Master or a Range Master Candidate being observed by a Regulator or Approved Range Master Instructor.

When a CFDA member decides that they want to become a CFDA Qualified Range Master, they will first complete the Range Officer (RO) class at the local level. Next the candidate can then begin the process of becoming a qualified Range Master. An RO (Range Officer) can handle all of the necessary duties at any club level match.

Note: If your club is not going to hold a CFDA Class A or Class B titled championship match OR you do not plan to attend a CFDA class A or Class B titled championship then you do not need to become a qualified Range Master.

After completing the RO class a Qualified Range Master candidate must complete the Range Master written exam and attend a Range Master class presented by either a Regulator or a qualified Range Master instructor. Contact the Regulator or Instructor in your territory to find out when the next RM class is scheduled. Range Master classes are sometimes scheduled in conjunction with CFDA sanctioned matches.

Bring your Range Operations Exam with you to the Range Master class. The exam may be completed before class or during the class. Once the RM class is completed then the Range Master Registration Form must be completed and signed off on by the Regulator or Instructor presenting the RM class. You also must indicate when and where you completed the Range Master (RM) class.

Range Master candidates who have passed the Range Operations Written Exam will then be required to complete their training by being observed running the range by a Regulator our Instructor at a Class A, B, or C Sanctioned Event. Such events are usually posted on the CFDA Telegraph. The Regulator or Instructor will complete the Range Operations Examiner's Form.

Upon successful completion of Range Master training, the Regulator or Instructor will sign off on the training. A copy of all of the documentation will be submitted by either the Regulator or Instructor or RM candidate to the Regulator Posse Admin. The Regulator Posse Admin will issue a CFDA Range Master pin to the new Range Master. The Admin will keep a copy of the completed Range Master paperwork on file. There is no charge for our members who wish to go through the process of becoming a Qualified Range Master and receive a pin.

Range Masters will need to re-qualify every two years. The Range Master requalification is the same as the initial RM process.

CFDA Range Officer Instructor/Student Guide

(This section provides the guidelines for training at a CFDA Affiliated Club level.)

This course is designed to bring all CFDA members together under one set of standards. As an organization, it is important to provide our membership with proper training and promote consistency throughout the sport of Cowboy Fast Draw© and among all clubs in safe range operation. Our first mission is always "safe gun handling." This course promotes the CFDA Motto: "Safety first, fun second and competition third."

We will cover all of the official positions required to operate a match safely and fairly including Match Director, Range Master, R/O Line Judge, Announcer, Scorekeepers, Hand Judges and Target Tenants. The goal is that all participants will be on the same page as far as procedures go. The result will be more efficiently run contests and we hope that everyone will have more fun.

As CFDA members, it is important to remember that the eyes of America and other countries are constantly watching our every action. Let's insure that what they see are professional gun stewards who truly are dedicated to safe gun handling, sportsmanship, and willingness to help their fellow shooters. Enjoy the course and **ask questions**.

Thank you

The Cowboy Fast Draw Association would like to recognize the members who over the years who have contributed their time, effort and talent to make the sport of Cowboy Fast Draw one of the safest sports in the world. This course is the result of years of experience in not only Cowboy Fast Draw, but a number of other action shooting sports.

We would like to acknowledge in particular the contributions of Brad Hemmah a.k.a. Kemosabi in writing the original CFDA Rules; also Andy Fink a.k.a. Chucky and Marshall Hooper a.k.a. Mississippi Marshal for playing a major role in the initial edition of this course.

