

# COWBOY FAST DRAW ASSOCIATION



## **CFDA Range Officer Certification Course & Youth Safety Training**

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# COWBOY FAST DRAW ASSOCIATION

## Introduction

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 the many clubs in safe range operation.

Our first mission is always “**safe gun handling.**”

This course promotes “**safety first, fun second.**”

We will cover all of the official positions required to operate a match safely and fairly including Match Director, Range Master, R/O Line Judge, Announcer, Scorekeepers, 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.

We have also included a Youth Safety Training program. All shooting sports have the responsibility to promote the safe and proper use of firearms. We feel that it is especially important to educate our children in firearm safety and introduce them to shooting sports.

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

### **Enjoy the course and ask questions.**

*Mississippi Marshal*  
aka Marshall Hopper  
Life #26

*Quick Cal*  
aka Cal Eilrich  
Life #9

*Chucky*  
aka Andy Fink  
Life #3

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## Table of contents

Introduction- <i>CFDA Staff</i> .....	2
Table of Contents .....	3
Safety First Always .....	4
Range Officer: Who & Why? .....	7
Attitude.....	8
Match Director.....	8
Range Master Duties .....	8
Announcer's Duties .....	11
R/O Line Judge's Duties .....	12
Hand Judge's Duties .....	13
Scorekeeper's Duties .....	15
Target Tenants .....	17
Training for Shooter & Muzzle Control .....	18
Notes .....	18
"Youth Safety Training".....	19

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## SAFETY FIRST ALWAYS!!

### “The Most Important Rules”

**Our Motto: “Safety First, Fun Second”**

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

### SAFETY RULES

The CFDA Safety Rules are the most important rules that we have. Education in the safe and proper use of firearms is one of our primary goals. The only thing that having a good time at a match takes second place to is SAFETY.

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

### GENERAL SAFETY NOTES

1. **Never point a firearm at anything, unless you're willing to destroy it, loaded or not.** If everyone followed this one basic safety rule there would be no accidental shootings, anywhere.
2. **Anyone on the range must wear eye protection, ear protection is strongly recommended.** If someone is not adhering to this rule, they must do so prior to the next shot being fired.
3. **Only registered contestants may wear firearms.** Exceptions are police and security personnel; all others may be required to leave the area.

### SAFETY VIOLATIONS

1. **Down Range Rule:** Holster the gun when anyone is in front of the firing line or immediately when a Judge gives the command, “Down range, holster your gun.”  
Penalty per contest: 1<sup>st</sup> Verbal Warning, 2<sup>nd</sup> Loss of Round, 3<sup>rd</sup> Match DQ.
2. **The 170 Degree Rule:** The muzzle of the firearm must always be pointed straight down range (plus or minus) 85 degrees.  
Penalty per contest: 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Match DQ.

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3. **Unsafe Gun Handling:** The firing line is no place for fancy gun handling or spinning as it violates the 170 Degree Rule. This also includes looking down the barrel. Penalty: 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Match DQ.
  4. **Discharging the gun in the holster or shooting the holster.** Penalty: 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Loss of Round, 3<sup>rd</sup> Match DQ.
  5. **Dropping a gun on the firing line (loaded or not):** Penalty: 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Match DQ.
  6. **Discharging a round while loading or unloading on the firing line:** Penalty: 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Match DQ.
  7. **All guns must be inspected and verified empty before the shooter leaves the firing line, without breaking the 170 Rule.** Penalty: 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Match DQ.
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## TECHNICAL, PROCEDURAL, & CONDUCT RULES AND DEFINITIONS

