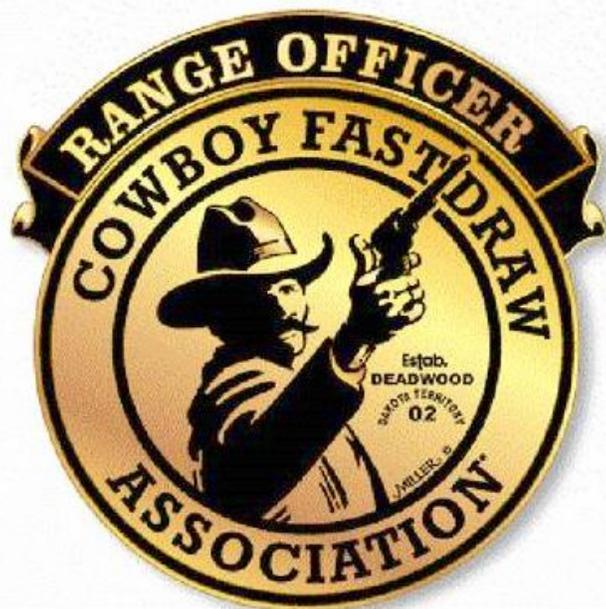


COWBOY FAST DRAW ASSOCIATION



RANGE OFFICER PROGRAM

9TH EDITION

Range Operations Course



Revised - January 2020

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INTRODUCTION

Part One - Becoming a CFDA Range Officer

Teaching the CFDA rules, hand judging and basic Range Operations procedures is the responsibility of our CFDA Affiliated Clubs. These classes may be taught by a U.S. Marshal, Club Officer, or club appointed CFDA Qualified Range Master (RM). 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", this is very important in matters of continuity in Range Operations, Efficiency, and especially Safety.

CFDA Affiliated Clubs Range Officer Course Procedures

Range Operations Course & Written Exam are available for download by CFDA Affiliated Clubs & Members from the CFDA website. CFDA Affiliated Clubs are authorized to conduct Range Officer Courses, and award Range Officer Pins. Clubs are also requested to provide continuing education, keep their members current on training, and informed of any changes in CFDA Rules or Range Operations.

The average time to teach the written part of this course properly is approximately 3 hours. We also recommend more hands on training after the written course for the Instruction to demonstrate and observe student's abilities. A morning class is best, followed by a lunch break and then an afternoon club match or practice session, or an evening class ahead of a shoot the following day.

The Written Range Officer / Range Master 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, study the Range Operation Course and 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 Qualified Range Master, or not.

CFDA Affiliated Clubs may issue a handwritten CFDA Range Officer Card's which can be downloaded from the CFDA Website, once members have completed the Range Officer Training Program. Instructors may request a copy of the Written Exam's Answers. Official CFDA Range Officer Pins may be ordered directly from CFDA for \$5 each, plus postage.

We also recommend a review of the "Youth & Basic Six-Gun Training Program". Cowboy Fast Draw for many of our members, no matter what age they are, is perhaps their first and only exposure to the use of firearms. One of CFDA's primary goals is to "Educate as many people as possible in the safe and proper use of firearms." We should never assume that anyone regardless of age has received any prior education of firearms.

CFDA Members Self-Education

Any CFDA Member may download and print our current Range Operations Course and the Written Exam posted on the CFDA Website. Just by having this information, our members will be more confident as a competitor when they have a good understanding of the rules.

Part Two - Becoming a CFDA Qualified Range Master

First: You need to consider if you actually should become a CFDA Qualified Range Master. 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 there is little need to become a Qualified Range Master. You can really learn everything you need to know about Range Operations from the Standard Range Officer Course.

But, if you do plan on attend a CFDA Class A & B Sanctioned Events, which are State, Territorial, National or World Championships, you must be either a CFDA Qualified Range Master or a Range Master Candidate being observed by a Regulator or Approved Range Master Instructor, to serve as a Range Master at these levels of CFDA events.

Range Operation Course - 9th Edition (Edited January 2020)

Why become a CFDA Qualified Range Master? Being a key part of the operations of a CFDA event can be quite fulfilling and is actually FUN! Also most top competitors find its better to be involved as a Range Master, Announcer, or Table Scorer than just sitting around socializing or thinking about your shooting between rounds. By all means, always find a relief for any key position that you are performing whether it is Range Master, Announcer or Table Scorer so that you can prepare yourself to shoot your best. Many shooters report that being part of the timing of the event actually keeps them more focused and less stressed when it is their turn to compete.

The Steps of becoming a CFDA Range Officer & Qualified Range Master...

1. Complete the Range Officer (RO) class at the local level (See Part One).
 - A. If you are not a member of a local club or do not have one near you, you may still download the Range Office Program and study it. But, you can only receive an RO Pin from a CFDA Affiliated Club.
2. Your RO Instructor may supply the RO-RM Range Operations Written Test. Although, CFDA recommends that all Instructors before giving a class, to give instructions for downloading the RO Program and RO-RM Test from CowboyFastDraw.com. Teaching students to use the CFDA Website as a resource should be part of the training.
3. Complete the RO-RM Test, your RO Instructor, which can be any CFDA Qualified Range Master, should place their Alias, Name of the Club, Date, and Signature on the Test and then return it to you.
4. **To continue your training to become a CFDA Qualified Range Master**, It is up to you to find a Range Master Class to attend. RM Classes are often held at CFDA Titled Championships, also Affiliated Clubs can hold a class if they have access to or arrange for a CFDA Regulator or Approved Range Master Instructor.

Note: The Range Master Class is shorter than a Range Office Class, because it is a review of what you have already learned in the RO Class, but more focused on the Range Master, Announcer, and Table Scorer positions. The RM Class does require the Instructor to observe and advise the Student proficiency at a CFDA event.
5. The RO-RM Test also contains a Range Master Application. The Instructor(s) will conduct a Class-Room Session following the Outline found on the RO-RM Test & Application Document, followed by a question and answer session.
6. The Range Master Student will run an actual Firing Line as a Range Master, under the supervision of an Instructor/Examiner, who will complete the Examiner's Form. The Examiner will discuss and advise the Student on their performance and ways to improve, if needed. This can be conducted at any sanctioned event, including a Titled Championship.
7. Once an Instructor/Examiner has signed off a passing Examiner's Form, it becomes the responsibility of the Student to submit the completed Range Master Registration Form, including the RO-RM and the Examiner's Form to CFDA Headquarters (See Address on Form) for approval and issuance of a Range Master Pin. The New Range Master will also be added to the Qualified Range Master List at CowboyFastDraw.com

Range Master Re-Qualification Process

Range Masters must Re-Qualify every two years. Beginning in 2019 our Re-Qualification Process has changed to a more user-friendly process.