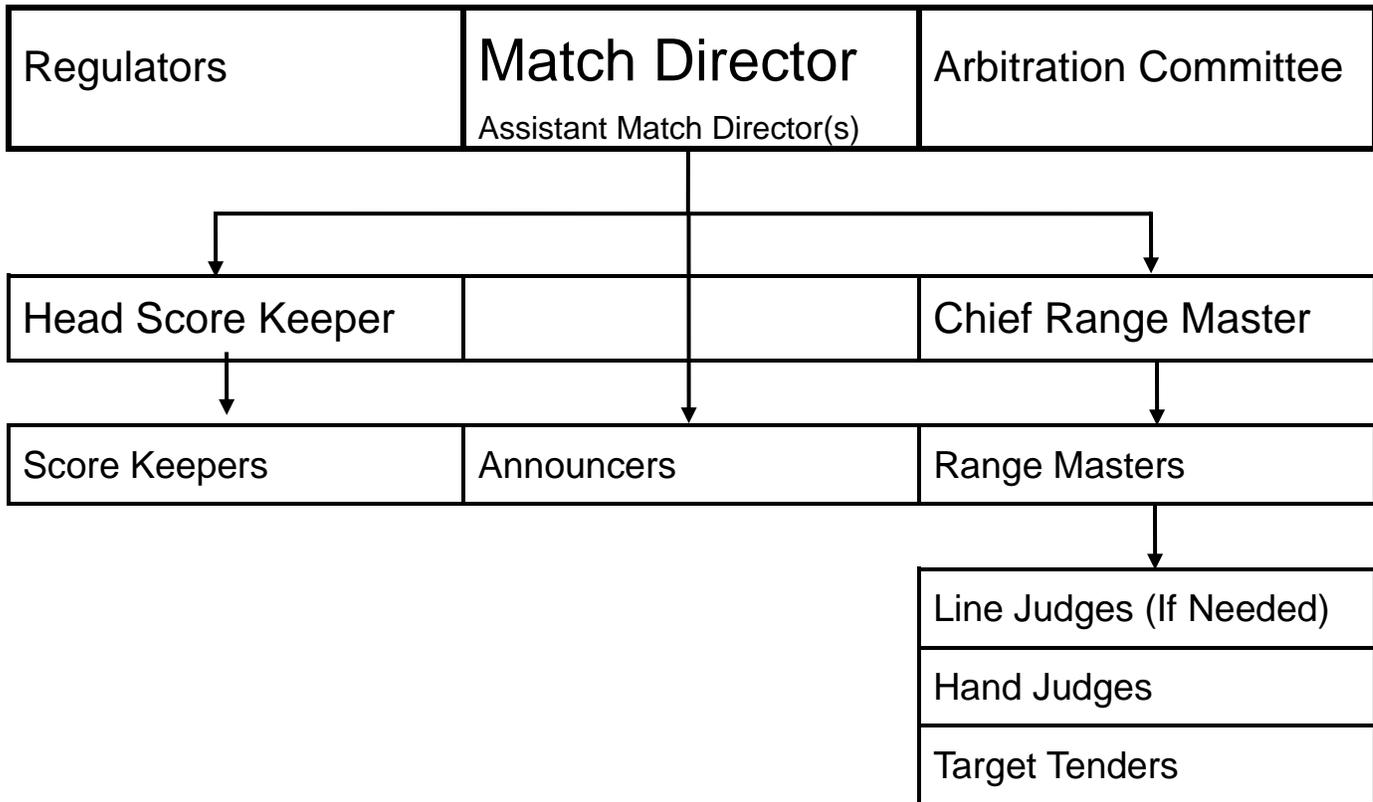
With this Edition of the CFDA Range Officer Program, we would like to acknowledge the dedicated effort of Mongo (Regulator Posse Admin) with feedback from the entire Regulator Posse, in the updating of this entire program to carry our sport safely forward for years to come.

But most of all we would like to thank every member of CFDA that takes the time to study, practice and administrate this program on both a club and national levels. The CFDA Range Officer Program will help ensure that Cowboy Fast Draw will remain the safe and fun sport that it is today, so that generations may follow our example in the future.

Hit'em Fast,
Quick Cal, Director of CFDA

Notes:

MATCH OFFICIALS



The CFDA Regulator Posse

The Regulator Posse is an important component to the Cowboy Fast Draw Association. 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. They also serve to teach and administrate the CFDA RANGE MASTER COURSE and are valuable advisors to members and clubs in areas they are assigned and beyond. Some Regulators serve as a husband and wife team and operate together as a unit and share these talents.

We understand that our sport is still young and we learn more with every event we put on, we never stop learning. Between the CFDA Range Officer & Range Master Programs and the knowledge we gain from those running contests we have learned so much over the past few years, that it has virtually revolutionized the efficiency of our matches. We are also looking for new ideas to make the sport even better. Regulators serve as a source of knowledge for clubs that want to improve. They are there to help and advise if asked, but they are not there to run your contest for you.

Regulators do have a special power that has been delegated by CFDA Management that covers matters of safety. They have the power to remove the CFDA sanction at any event if safety rules are not being followed or an unsafe shooting area exists and the host club refuses to correct the issue.

We appreciate the job that our Regulators do; they are all fine representatives of CFDA. If you'd like to submit an application to become a Regulator please email the CFDA office and we'll put you in touch with the Administrator of the Regulator Posse.

Match Director

The Contest Host may act as the Match Director or may appoint a Match Director. The Match Director is responsible for resolving all issues concerning the administration of the match at all levels according to the Rules, Regulations, and Guidelines of the CFDA. The Match Director is to appoint qualified personnel to run the firing line. The Match Director will appoint:

- Chief Range Masters / Range Masters
- Timer Operator / Announcers
- Head Scorekeeper
- Arbitration Committee
- Any other match officials such as Facilities Manager and Parking Coordinator.

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.

If a contestant feels that they want to appeal a decision by any official, including the Range Master, they should calmly inform the Range Master. This must be done before the next shot is fired. If the Range Master cannot 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. The Match Director may waive this fee if they agree that the appeal should be heard by the Arbitration Committee.

Once it is established that the Arbitration Committee must decide a matter, the Match Director or an appointee will conduct the hearing. 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. They will then research the guidelines as published in current edition of the ***CFDA Gunslinger's Rules and Handbook*** 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.

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

CFDA Range Officer

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. However, at CFDA club level matches not requiring a qualified Range Master, the club's Range Officer(s) will run the range in the same manner that a Range Master would at CFDA class A and B matches.

CFDA Range Officers & Qualified Range Masters:

The need for Range Officers & Range Masters is driven by the fact that we as an organization must operate as safely and fairly as humanly possible. As the sport of Cowboy Fast Draw© grows, a high level of consistency needs to be maintained. The shooters within the CFDA expect safe, secure, fair match operation; therefore, the CFDA Range Officers & Range Masters are expected to maintain an even playing field as well as do their best to see that all match operations are conducted in a safe and secure manner. Those who complete the Range Officer course at a club level are officially recognized as a CFDA Range Officer. Range Officers may run the range at CFDA class C and D events. An RO pin is available from CFDA and an RO card may be issued by their club officials.

Chief Range Master

The Chief Range Master is appointed by the Match Director at CFDA class A and B matches; especially when multiple ranges are being used. It is their responsibility to see that all ranges, especially backstops, are set up

according to CFDA rules and regulations. They are in charge of making sure that all timing equipment in place and operating properly; and that targets and shooting lines are set correctly. They will appoint a team of Range Masters as needed to oversee each shooting range. Depending on the size of a contest the Match Director may also serve as the Chief Range Master.

CFDA Range Master

Qualified Range Master: Range Masters and Timer Operator/Announcers at all CFDA Class A & B Sanctioned Events must be either a CFDA Qualified Range Master or a Range Master Candidate being observed by a Regulator or Approved Range Master Instructor.

The Range Master's job is to oversee the firing line and all other firing line officials at all times. The Range Master must know the rules of the game, be aware of and anticipate all actions in order to maintain safety, and keep an eye on the public. The Range Master must be ready to make rulings as necessary, and keep the contest moving efficiently. Also, to maintain a light and fun atmosphere which will help shooters relax and perform their best. The Range Master is the CAPTAIN of the team and will handle communications between the firing line and the announcer. The Range Master will appoint Line Judges when needed.

Note: All CFDA Titled Championships (Class A & B) must have CFDA Qualified Range Masters running the ranges.

The next topics are directed towards Range Officers at the club level but also apply to qualified Range Masters at CFDA class A and B matches

The Range Officer Duties:

1. Has the authority to stop the contest on behalf of the shooters' and the public's safety.
2. Has final authority on the firing line to assess penalties or decisions on hits or misses.
3. Makes sure all shooters, Hand Judges, Scorers, Line Judges, and Announcers wear eye protection. This is mandatory.
4. Sees that no live ammunition is brought into the shooting area.
5. Once shooters and Hand Judges are in place, give the command "**LOAD AND MAKE READY.**"
6. Establishes with Hand Judges and Line Judges that all guns are loaded, holstered, and the shooters are ready prior to informing the Announcer that the "**LINE IS READY.**"
7. Positions their self to oversee the entire firing line.
8. In the event shooters cannot be prepared fast enough to keep the match moving, informs the announcer to skip the stalled lanes and continues the match.
9. **Stops all firing line activity in the event of a safety violation!**
10. Gives, "**DOWN RANGE, HOLSTER YOUR GUNS**" command when anyone is about to or has stepped in front of the firing line.
11. Gives "**HANDS OFF GUNS**" command, which 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.
12. Once all bouts are settled, sees that all firearms are cleared and holstered, then gives the "**DOWN RANGE**" command.
13. Sees that the targets are greased, holes are patched and the range is ready to go for the next shooters.
14. **No one is allowed on the firing line except the shooter, hand judge, and match officials;** Coaches or back-up personnel are not allowed to interfere with the shooter or range officials. An exception is allowed for novice shooters who need coaching and those who need assistance with disabilities.
15. Billy the Kid and Annie Oakley competitors must always have a parent or appointed guardian on the line with them. Eye and ear protection is required for these competitors.
16. Media personnel should be assisted to a safe position behind the firing line while covering the match. They will need eye protection while on the range. Ear protection is recommended.

The Range Officer Attitude

1. Be courteous and considerate of your fellow competitors; never be overzealous in your duties.
2. Always be firm but fair.
3. If your duty is to penalize a competitor then do so and do not allow yourself to be intimidated by the competitor, stand your ground but do so in a professional manner.
4. Don't be a hard-case.
5. Be helpful to the competitor.
6. Always refer to the Gunslinger's Guidelines when stating the rules. Don't quote them from memory, you may be wrong. Enforce the rules as written, not what you think they mean.
7. Make the call, and call them the way you see them! There are checks and balances in place. In cases of rule and policy interpretation you may be overruled. If you are overruled, don't take it personally; be glad for the competitor if it goes in their favor.
8. Never allow a competitor to badger, abuse, or argue with you or any other match official. Be firm and fair, but if they persist don't argue with them. This is a gun sport, heated words between folks wearing firearms is not acceptable behavior. Bring this type of behavior immediately to the attention of the Range Office or Host/Match Director.
9. Always give the contestant the benefit of doubt.

The 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 to keep in mind for the future, as the sport becomes introduced to the international community, is that 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. **"THE LINE IS READY"**: This is a command normally given by the Range Office 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.

Remember, nothing should happen on the firing line unless the Range Office directs it. Safety is Paramount!

Line Judge

DISCHARGING THE GUN WITH THE MUZZLE BEHIND THE FRONT HOLSTER POUCH CUT IS NOT ALLOWED.