Please go to: CowboyFastDraw.com and on the Left Menu, 5th Bullet Down **go to:** Range Officer Course & Definitions. Under the Table of Contents go to Range Officer Training. Find Range Master Re-Qualification "New Document", download it and follow the instructions.

Page 2. Contains a special form that you should bring with you to CFDA events, you can have this form filled out over the course of an entire season or more before or after your expiration date (without retaking the RM Course). Only one of these events on your log must be witnessed and signed by a Regulator, Instructor, or U.S. Marshal.

Range Operations Course Topics

- 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.
- Score Keeping Overview - Table Scoring Basics - Round by Round (Card System)

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, Announcer, Tables Scorers, Hand Judges, Line Judges (when appointed) 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 ensure 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.**

A Personal Thank You

First, I would like to recognize the many hundreds of dedicated members who over the years who have contributed their time, money, effort and talent to make the sport of Cowboy Fast Draw one of the safest and most enjoyable sports in the world. This course, just like our sport, is the result of years of combined experience not only in Cowboy Fast Draw, but a number of other action-shooting sports.

I would like to acknowledge, in particular, the contributions of CFDA Founder, **Brad Hemmah a.k.a. Kemosabi (CFDA #L1)** in writing the original CFDA Rules. And, to **Andy Fink a.k.a. Chucky (CFDA #L3)** and **Marshall Hopper a.k.a. Mississippi Marshall (CFDA #26)**, who together with me, spent several months in 2006 refining and clarifying our CFDA Rules while keeping the spirit and intent of our founding rules in mind, and then creating our 1st Range Officer Course. I would also like to Thank my family who without their support and dedication, CFDA could not exist anywhere near the level that it does.

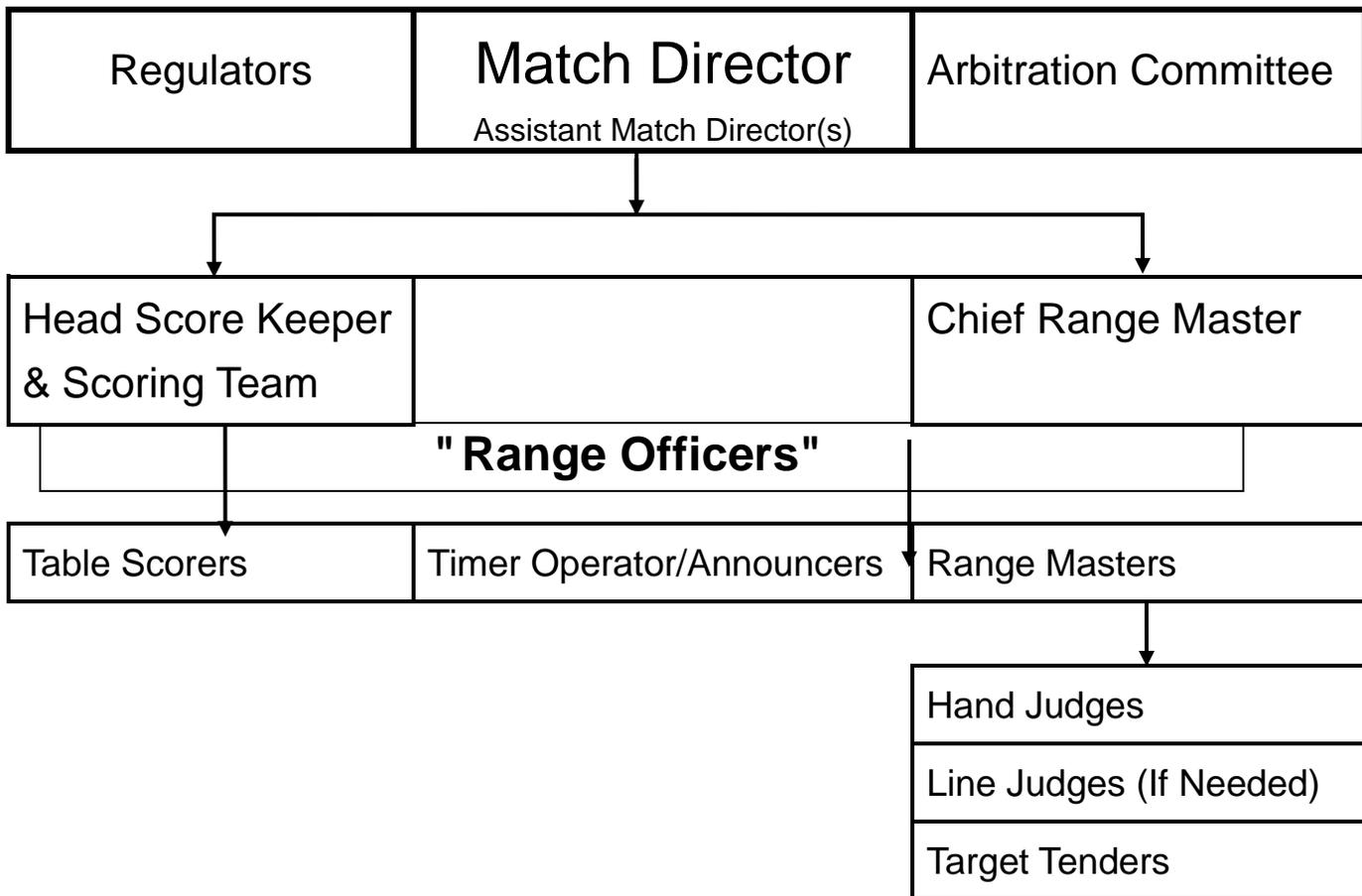
With this 9th Edition of the CFDA Range Officer Program, I would like to acknowledge the dedicated efforts of **Dave Miller a.k.a. Mongo (CFDA #L57)** who spent years as Regulator Posse Sheriff & Administrator and managed our **RO-RM Program**, with feedback from our entire **Regulator Posse**. **Mongo** and his wife **Shirley Miller a.k.a. Wench (CFDA #58)**, who was also highly involved with the development of the CFDA Scoring Program have been honored with the titles of **Regulators Emeritus**, and are still active in our sport, always there to help in any way they can.

But most of all, I would like to Thank every member of CFDA that takes the time to study, practice and administrate this program as well as our **Club Leaders & CFDA Regulators** on both club and national levels. **The CFDA Range Officer - Range Master 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.

For the Love of Our Game!

Cal Eilrich a.k.a. Quick Cal (CFDA #L2), Executive Director

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, although they always seem to love to help out at any Range Officer position and serve as a positive example.

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 condition 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 a "letter of interest" to become a Regulator Candidate, please email Quick Cal at: quickcal@CowboyFastDraw.com.

Who Are CFDA Range Officers?

CFDA Range Officer:

Is a general term that fits all personnel, that have passed the CFDA Range Officers (RO) Course. When actively assigned in a contest area, they serve in any position described in the RO Course including Range Master, Timer Operator/Announcer, Table Scorers, Hand Judges, and Line Judges, if assigned when needed.

CFDA Qualified Range Masters:

As the sport of Cowboy Fast Draw® grows, safety always comes first, but also a high level of consistency and fairness needs to be maintained, especially in our Class A & B Championship level tournaments. Therefore, a higher level of training was created in order to enhance competence of the key official in our contest areas, the Range Master. Qualified Range Masters must be, without a doubt, in charge of the Firing Line. They must know the rules to a higher standard and be committed to running a fair and efficient Firing Line. They also must practice and achieve a level of proficiency, while still maintaining a fun atmosphere.

The Range Officer Attitude (Applies to All Range Personnel)

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-ass!
5. Be helpful to the competitor.
6. Always refer to the Gunslinger's Rules, Guidelines & Handbook 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, please don't take it personally; be glad for the competitor if it goes in their favor. Learn from the experience.
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 Master, Chief Range Master or Match Director.
9. Always give a fair and balanced consideration for both the shooter and their opponent.
10. Understand that Cowboy Fast Draw is a unique sport in which competitors are called to judge one another. We will never be perfect in our officiating, no sport is, we must be committed to doing our best.
"It may not be the easy way, BUT IT IS THE COWBOY WAY!"

Key Match Personnel Positions

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 / Posse Marshals & Provide a List of Qualified Range Masters
- Timer Operator / Announcers
- Head Scorekeeper & Scoring Team
- Arbitration Committee w/ 2 Alternates
- Any other match officials, as needed, such as Facilities Manager and Parking Coordinator, etc.
- Shall verify that all ammunition used, in all levels of event, meets CFDA Rules & Standards.
- Shall have the duty to make sure that all results, articles, and photos are forwarded to CFDA.
- Shall Audit Prize Lists & Awards to ensure they meet CFDA Requirements in A & B Class Events.

Arbitration Committee

The Host will pick a minimum of three members (with at least one or two alternates) to serve on an Arbitration Committee, before the contest begins. These individuals should be experienced and respected members of the CFDA. When possible, U.S. Marshals are good choices. It is recommended that Regulators retain a role as advisors and also make their services to conduct the committee's hearing, if the Match Director chooses to appoint them. All sides should receive a fair hearing.

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 in the subject bout. 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 any stated 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, Guidelines & 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.*

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 monitor the match to ensure that competent personnel are appointed as Range Masters, Announcer/Timer Operators, and Table Scorers, or that Posse Marshals are doing the same. Depending on the size of a contest the Match Director may also serve as the Chief Range Master. The Chief Range Master will consult with the Match Director in appointing Qualified Range Masters, Announcers, Table Scorers for Championship Shootoffs.

CFDA Ranger Master

Range Master: Is the specific title of the Range Officer in charge of running the actual Firing Line at any level of CFDA event.

Qualified Range Master: Are Range Masters that have passed the CFDA Range Master Class and are qualified to serve as Range Masters at all CFDA Class A & B Sanctioned Events. Range Master Candidates in training may also serve as Range Masters as Class A & B Events, under the direct supervision of their Instructor/Examiner.

The Range Master's Job: Is to oversee the Firing Line and all other Firing Line Officials. 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, refer to the CFDA Rulebook as needed, 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/Timer Operator, and will appoint Line Judges when needed.

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

Range Master 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 regarding hits/misses and the assessment of penalties, unless formerly protested.
3. Makes sure all Shooters, Hand Judges, Table Scorers, Line Judges, and Announcers wear eye protection. **(This is mandatory). (Ear Plugs are also mandatory for Shooters and Hand Judges under the age of 18.)**
4. Sees that no live ammunition is brought into the shooting area.
5. Understands and issues all official commands while in charge of the Firing Line.
6. Once shooters and Hand Judges are in place, give the command **"LOAD AND MAKE READY."**
7. 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."**
8. Positions their self to oversee the entire firing line.
9. 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.
10. **Stops all firing line activity in the event of a safety violation!**
11. In the case of a **Dropped Gun**, the Shooter may not retrieve it, the Range Master does.
12. Gives, **"HOLSTER YOUR GUNS, DOWN RANGE"** command when anyone is about to or has stepped in front of the firing line.
13. 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.
14. Gives **"RANGE IS HOT, CLEAR TO HANDLE YOUR SIX-GUNS"** command, once personnel have returned from downrange duties during active bouts.
15. Once all bouts are settled, sees that all firearms are cleared and holstered, then gives the **"DOWN RANGE "** command. So that personnel can tend to the "white lithium grease" on the targets.
16. Verifies that the targets are greased, holes are patched and the range is ready to go for the next shooters.
17. **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.
18. Billy the Kid and Annie Oakley competitors should always have a parent or appointed guardian in the contest area, who are allowed in the shooting area for extra levels of assistance, if needed, based upon the child's age and experience. Eye and ear protection is required for all competitors under the age of 18.
19. 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 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.