Enforcement Policy:

If a Hand Judge and/or Range Office 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 it is not clearly obvious to the Hand Judge and/or Range Office that a competitor is discharging the gun with the muzzle even with or in front of the front holster pouch cut, **then the Range Office 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 Office declare an "Official Warning", before the Line Judge is assigned.

Hand Judge

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 ok for new shooters to help Hand Judge a shooter, but trained Range Officers and should see that new shooters know what the responsibility of a Hand Judge is.

(See the section on Hand judging in this document.)

Target Tenders

The targets are always greased between bouts so the next shooters have clean targets. In most cases it is usually the shooter on the first lane and the last lane who goes down range to grease or "paint" the targets. This will help move things along. On ranges where netting is used then the target tenders should try to remove the wax bullets from the netting as they are greasing the targets.

The Range Officer should make sure that all marks are removed from the front of the target and that there is not an excessive amount of grease in the start light glass. The Range Officer should that all wires on the targets are still protected as well.

Announcer/Timer Operator

All ears are on you so watch your language, please. This is a spectator sport so we must also be mindful to keep the spectator informed of what is taking place during the match.

NOTE: It is also helpful to the spectators, shooters, and especially the Scorekeepers to always read the scores left to right and give the shot count left to right as well. An example would be, "On lane 1 we have a .678, on lane 2 a .571. That makes that contest 0 to 1 in favor of lane 2."

The three things that should always be at the Announcer's table:

- A current edition of the Gunslinger's Guidelines
- A stock gun for challenging host provided ammo
- A first aid kit, or close access to a centralized first aid kit in cases of multiple ranges.

1. All announcers will use the Standardized Shooting Commands.
2. It is standard practice in most contests that the next shooter on the line will be the Hand Judge for the shooter before them. Since those who have just been the Hand Judge know that they are up next, first call the "**Hand Judges to the line...**" giving their name first then lane number, and then repeat it, since they often do not hear it completely the first time. Then call the "**Hand Judges in the hole...**" and then announce the "**Shooters on the line...**" as you will find that they are already in place. ***The single biggest factor in keeping contests running efficiently is having the Hand Judges in their assigned positions on time.*** The contest will stop and lag in time without them in place.

It is also a good idea when time allows to announce the "**Hand Judges in the deep hole...**" or "**Getting ready...**" The faster everyone makes it to the line, the quicker the clearing time. It is always important that

the matches move as quickly as possible, without making shooters feel like they are being rushed. The key to that is good organization. Note: The reason to call the names first then the lane is because hearing their name will catch their attention and then they are more likely to hear the lane assignment.

DO NOT GIVE ANY SHOOTING COMMANDS WITHOUT COORDINATING IT WITH THE RANGE OFFICER. The Range Officer must always communicate to the Announcer that the line is ready.

4. The Announcer/Timer Operator will typically be communicating with the Range Officer. The Range Officer will be communication with the Hand Judges, Line Judges and the shooters on the firing line. However, you are still a contest judge and will be looking for any rule or safety violations.

Note: If the Announcer identifies a rule or safety violation; or has a comment on a hit or miss question they must carry these actions out through direct communication to the Range Officer and not through the public address system. The Range Officer has final authority on the firing line to assess penalties or decisions on hits or misses.

5. In situations where there are four shooters or less on the firing line, such as Shoot Offs and Finals, the Announcer may be in closer communication with the shooters, but it should still be closely coordinated with the Range Officer. Nothing should happen on the firing line unless the Range Officer directs it.
6. See that all score sheets match the shooters on their respective lanes and make sure that the scorekeepers are ready before giving any shooting commands.
7. After the Range Officer has insured the firing line is ready, the Range Office will normally communicate to the Announcer that the line is ready, by giving the command, "The Line is Ready", especially after any pause i.e. shooters loading, first shots, etc. When there has been no pause the Range Office may elect to communicate with the Announcer that the line is ready by using hand signals (thumb up, or stop).

Note: When using hand signals between the Announcer and the Range Officer, the Announcer must always give a Ready Command to the shooters on the line.

8. **PROMPT COMMANDS:** If it is clear to the Announcer that the line is ready, the Announcer may prompt the action by asking "Is the line ready?" or "Are the cowboys ready?" but may not proceed with shooting commands until receiving an indication from the Range Officer.
9. **AUDIENCE COMMUNICATION:** Should there be a lull in the action as the range is being prepared or while shooters are loading, inform the spectators of the accomplishments of each shooter or update the X count of the shooters. It is also a good idea to identify and praise our sponsors whenever given the chance. When spectators are present, they should be given basic information about what Cowboy Fast Draw is and an explanation of our timing equipment, guns, holsters and ammunition. **Today's spectators are tomorrow's members and supporters.**

Standard Timer Operator/Announcer Commands

1. Prompt or 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." Some examples are: "Cowboys are Ready", "Shooters are Ready", "Gunslingers are Ready" or "Ladies or Cowgirls are Ready."
2. Shooting Commands Will Always Be:
"SHOOTERS ON THE LINE (Short Pause),
"SHOOTER" (Shorter Pause) **"SET"**

The Timer Operator/Announcer will immediately release or press the start sequence button after the word "set" is spoken and the random two to five second start light sequence will begin.