Range Operation Course - 9th Edition (Edited January 2020)

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. **“FREEZE”** Means to stand perfectly still and do not move on the line even if you are in the process of unloading so as not to disturb a bout in progress. **Formerly "Stand Easy"**.
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.
9. **"STOP! Firing Line"**: Means ALL activities on the Firing Line "FREEZE". Is used as a stop command, usually after the Announcer/Timer Operator has given the "Set" Command.
10. **"RANGE IS HOT, CLEAR TO HANDLE YOUR SIX-GUNS"**: This command is used whenever Range Officers or personnel have been downrange and have returned across the Firing Line, while Shooter remained loaded, ready and holstered on the Firing Line.

Remember, nothing should happen on the firing line unless the Range Master directs it. Safety is First, Last and Always!

Timer Operator/Announcers

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.

It is important that Timer Operator/Announcers & Range Masters work together in a coordinated effort. Although it is not a requirement that an Announcer is a Qualified Range Master, it is certainly a major advantage that they each know each other jobs by both being Qualified Range Masters.

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.

Range Operation Course - 9th Edition (Edited January 2020)

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".
6. It is extremely important for Timer Operator/Announcers to understand CFDA Score Sheets and how to fill them out correctly. They should always read shot counts directly from the Score Sheet and always announce them left to right. This serves multiple purposes: Keeping Shooters, Range Officials, and Spectators informed on the status of bouts in progress. And very importantly, this helps the Timer Operator/Announcer to supervise that Score Sheets are filled out correctly before being turned into the Stat Shack.
7. Shot Counts should start to be announced after the 3rd shot and through the end of the bout(s). Or, when requested by the Range Master.

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**".

Scorekeepers

All scorekeepers shall have a responsibility to the competitors and match officials to be fair and objective at all times. There are two main different types of Scorekeepers.

- A. **Table Scorers** - These are volunteers usually from shooters who are helping out their fellow shooters that have been assigned to shoot on a particular range for a round of a contest. It's important that they understand how to fill out a CFDA Score Sheet. They should keep the Score Sheet positioned so that the Timer Operator/Announcer can refer to it and call Shot Counts and Winners from it.
- B. **Scoring Team Members** - These are appointed members by a Match Director of a Scoring Team. They are the ones assigned to enter scores into the CFDA Scoring Program, post round draws, and results, at the direction of the Head Score Keeper. They are usually found in the General Scorekeeping Area (Stat Shack).

Some General Scoring Rules:

1. NO Smoking will be allowed in the Master Scorekeeping Area or Score Tables.
2. No one but official Scorekeepers, Match Officials, or CFDA Officials will be allowed in the Master Scorekeeping Area.
3. Times shown on actual timers are the official times and take precedence over blinking lights, audience displays, or times called verbally by Announcers. These are the times that should be recorded on scoresheets.
4. The Match Director must be notified and approve of any re-draws of rounds during a contest.

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.

CFDA Drawing Card Scoring System

This Scoring System was originally developed in 2006 by Quick Cal to replace the previous scoring method for CFDA Elimination Contests that required poker chips, individual score sheets, and a lot of work between rounds. In 2007, at the CO State a deck of cards was first used instead of poker chips (someone forgot to bring poker chips). But sometimes great ideas are born for errors, and after seeing the benefit of entering data on the cards, Official CFDA Drawing Cards were developed and introduced in 2008. This system cut the work and time by about 75% over past systems and remains a very viable and reliable way to score almost any CFDA match. Today's Score Keepers should learn this system as the ultimate back-up and be prepared to use it in an emergency. The main downfall is that all score sheets need to be handwritten, and X's and other data must be hand entered.

How this system works:

1. Order Official CFDA Drawing Cards from CFDA General Store.
2. Next go to: CowboyFastDraw.com, in the Forms Download Section, scroll down to "Helpful Forms for Putting on a CFDA Event", then download and print copies of Master Sign-up & Liability Release Forms & Round by Round Score Sheets. Note: These two items are also available in "Reports" in the CFDA Scoring Program.
3. At the Contest: Have the Shooters enter their alias, name and signature on the Master Sign-up/Release Form. Note that there is a place to keep track of up to 4-X's on the Master Form.
4. Fill out an Official CFDA Drawing Card for each Shooter.
5. Once Roll Call is complete, shuffle the cards face down, then draw the rounds and place them in pairs on a table that is protected from the wind. It's best to place them in pairs with rows containing the number of shooters you wish to place on each Score Sheet.

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Important: Drawing Cards should be left in place until completed Score Sheets are ready to transfer the X's from the Score Sheets to the Drawing Cards.

6. Enter Lane Assignments with the Aliases of the Shooters in the order that they were drawn onto the Score Sheet, in large matches multiple scorekeepers can write score sheets.
7. Once a Score Sheet has been completed at the range, transfer the X's from the Score Sheet to the Drawing Cards, make sure you note which round each X was received, the card holds up to four places to enter X's.
8. Once all X's have been transferred to Drawing Cards, separate "winner" from "losers", because according to CFDA Rules until the X-Factor is reached "winners" will shoot against "winners" and "losers" will shoot against "losers". i.e., This will occur for the first 4 Rounds of a 4-X Contest. After that it is pure "luck of the draw".
9. When writing the Score Sheets beginning with Round 2, the X-Count must be entered on the Score Sheet next to each Alias in the X's Column.
10. The Master Sign-up Sheet can be posted and used to keep track of X's for both Match Officials and Shooters, at large matches in the past large Master X-Count Posting Boards were quite common.
11. Once a Shooter's Drawing Card has the Final X placed upon it, then the Round Out and Fastest Time in that round must be marked on the card.
12. Once Drawing Cards have been eliminated from the match, they need to be stacked in order of Final Placing. For breaking ties for non-recognized places that have gone out in the same round, the cards should be placed in order using the Fastest Time in the final round that multiple shooters went out.
13. The Score Keeper can then start writing Final Place on the card from the bottom of the stack up to 1st Place, and can handwrite the initial Match Standings for a quick distribution of prizes. Later, a Match Standing Report can be prepared in a "word file" for publishing.

Line Judge

Line Judges are not new to Cowboy Fast Draw, they were used primarily in the first years of our sport when 8-Lane Ranges were popular. When 6 & 4 Lane Ranges became common Line Judges became unnecessary, until Technical Rule #17 was re-introduced in 2016. **"DISCHARGING THE GUN WITH THE MUZZLE BEHIND THE FRONT HOLSTER POUCH CUT IS NOT ALLOWED."**

This rule was re-instituted after being removed in 2012, due to the lack of a reasonable Enforcement Policy. The Range Master now has the authority to assign a Line Judge during any round for assistance in enforcing Rule #17. It is recommended to appoint permanent Line Judges in all Championship Shootoffs. Line Judges must read, understand, and enforce the Rule 17. Enforcement Policy.

Rule 17. 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.

Note: Any Range Official not willing to enforce Technical Rule #17, is "Not Qualified" to officiate any CFDA Class A or B Titled Championship.

Hand Judge

This section of the CFDA RO Course is published also in the Gunslinger's Rules, Guidelines & Handbook (10th Edition), **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.**

Hand Judges 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 center of the Shooter's Leg, which is usually 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. If there are any challenges, the Range Master's Decision is Final.
- 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.

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- 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 **"FREEZE"** 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. In the case of a Dropped Gun, immediately bring it to the Range Master's attention!
- W. 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.

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.

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-roll 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. Please make sure the edge hits are greased.

The Range Master 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 Master should verify that all wires on the targets are still protected as well.

The Posse Marshal System

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 Marshal System has been used at Fastest Gun Alive for the past several years and is especially effective in large matches with multiple ranges.

A Posse Marshal is assigned by highlighting their Alias on Lane Assignment Sheets, when they are posted at the beginning of each round. All contestants that are assigned to a range for that round are considered "members of a posse". Once the assigned Posse Marshal reaches their range, they are in charge of assigning qualified members of the posse as "Key Range Officers" which are the Range Master, Timer Operator/Announcer, and Table Scorer.

The best method is for the Posse Marshal to review the Score Sheets and look for the "RM" or "RO" letters on each Score Sheet, plus sometimes experienced Posse Marshals know the most qualified fellow contestants.

The Score Sheets for the last few groups should be checked first, as those chosen will be the first shift of "Key Range Officers". Then as they take their places and start calling Shooters to the Firing Line, the Posse Marshal should select the "relief crew" of Key Range Officers from the first few groups and ask them to serve once they have finished their round and are ready.

It is not the Posse Marshal's job to always be one of the Key Range Officers, but it is their responsibility to make sure that qualified members are in those positions.

Every time a new round is drawn, then a new posse is formed by the shooters that have been assigned to the same range. It is advisable to have at least twice as many Posse Marshals than ranges in operation, so that the same small group of shooters do not always end up being assigned as Posse Marshals every round.

INTERPRETING THE RULES

By: Quick Cal, Executive Director

As the Executive 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.

Test #1 - Safety

Safety is of course, first, last and always. So, we must begin to 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 CFDA Safety Rules. Even though we have NRA Liability Insurance in place to cover that slight chance, we must always remain 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, because our officials are also our friends and fellow shooters.

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 reason or another. I strive to be approachable and listen to different viewpoints, because not only do I like my fellow shooters, 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, refine, enforce and define the rules of the game we all play. 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 to. Just apply common sense, the Spirit of Our Game, and apply the four tests above and you may come to the same conclusions that are printed in this document.

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 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
(Good Time for a Break!)

Our Rules

Our members who care enough about our sport to serve as CFDA Range Officers should always remember the following passages from the Gunslinger's Rules, Guidelines and Handbook, of which ALL of our members receive upon becoming a member of CFDA. You may run into a few members that will claim ignorance to our rules and act surprised or hurt upon their enforcement. But, don't let them blame you, for it is they who are responsible for their own ignorance.

If confronted by such a person, politely ask them if they have read the CFDA Rulebook and remind them that it is their responsibility to do so. Please never let them try to blame you for their self-inflicted ignorance. Arguing with them is not a wise approach, instead it is best to defuse such situations by offering to sit down and review the rulebook with them and let them read the actual rule for themselves.

You will also undoubtedly be confronted by people who trust what others have told them what our rules are, rather than reading the genuine articles. Many clubs make up their own rules and then spread them everywhere they visit. Only CFDA Approved Rules are accepted at CFDA Events.

- **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 on 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.

Safety Rules

SAFETY FIRST, LAST, and 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 (65+ 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**.

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Almost any 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 conditions or actions of others. Any contestant can question anyone on our range over a safety issue.

General Safety Rules & NRA Safety Rules

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 GENERAL FIREARM 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 in the “contestant areas”. Exceptions are performers requested by the Host, police and assigned security personnel, all others may be required to leave the area. The public may have carry rights, but they must remain in “public areas”.**

OUR MOTTO:

SAFETY FIRST, FUN SECOND, AND COMPETITION THIRD!

STANDARD SAFETY VIOLATIONS (SV)

1. **Down Range Rule:** Holster or keep the gun holstered, when anyone is in front of the firing line on that entire range, or immediately after a Judge gives the command, “**Holster Your Gun, Down-Range**”.
Penalty: 1st Loss of Round, 2nd Match DQ.
Note: If a firearm is pointed directly at anyone, Major Safety Rule #1 Applies.
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 38*)
Penalty: 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.
Dropped Gun Procedure:
The Shooter may not retrieve a dropped gun, the Range Master must safely turn the gun downrange, if needed, then place their thumb between the hammer and frame before picking up the gun. The Range Master will unload the gun and place it safely in the Shooter's holster before they leave the Firing Line.
6. **Discharging a Round While Loading, Unloading, or Dry Firing With a Loaded Gun 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.
Unserviceable Gun on Firing Line Procedure
If a competitor's gun becomes unserviceable on the firing line, to the point it cannot be unloaded. The Range Master shall appoint an official to move the gun from the firing line directly to a “cleaning area” table. The gun must be moved safely in either a holster or encased. The loaded and unserviceable gun cannot be left unattended until the shooter or an appointee reaches the cleaning table and unloads the gun and has the appointed official verify that it is empty. In the case that the gun cannot be unloaded at the cleaning table, then the Chief Range Master or Match Director must approve further action.
8. **Firing A Shot Over the Back-Stop. (As Determined by the Match Director)**
Penalty: 1st Loss of Round, 2nd Match DQ.
9. **ANY COMBINATION OF 3 STANDARD SAFETY VIOLATIONS.**
PENALTY: MATCH DQ.
10. **If a Competitor Receives a Match DQ, or Does Not Finish a Match (DNF) for Any Reason, They Will Receive Credit For Up to the Point That the DQ or DNF Occurred.**