You should also be aware of terminology and announcements concerning the process of getting shooters on the line, such as:

- **"HAND JUDGES IN THE HOLE,"** means you are the next person to Hand Judge and after that you will be the next shooter on the line.
 - **"ON THE LINE,"** means that you are to report immediately to the firing line if you are not already there.
 - **"HAND JUDGES GETTING READY OR DEEP HOLE,"** means that you should be getting your equipment ready and are about to have the call: "Hand Judge in the Hole".
3. Be careful not to erase any times from the clock until you see the times have been properly recorded on the scorecards and there are no disputes.

4. As bouts are completed, be prepared to let pairs of shooters clear and leave the firing line, but ask them to do so as to not disrupt the other bouts in progress. If they are still in the process of unloading or congratulating one another and the command "Line is ready," ask them to "Stand easy" or "Please step off the firing line," so that the contest can resume.
5. Verify all times have been recorded by Scorekeepers before continuing to the next shot. All protests, challenges, etc. will be invalid once the next shot in that bout goes down range. If the Range Office, Hand Judge, Shooter, or R/O Line Judge has to make a ruling during the contest, allow all parties to successfully remedy the situation before continuing the contest. However, if the matter cannot be resolved immediately have the shooters in that bout unload and take it off the firing line and then allow the other bouts to continue to their conclusion.
6. The Announcer/Timer Operator may be asked to testify in the case of a meeting of the Arbitration Committee.
7. Frequently announce sponsors of the contest. Let the spectators know what is going on and the type of equipment (guns, holsters, ammo) we use.
8. Keep things light and have fun.

REMEMBER: You, as the announcer, are the Ambassador of safe gun handling and the voice of the CFDA.

Scorekeepers

All scorekeepers have a responsibility to the competitors and match officials to be fair and objective at all times. Scorekeepers will assist the announcer by keeping track of scores and round eliminations.

1. **NO Smoking** will be allowed in the scorekeeper/ announcer tent.
2. No one but official Scorekeepers, Match Officials, or CFDA Officials will be allowed in the scorekeeper/announcer area.

Computer Scoring System

The CFDA computer scoring system is able to randomly draw rounds, winners with winners and losers with losers, up to the elimination factor. It will then print round by round score sheets with all data (no handwriting), lane assignment sheets that show shooter match-ups, and their X count... All that has to be done after a round is completed is to enter in to the system each shooters fastest time and whether they got an X or a W. When this is done the system will update the shooter information and print the next round. Separate training is available for the CFDA scoring system and the CFDA scoring software.

The Posse Round System

As an example The 2011 Fastest Gun Alive – World Championship there were four ranges, Range A through D. The CFDA Scoring System prints the Lane Assignments which is a very quick and efficient way for the shooters to find out immediately which range they are on; what group they are shooting in; lane number; their X Count; plus all of the same information about their opponent. The way the Posse Round System works is that, after lane assignments are posted, all of the shooters report immediately to their assigned range. On the list will also be indicated one person as a PM or Posse Marshal. It is the Posse Marshal's responsibility to appoint a competent Announcer, Scorekeeper and Range Office/Master within the last few groups of shooters to start running that round on that range. The Posse Marshal then assigns a relief Announcer, Scorekeeper and Range Office/Master from shooters in the first few groups who will fill in after they have completed their round. The shooters assigned to Range A also comprise Posse A, Range B is Posse B, and so on. Posse Marshals are responsible to make sure there are qualified people to fill required positions, they are not obligated to do any of the jobs themselves, only to manage that they are being done. For every round drawn a new posse is formed and they run themselves through on whatever range their posse is assigned to.

This system is possible because literally hundreds of dedicated shooters have completed the CFDA Range Officer Course and most seasoned shooters are qualified to fill almost any of these positions. The Posse Round System is truly the future of running bigger and better championship contests. Can you imagine a CFDA Championship shoot with 400 to 500 shooters or more? This is how we can do it, more ranges equals more shooters to enjoy the fun with.

INTERPRETING THE RULES

By: Quick Cal, CFDA Director

As the Director of CFDA it falls to me to make rule interpretations from time to time. Please allow me this opportunity to explain how I and my advisors look at the rules and how they pertain to the game that we play. There are four basic tests that a rule must withstand to exist in the CFDA.

Tests

Test #1 - Safety

Safety is of course, first, last and always. So we must first always look at every rule from a standpoint of Safety. The chances are remote of anyone ever being injured from a shooting accident if we all follow the safety rules. Even though we have NRA Liability Insurance in place to cover the slight chance, but we must always be vigilant when it comes to safe gun handling practices. A major benefit of our sport is that we educate all of our members and their families in the safe and proper use of firearms, and this knowledge goes well beyond participation in organized shooting sports.

We must endeavor to find a balance between keeping our sport safe and having fun, and of course Safety is Always First, but there is no reason that this virtue should ever be in conflict with having fun. We must accept our roles as good stewards of firearm safety, because we all compete in the public spectrum and are advocates and representatives of not only firearm safety, but the Cowboy Way.