MAJOR SAFETY VIOLATIONS (MSV)

MAJOR SAFETY VIOLATIONS

1. ALWAYS Keep Firearms Pointed in a Safe Direction, Loaded or Not.

A Safe Direction means that the firearm is pointed so that if it were to discharge, it would not cause injury or unintended damage. **“Never Point A Firearm At Anything, Unless You Are Willing To Destroy It!”**

This Applies to ANYWHERE at a CFDA Event!

Penalty: Match DQ.

Exceptions:

A. Guns that have cylinders removed for servicing/cleaning at a cleaning table.

B. Entertainment or gun handling demonstrations approved by the Match Director, and must be certified as unloaded by an official.

2. Loading or Unloading Ammunition Anywhere Other Than the Firing Line.

Note: Shotgun primer loads are not considered ammunition until the shotgun primer has been inserted.

Penalty: Match DQ.

3. .45LC Live Ammunition is NOT Permitted Anywhere in the Contestant Area, by Any Registered Contestant.

Penalty: Match DQ.

4. Alcohol Consumption or Being Under the Influence in the Contest Area is Strictly Prohibited. (*Guns and Alcohol Don't Mix!*)

Penalty: Match DQ.

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 Qualified Range Masters. 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.

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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.
8. **There is a List of Approved Six-Guns on the CFDA Website.** Gun Inspectors should be familiar with this list. However, there are models of six-guns that are acceptable for CFDA competition that may not be listed. Various manufacturers and importers continuously market many versions of six-guns. CFDA Gun Inspectors will not use micrometers or other micro-measuring devices to determine acceptability, it is only a visual inspection by a trained eye, who are expected to be familiar with the general external contours of a SAA, Ruger, or any other firearm type that are acceptable within the parameters of CFDA's Gun Rules.

It should be noted that there were many slight differences even in various models of factory Colt SAA models in frames, sights, and hammers, even within the 1st, 2nd, and 3rd Generations.

If it visibly looks like a Colt SAA, it is a faithful reproduction. Ruger Vaqueros look like a Colt SAA to most people, but to a trained eye the external differences are quickly apparent, that is why our rules specifically mention various models of Ruger Vaqueros.

CFDA strongly recommends that our members who are considering buying a new six-gun to check our List of Approved Six-Guns. That are so many great choices available from several great companies, why buy first and ask later?

Additional Information for How to Perform an Equipment Check

1. Set up an Equipment Check Table next to a wall, so that the muzzles of firearms to be checked can and are always pointed in a safe direction.
2. Have a Gunslinger's Rules, Guidelines & Handbook; a small measuring tape; an angle gauge; also recommended is a List of Approved Six-Guns.
3. "Equipment Checkers", must have a general knowledge of six-guns that are approved for CFDA competitions, and understand how both Colt-Style actions and Ruger-Style actions operate.
 - A. Colt-style actions have 4 clicks C-O-L-T; first click, safety-notch; second click, half-cock; third click, bolt-drop; fourth click, full-cock. The half-cock notch is the loading position and allows the cylinder to spin, it is not a safety-notch. Both the half-cock and safety notch must withstand a reasonable jar when checked by a judge.
 - B. Ruger-style actions are based upon the Transfer Bar Safety that was developed by Ruger. There is no safety-notch or half-cock. There are only two clicks; first click is the bolt-drop, which is factory set to drop less than 1/4" from the previous cylinder bolt-notch. When the loading gate is fully opened the cylinder spins and is the loading position. Full-cock must withstand a reasonable jar when checked by a judge.
 1. Check to make sure that when the loading gate is opened that the cylinder does not spin in both directions, that is an indication that a free-spin pawl has been installed and is not allowed.
 2. Also check to make sure that when the loading gate is opened that the hammer cannot be cocked back. This indicates an internal transfer bar safety problem.
4. Factory Installed Safeties, according to CFDA Rules must be respected and not removed, primarily for liability reasons. Child Safety locks and devices are exempt from this rule.
5. Uberti has been developing new types of safeties in the past few years, they include Transfer Bar Safeties, Hammer Bar Safeties, and most recently Retracting Firing Pin Safeties.
 - A. **Transfer Bar Safety** - operates similar to a Ruger Transfer Bar Safety and will only allow the hammer to come in contact with the firing pin when the trigger is pulled from a cocked hammer.
 - B. **Hammer Bar Safety** - can be recognized by cocking the hammer and checking for a slot machined just below the firing pin. When the hammer is moved to quarter-cock (safe) position, a safety bar

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provides a mechanical block between the hammer which maintains a safe distance between the tip of the firing pin and the primer of a chambered cartridge.

C. **Retracting Firing Pin** - is hard to identify by an exterior inspection even in a cocked position. It is a new design which does not allow the firing pin to be locked into firing position unless the trigger is pulled. It does not have a safety-notch, like found in standard Colt-style actions. The best way to identify retractable firing pin models is to very simple, just hold an un-cocked gun up (with the hammer fully down against the frame) from the side where you would normally see a firing pin, you will not. Then, pull the trigger it will lock and extend into visibility, release the trigger, it will retract into the frame again.

6. Once a gun is inspected, place a Host supplied sticker on the butt of the gun, and inspect backup guns as needed, but the Host may place a limit on how many backup guns may be checked.
7. Next, the competitor's gun must be placed in the holster to check for dimensions and angles, while the competitor stands in an upright position.