Test #2 - Necessity

The second test of any rule is the necessity of the rule itself. We could have a rulebook that is a foot thick, I've seen them and had to deal with them in other shooting sports. Yes, we do need a set of solid rules that govern, define and provide parameters for our sport. But if we don't need a rule, let's not have one to enforce. The targets and distances we shoot at in Cowboy Fast Draw tend to self-regulate many things. The only real fact is that you have to hit your target faster than your opponent 3 times to win a round. As long as you are using legal equipment and standing behind the firing line and following the few very simple basic rules that we have, you will win the shot, no questions asked. We try to keep our rules free of arbitrary judgment calls for officials to make.

There is a reason behind every safety, organizational or competition rule that we have, if a rule doesn't have a reason to exist, it simply should not exist; and common sense should prevail. We are committed to keeping our rules simple, to the point and effective. That is a big reason why Cowboy Fast Draw is so fun.

Test #3 – Spirit and Integrity of the Game

The third test of rule interpretation is the Spirit of the Game. Our guns, holsters, clothing, as well as some of our competition and conduct rules are based upon the romance and legends of the old west. "John Wayne could do no wrong", "The Cowboy Way" and "The Code of the West", are phrases that come to mind. Fair Play, handshakes, camaraderie and your word is your bond is the competitive spirit we strive for.

Our equipment is based on period correct guns and general holster designs that were common place in the American Old West. Of course, we will always have many wonderful oxymorons; fancy computerized timing equipment, air conditioned automobiles or comfortable motels didn't exist in the real Old West. They had Boot Hill instead of X's and stables to spend the night in, if they were lucky. But we strive not to cross the line too far and ruin the atmosphere that we all enjoy and the Spirit and Integrity of the Game we pursue and play.

Test #4 – Enforceability

The fourth test of a rule is how difficult a rule may be to enforce by contest officials. In the almost 60 year history of the general sport of Fast Draw we've seen rules that were almost impossible to judge with the naked eye or without some sort of a gauge on the line. We've also seen rules that require constant judgment and interpretation by contest officials. These types of rules can become very subjective, arbitrary and often cause controversy, arguments and folks just plain leaving the contest upset or feeling that they were somehow cheated. When this happens, it is a fundamental failure of the sport itself and should be avoided whenever possible

Conclusion

This is how I have come to look at our rules after many years of competitive shooting; and organizational and administrative experience. Well-meaning folks often suggest a rule or two that they think we need for one thing or another. Being approachable and listening to different viewpoints is important, because not only do I like people, but one can never know where the next great idea might come from. I may not see it your way, but at least you now know what my thought process is and where it comes from when called upon to create, enforce and define the rules. All sides of a rule should be considered along with the intent of the rule itself.

We cannot write a rule to cover every situation, nor should we attempt it. Just apply common sense and apply the four tests above and you will probably come to the same conclusions that are printed in this do

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.

Notes:

The Rules

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 contests.
5. Once a gun has passed equipment check it shall be tagged with a sticker on the bottom of the grip.
6. Any equipment that has passed equipment check can be re-checked at any time during a competition. Safety half-cock and full-cock notches must be able to withstand a reasonable jar.
7. Gun inspections are only external examinations and may not detect internal defects. The competitor is the ultimately responsible to provide a firearm that is in safe and good working condition. Cowboy Fast Draw Association, LLC it’s officers, employees or volunteers shall not be held responsible for physical injury, death or damage to property resulting from modifications to any firearm.

Safety Rules

SAFETY FIRST ALWAYS!!

Our Motto: Safety First, Fun Second, Competition Third

Our sport, by its very nature, has the potential to be dangerous and a serious accident could occur. However, the long history (50 Years+) of Fast Draw competition using wax bullets is free of any serious accident.

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. The only thing that having a good time at a match takes second place to is 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 contestant can confront anyone on our range over a safety issue.

General Safety Rules

Everyone On The Range Must Wear Eye Protection And Ear Protection Is Strongly Recommended. If someone is not adhering to this rule, they must do so prior to the next shot being fired.

Only Registered Contestants May Wear Firearms. Exceptions are police and security personnel; all others may be required to leave the area.

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.

Technical Rules

Violation of Technical Rules, whether on the firing line or not, will result in the following penalties:

- 1st Violation** = Verbal Warning
- 2nd Violation** = Loss of Shot
- 3rd Violation** = Loss of Round

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.

Go to section **VI. Technical & Procedural Rules** in the current edition of the *CFDA Gunslinger's Rules and Handbook* and discuss the rules in that section.

Procedural Violations

All Procedural Violations will result in: **LOSS OF SHOT.**

Go to section **VI. Technical & Procedural Rules** in the current edition of the *CFDA Gunslinger's Rules and Handbook* and discuss the rules in that section.

Standard Safety Violations

Go to section **VII. Safety Rules** in the current edition of the *CFDA Gunslinger's Rules and Handbook* and discuss the rules in that section.

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.

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 Arbitration Committee.