Holster Rule #1. "Gun must fit the holster, no oversized or skeletonized holster boots or pouches are allowed." This is an original CFDA Rule, which has never had an enforced policy. At the 2019 Marshal's Muster the U.S. Marshals overwhelmingly recognized that over the past few years holsters seemed to be not fitting guns as they should. Too much movement of the gun in the holster has been noticed. They decided that an enforcement policy needed to be written and that it should be introduced in the 2020 Season, but not enforced until 2021 to give shooters proper notice to adjust their equipment.

Enforcement Policy (Takes Affect January 1st 2021)(Courtesy checks in 2020)

A. Check to make sure that the holster fits the gun. Too much slop or movement of the gun when the gun is placed fully into it's resting position in the holster indicates that the gun does not fit the holster.

B. **Test** - While holding the holster firmly in place, move the gun back and forth and from side to side, while applying reasonable downward pressure on the gun while the gun is fully holstered on its resting point in the holster.

The butt of the grip frame shall not move more than a total of 1/2" in a back or forth direction, OR more than a total of 1/2" from side to side. Can be checked efficiently with a simple measuring tape.

Note: The most common reasons for this problem is either the holster has been molded to a larger gun, the leather is old and worn out, the front sight has been removed and allows for too much back and forth movement without the holster being adjusted to "fit the gun".

8. Finally, look at the competitor's footwear. CFDA rules states that, "Western-style boots, themed shoes or moccasins are the accepted footwear." Not allowed are tennis shoes, modern hiking boots or shoes. Boots or shoes where "vibram soles" can be clearly seen from a side view are by definition modern hiking boots or shoes. Beginning in 2021 these types of footwear will not be allowed as per our rules. **During the 2020 Season, these inspections will be made as a courtesy.**

Technical Violations (TV)

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.

1. **HAND RULE:** You may touch the gun or holster. This is called "**Lawman Ready Position**", it was commonly used in the Old West by Law Enforcement Officers 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 GUN OR HOLSTER, OR THE POSITION OF THE GUN OR HOLSTER, OR LIFTING THE GUN TO AN ILLEGAL POSITION IN THE HOLSTER** To Gain a Competitive Advantage on Your Fellow Competitor is Not Allowed.

RULE 4. ENFORCEMENT POLICY:

- A. An Angle Gauge will be stationed along with a copy of the Gunslinger's Rules & Handbook on all scoring tables at all CFDA Titled Championship ranges.
- B. If in the opinion of any tournament official such as the Hand Judge, Line Judge, or Range Master, a shooter is in violation of Technical Rule #4., they must report it to the Range Master.
- C. This can apply to altered guns or holsters, or changes made in how holsters are worn by competitors. In most cases this is due to sliding the back of the belt down, or physically changing the cant of the holster upon their belt, to an angle that exceeds "Holster & Gun Belt Specification" #2. "There shall be no more than a 20-degree (front or back) holster cant while the shooter is in a normal standing position."
- D. The Range Master will, before the first shot is fired or at any time between shots during a round, ask the shooter to stand in a normal standing position without re-adjusting their belt position or the position of the holster upon their belt.
- E. The Range Master will then check the holster cant with the host provided angle gauge. If the cant of the holster is found to exceed 20-degrees, Technical Violation Penalties will apply for that round. i.e. Warning, then Loss of Shot, and then Loss of Round.
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 center of the Shooter's Leg, which is usually 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. If there are any challenges, the Range Master's Decision is Final.
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. Whether there are Lane Separation Lines or Not, 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. Shooters may not switch from assigned lanes.
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. (**See Major Safety Rule #1.**)

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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 who wish to rod out their barrels between rounds, should go to the cleaning table immediately, they are required to report back to the firing line within 30 seconds after the "Final Call".
17. **DISCHARGING THE GUN WITH THE MUZZLE BEHIND THE FRONT HOLSTER POUCH CUT IS NOT ALLOWED.**

Rule 17. 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.

18. **WHILE TECHNICAL PENALTIES DO NOT CARRY FORWARD TO OTHER ROUNDS, ANY SHOOTER THAT REPEATEDLY HAS TO BE WARNED OR RECEIVES REPETITIVE PENALTIES IN MULTIPLE ROUNDS, CAN BE ASSESSED A CONDUCT VIOLATION PENALTY.**

Procedural Violations (PV)

All Procedural Violations 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 lights 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

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less wax bullet travel time. i.e. (.289 = .281.) and (.331 = .323). 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 an official Triple 7 Test. 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.**
8. **CONTESTANTS MUST REPORT TO THE FIRING LINE ON TIME**, Shooters are expected to report to the firing line in a timely manner. After being called to the Firing Line, if a Shooter fails to report, the Announcer will begin a 3-Minute Time Period. It should be noted that except in 1st Groups the Shooter was also called to the Firing Line to Hand Judge. If the Shooter has not reported to or seen approaching the Firing Line in 3 Minutes, **they shall forfeit the round.**

CFDA Elimination Contest Procedures

Beginning on Page 25 of the 10th Edition of the Gunfighter's Rules, Guidelines & Handbook, are just a few pages that all dedicated Range Officers should read several times and familiarize themselves with, since they come up often at CFDA contests.

This particular section contains rules that are the result of many discussions and debates among members with various opinions, during earlier years of CFDA. Decisions were made keeping in mind fairness while applying the principles of the "Four Basic Tests".

Please Review

Bye-Rounds

Timer Malfunctions

Alibi for Host Supplied Ammunition

Re-Shoot Procedure (*Can be applied to both Timer Malfunctions and Defective Ammunition*)

1.25 Second Maximum Time

Alibi for Host Supplied Ammunition (Challenge Procedures)

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.

Note #1: A contestant who fires a backup round does not sacrifice their right to challenge a defective round that previously failed.

Note #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.

Procedure

The Range Master shall first inspect the challenged cartridge to confirm that the misfire was not caused by a high or upside-down primer, for which the shooter was responsible to check before loading. Next, the Range Master should confirm that there is a solid dent in the center of the primer. Light dents or off-centered dents are sure signs of a slip-cock, therefore do not qualify to be challenged as defective rounds.

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Once the Range Master has determined to check the round, they shall obtain the host supplied stock six-gun and carry it forward of the Firing Line, where they will remove it from its pouch or box, keeping in mind the 170 Rule. They will load the gun and give one attempt to fire the round from a full-cock position, while not pointing the gun directly at any target being used during that round.

If the Round Fires - the score will be recorded as a NT (most likely a half-cock).

If it Does Not Fire - Defective Round Declared - the shooter will be granted a re-shoot.

They shall then unload the firearm, place it back in its pouch or box, and return back across the Firing Line, then immediately give the "Range is Hot, Clear to Handle Your Six-Guns" command.

Also, If in the opinion of the Range Master after consulting with the Hand Judges that a round was defective i.e. fractured bullet, no powder, etc.- **the shooter will be granted a re-shoot.** if their opponent hit their target.

If a Re-Shoot is granted (See Re-Shoot Procedure Page. 26., CFDA Rules 10th Edition)

Explanation for the Alibi Rule

This rule still generates many questions, and a wide variety of opinions. Some shooters believe that they are entitled to one shot per draw as long as they can fire that shot within the 1.25 Time Limit, while others believe that a shooter should only be allowed one attempt to fire a shot. Both opinions, are a matter of free choice and both are allowed under the rules of CFDA.

The number #1 Question is why can't a shooter challenge a defective round when their opponent has missed? The reason is: If the round is deemed to be defective, according to CFDA rules, policies, and the Spirit of the Game, every shot must be contested. Therefore, if a shooter could challenge a round when their opponent had missed and that round was deemed defective, then the only result could be to allow the shooter with the round deemed defective to fire an uncontested shot, which is not within the Spirit of the Game. Especially, since the shooter with the defective round had the option to fire a recovery shot and chose not to.

Explanation for 1.25 Second Maximum Time

This rule was enacted for the 2017 Season. It has worked well to diminish the controversy of some shooters feeling that they were taken an unfair advantage of after missing a shot while their opponent was given an almost unlimited time to take aim and fire their shot.

1.25 seconds, is considered the definitive line to determine that difference between a Cowboy Fast Draw shot and Target Shooting shot, which are entirely two different types of shots. The Spirit of the Game dictates that there must be a sense of urgency of firing a competitive shot, which also must apply to a recovery shot, if taken. It is also enforceable and fair for shooters of all abilities, once they have completed just a moderate level of dedicated practice.

As of this 9th Edition of the RO Course, we can report that a large majority of CFDA clubs apply this rule to their local contests, in order to prepare their members for CFDA competition.

Important Range Officer Note: *Range Masters and Hand Judges should practice to gauge if late shots are obviously over 1.25 seconds. This can affect awarding "Hits with No Time" shots, due to Timer Malfunctions or alleged Defective Ammo during recovery shots.*

Next Steps in Range Office Training

First - We, your fellow members of CFDA, would like to Thank You for studying this course with your local club or independently. You have joined in on raising the level of our entire sport by knowing our rules and how to apply them. This course is considered an Addendum to our CFDA Rule Book as there are items contained in this document that cannot be found in the rule book and visa versa. You should always keep your copy of the Gunslinger's Rules, Guidelines & Handbook with you whenever attending a CFDA event. You should keep this RO Course also as a reference to study from time to time. Also, whenever an updated RO Course is published and posted, you should download it and review it for any changes in Rules or Enforcement Policies to keep current on your training.

Second - If you have taken this course through your local club, after taking the RO-RM Range Operations Exam, which is a separate document, your Instructor should grade the test with the group and issue you a CFDA Range Officer's Pin, please wear your RO Pin proudly at any CFDA event. You should retain your Exam, since it can be used as reference for further training.

Third - If you decide to become a Candidate as a CFDA Range Master, then your RO-RM Range Operations Exam becomes an integral part of your next step. The completed Exam and Range Master

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Registration Form should be taken to a CFDA Range Master Class. It proves to your Instructor/Examiner that you have studied the Range Operations Program and completed the Written Exam.

Fourth - After completing the Range Master Class Session, you then take Range Master Registration Form, that has been signed by the Instructor of the Range Master Class to a CFDA Class A-D Event, where a CFDA Regulator or Approved Range Master Instructor is present and they will be your Examiner who will witness, advise, and grade your ability to act in the capacity of a Range Master. If you pass, they will sign your Registration Form. If in the opinion of your Examiner you need more training, they will advise you how much additional training you require and how to proceed in attaining it.

Finally - It is up to the Candidate to submit only the final two pages of the Written Exam, which are the Range Master Registration Form, after it has been signed by the Examiner, to CFDA Headquarters at the address stated on Page 1.

For the Convenience of a Range Master Candidate, here is an outline of the Range Master Class...

A Range Master Class starts just covering some high points of this Range Operation Course, but much shorter. The complete RO Course takes over 3 hours to teach properly, whereas the Range Master Class takes only about an hour. It quickly focuses on Range Master's primary duties of running an actual Firing Line. A Range Master Class cannot replace a properly taught Range Operations Course.

Range Master Class Outline

From the current Gunslinger's Guidelines Review Chapters:

II. Competition Rules and Regulations

Interpreting the Rules

Guns

Holsters

Ammunition

Basic Range Set Up

IV. Elimination Contest Procedures

Review Basic Procedures

Bye-Round Section

Timer Malfunctions

Hits vs No-Hits

Alibi for Host Supplied Ammunition Section

Re-Shoot Procedure

Standard Range Commands

Timer Operator/Announcer & Range Master

V. Technical, Procedural, and Conduct Rules section

Technical Rules & Penalties

Procedural Violations & Penalties

Conduct Violations & Penalties

VI. Safety Rules and Violations

NRA Safety Rules

Additional CFDA Safety Rules

Safety Violations & Penalties

Major Safety Violations & Penalties

VI. General Match

Arbitration Committee

CFDA Match Officials Definitions

Hand Judging Section

General Information & Etiquette

Shooting Area Details

Safe Backstops

Demonstrate:

- 1. How to Recover a Dropped Gun.**
- 2. Equipment Checks.**
- 3. How to Control Shooters Close to Breaking 170.**
- 4. Communicating with Announcers, the Firing Line, with Proper Volume and Control.**

Discuss:

**Range Officer Attitude
Defusing Tense Situations with Shooters
Any Recent Rule Changes / Addendums
(if any)**