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

Notes:

Hand Judging

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 OK for new shooters to help Hand Judge a shooter, but trained Range Offices should see that new shooters know what the responsibilities of a Hand Judge are. The Hand Judge in most contests will be the next shooter on the line they are called to judge.

The Hand Judge has three main responsibilities:

1. Assist the shooter. This is a fun sport. We need to try to help each other.
2. See that after the set command has been given, the shooter does not commit any violations such as moving the gun in the holster, rocking the hammer or putting the finger in the trigger guard before the light comes on.
3. Confirm hits and misses on the target.

At some local matches and at all titled matches the Hand Judge will hand ammo to the shooter. If you are not familiar with your shooter it is helpful to know how they load and reload during the bout. Ask them. For example shooter A may load 5 and unload after every shot but not reload until they get down to one left. Shooter B may load two then unload and reload after every shot. If you are hand judging shooter A then you don't have much to do with the ammo. If you are hand judging shooter B then you need to be ready with another round after every shot. New shooters may also need assistance in loading or unloading.

As a Hand Judge you may offer suggestions to your shooter especially if they are a new shooter. You might ask the shooter if they would like for you to spot misses for them. If you didn't see a miss don't make something up. Just say you didn't see that one. Be careful not to "Over Coach" seasoned shooters as it may hinder their concentration. Help and encourage your fellow shooters.

When the shooter has loaded the gun and holstered it the Hand Judge should sit down. This will let the Range Office know that the shooter is ready. Hand Judges should position themselves so that they can see the shooter's gun hand and a light. It doesn't have to be that shooter's light since they all come on at the same time.

If your shooter has an issue during the bout then the Hand Judge should stand up behind the shooter and raise a hand so that the Range Office knows that there is an issue. Always talk to the Range Office and not the announcer. If there is a question about a hit or miss on the target pair your shooter is on then both Hand Judges and the Range Office should go down range.

Additionally:

Hand Judges should try to position themselves so that they can see the shooter's hand and the light. Their main responsibilities are:

1. To see that after the shooting commands have been given, the shooter does not move the gun in the holster before the light comes on.
2. Assist the shooter in loading and unloading.

Note: When using Cowboy Fast Draw Cartridges, all shells loaded into guns must be handed to the shooter by the Hand Judge

3. CFDA recommends that titled contest hosts provide a stool rather than a chair for the hand judges and recommends hand judges be seated during contests. This allows the Range Office, Announcer and public a better view.
4. 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 Office.
5. Check for eye protection; it is mandatory.
6. No live ammunition is allowed in the area – check gun belts. Dummy or Inert rounds and snap caps are OK.

7. Check to see if an inspection sticker is on the butt of the gun in contests where equipment checks are done.
8. 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.
9. Remind the shooter of the 170 Degree Rule. If you see their barrel start to wander while loading, unloading or shooting, you should be in position and prepared to control them if necessary.
10. Sit down when your shooter is ready so the Range Office will know that you are ready.
11. When a bout is completed give the command, "Unload and Show Clear." 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 them from receiving a penalty.**
12. 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 cleared 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.
13. In the case of a Safety Violation tend to it immediately and bring it to the attention of the Line Judge or Range Office.
14. See that the shooter stays behind the firing line.
15. 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.
16. 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 light comes on.
17. 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 it would be where a seam would normally be.
18. The Hand Judge may be asked to testify in the case of an Arbitration Committee.
Note: Billy the Kid/Annie Oakley division shooters will not hand judge Adult divisions in CFDA Titled Championships.

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.

Defective 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. The shooter's 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 with the malfunctioning round will be given one shot to either, win, tie or lose the round. The opponent's choice is final. If in the opinion of the Range Office after consulting with the Hand Judges that the round was defective i.e. fractured bullet, no powder, etc.; then the above paragraph will also apply.

Note: A contestant who fires a backup round does not sacrifice their right to challenge a defective round that previously failed.

Note: 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.

There is a 1.250 time limit on how long you have to fire your one shot. However, once you holster your gun or as in Rule 8, begin to reload by opening the loading gate, then that ends your chance at firing your one shot per draw.

Here is the real way the Alibi Rule must be considered:

If your opponent has missed their target and you have a defective 1st round, you should fire your backup shot within the 1.250 time limit. If you don't, then it is clear that you have made a choice not to fire your one shot per draw that is allowed under the rules. A backup shot is still considered a contested shot the same as any recovery shot. If your opponent has missed their shot and you have fired your backup shot and hit the target within the 1.250 time limit, then it becomes a moot point because you have won the shot and there is no need to challenge a defective round of ammunition.

If your opponent does hit their shot and you believe that you have had a defective 1st shot, then you should absolutely have the right to challenge it, even if you have fired your backup shot (hit or miss). The overriding factor remains that if a shooter in fact had a defective round supplied by the host then the shooter never really had a fair chance to win the shot in the first place, if their opponent has hit their shot. There have been rulings made that if you fire your backup shot, you may not challenge a defective round. The argument has been presented that you made the choice to fire your one shot allowed per draw. That argument simply does not hold water for a few reasons.

1. The One Shot Per Draw Rule, simply means that you cannot fire multiple shots per draw and that you have a 1.250 time limit to fire that shot; that is all that it is intended to mean. If a shooter is awarded a reshoot then they are given an additional start signal and additional attempt to take One Shot per Draw.
2. It is simply not fair or reasonable to force a shooter to make a snap choice to fire a backup shot or not, since there really is no clear way for a shooter to immediately determine whether it was a truly a defective round or simply a half-cock.
3. To rule that once a shooter fires a backup shot then they have no right to challenge a defective 1st round supplied by a host is completely unfair to the shooter, since they never were given a fair chance to win that shot in the first place, assuming their opponent hit their target. If their opponent missed their target they are still given a chance to win the shot as long as they fire their backup shot within the 1.250 time limit and hit the target. If they refuse to fire the backup shot or fire it and miss then it is simply a no-contest and the shot goes over.
4. It is clearly stated in the rulebook that, "If the host is supplying ammunition, then the shooter should expect it to function properly." I believe that our current rules will cover almost all of these situations as they are written, as long as the rules as well as the intent of the rules are applied properly and not taken out of context. Hopefully, this thorough background behind the intent of the rules and this definition of the rules will make them easier to understand and enforce for everyone. There can be thousands of scenarios that can occur, just apply the rules as written and always try to read the rulebook from the standpoint of the actual shooter.

Range Operations Exam

All answers are from the current edition of the Gunslinger's Guidelines including new rules & addendums.

1. If I don't know a rule, what do I do?

2. Where do I find a Gunslinger's Guidelines CFDA Rulebook at the range?

3. Name the three places a gun can be out.

4. On the line, when is the first time your gun can be unholstered?

5. What happens if a shooter's opponent doesn't show up?

Topic: 1.250 maximum time limit for a shot

6. Who does this rule apply to and at what type of match?

7. Both shooters A and B fire recovery shots after slip cocking and both hit their target with times greater than 1.250 time limit.

8. How is a hit with a time greater than 1.250 scored?

9. Shooter A and B both fire and hit their target. Shooter A's light is blinking but the timers shows the same time for both shooters.

Topic: Anticipation

10. Shooter A moves the gun in the holster before the light comes on. Shooter B draws on the light and hits the target.

11. Shooter A draws before the light and hits the target. Shooter B draws on the light and misses the target.

12. Shooter A is shooting against a Top Gun and is visibly nervous with his gun hand shaking on the gun.

Topic: Bye Rounds (3 shooters)

13. How many "X"s are there in a normal BYE Round?

Anticipation in a Bye round.

14. Shooter A moves the gun before the light. Shooter B and C do not and draw on the light.

15. Shooter A and B both draw before the light. But shooter C does not and draws when the light comes on.

16. Shooter B drops their gun in the Bye round.

17. Shooter B anticipates and draws before the light. Shooters A and C react to shooter B's movement but shooter A shoots down the boot and shooter C drops his gun.

Topic: Timer Malfunction

NOTE: All hits must be within the 1.250 time limit. The Range Officer and Hand Judges need to be aware of the time it takes for the shooters to fire their shots. Hits judged to be obviously slower than the 1.250 time limit will not count.

18. Shooters A and B both hit their target and there are no recorded times and the Hand Judges **cannot** determine who hit first.

19. Shooter A and B both hit their target but there are no recorded times and the Hand Judges **can** agree which shooter obviously hit first.

20. Only one target is hit and there is no recorded time.

21. Both targets are clearly hit and there is only one recorded time and the Hand Judges **cannot** clearly determine who hit first.

22. A shooter fires a shot down range after the "Set" command but no light comes on.

Topic: Challenging a Defective Round

Under no circumstance will a shooter fire a shot without an opponent or a time to compete against.

NOTE: All hits must be within the 1.250 Time Limit. The Range Officer and Hand Judges need to be aware of the time it takes for the shooters to fire their shots. Hits including recovery shots that are slower than the 1.250 Time Limit will not count. There should be a stock gun at the scoring table.

The Range Officer will always call **“Down Range”**. The RM will then go down range before loading the round being challenged. After testing the round with a known stock gun the will RM will unload the gun and show clear before returning back across the firing line.

23. Shooter A fires and hits the target but Shooter B’s gun does not fire and no recovery shot is fired.

24. Shooter A fires and misses the target but Shooter B’s gun does not fire and no recovery shot is fired.

25. Shooter A fires and hits the target and Shooter B’s gun does not go off but he shoots a recovery shot which hits the target under the 1.250 Time Limit.

26. Shooter A fires and misses the target and Shooter B’s gun does not go off but he shoots a recovery shot which hits the target over the 1.250 Time Limit.

27. Shooter A & B both fire shots. Shooter A hits the target with a time. Shooter B appears to have missed but the hand judge states he clearly saw the round explode into a mist as it left the barrel.

28. What is the rule regarding using the safety notch on a Colt or Colt clone?

29. Briefly describe the process for retrieving and clearing a dropped gun.

30. What is the penalty for shooting over the backstop? When should it be enforced?

31. Discuss rule #17 Technical Violations: Discharging the gun with the muzzle behind the front cut of the holster pouch.