### Contestant Technical Rules

1. **HAND RULE:** You may touch the gun or holster. This is called “Lawman Ready Position,” it was commonly used in the Old West and still is today. Hands being held clear of the gun is an invention of Hollywood.
2. **FINGER IN THE TRIGGER GUARD:** You may **not** have your trigger finger in the trigger guard before the start light comes on.
3. **CHANGING THE POSITION OR LIFTING THE GUN TO AN ILLEGAL POSITION IN THE HOLSTER** to gain a competitive advantage on your fellow competitor is **not** allowed.
4. **POSITIONING THE HOLSTER ANYWHERE OTHER THAN THE SIDE OF THE LEG is not allowed:** Since holster curtains can be manufactured in various widths and angled rakes can be deceiving, the trigger guard of the gun will be the defining point. A straight object (like a trigger finger) extended through the trigger guard must be able to touch the seam of the pants or behind that point. In the case of unusual pants or no seams, such as a dress, it would be where a seam would normally be.
5. **BOTH FEET MUST BE BEHIND THE FIRING LINE.** Stepping over the firing line into the shooting range is not allowed.
6. **GUNS MUST REMAIN HOLSTERED** on the firing line until the “Load and make ready” command is given by an official.
7. **DRY FIRING ON THE FIRING LINE** after the command “Load and make ready” is given is allowed but only a few times. You may also draw your gun a few times between shots for alignment purposes, but no more. Dry firing is not allowed after the gun has been loaded.
8. **DRY FIRING OFF THE FIRING LINE** may only be conducted in an official “Dry Fire Area” designated by the host.

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9. 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.
10. 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.

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

1 <sup>st</sup> Violation =	Verbal Warning
2 <sup>nd</sup> Violation =	Loss of Shot
3 <sup>rd</sup> Violation =	Loss of Round

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

## **PROCEDURAL VIOLATIONS**

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.  
**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: You cannot move the gun in the holster after the shooting command "set" and before the start light comes on. Furthermore, any shot fired that is .349 or faster, must be backed up by 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 to do so. If they fail to back up the shot then the shot will be considered "anticipated" and the shot will be scored as a Procedural Violation (PV). The contestant may decline the back-up attempt and just declare a (PV). If both competitors move and draw the gun before the light comes on, it is a no contest.
3. TO MOVE THE GUN OR ACTIVATE THE COCKING OF THE HAMMER BEFORE THE START LIGHT is **not** allowed.
4. 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.
5. DISCHARGING THE GUN WITH THE MUZZLE BEHIND THE HOLSTER IS NOT ALLOWED. It must be clearly obvious to the line judge that the front end of the barrel is in front of the holster pouch.

**All Procedural Violations (PV) will result in Loss of Shot**

## **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

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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.

If contestants fail to abide by the above mentioned rules, the arbitration committee will meet to discuss the severity of the violation.

**Penalties will be dependent upon the severity of the infraction.** Results of the arbitration committees decision can range from loss of shot, loss of round, match disqualification, and removal from the match area.

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

**WE RESERVE THE RIGHT TO REFUSE SERVICE TO ANYONE.**

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## Range Officer: Who and Why?

Who is a Range Officer? This is a loaded question. Everyone on the range is, in some capacity, a Range Officer when it comes to safety.

The official match Range Officer is a person who volunteers and is appointed and has the mental attitude and commitment to the sport to maintain a safe and fair shooting range.

The results of a match could possibly be determined by a ruling or call that a Range Officer may have to make. So, it is of the utmost importance that all official match Range Officers be as familiar as possible with the rules and guidelines of the CFDA.

Why do we need Range Officers? The need for Range Officers is driven by the fact that we as an organization must operate as safely and fairly as humanly possible. As the sport of Cowboy Fast Draw© grows, a high level of consistency needs to be maintained. The shooters within the CFDA expect safe, secure, fair match operation; therefore, the CFDA Range Officers are expected to maintain an even playing field as well as do their best to see that all match operations are conducted in a safe and secure manner.

Those who complete this course and wear the official CFDA Range Officer pin will be considered competent to officiate in all areas of CFDA sanctioned titled matches. They are also asked to help teach these fundamentals to their respective club members. This will bring continuity, safety, and a high level of efficiency to the sport of Cowboy Fast Draw©.

CFDA Range Officers hold no official position at a match unless they are appointed to do so by match administrators. If a CFDA Range Officer notices unsafe practices, i.e., inadequate backstops, safety rules ignored, etc., at any contest they attend, they are expected to bring it to the attention of the Match Director. If the Match Director chooses to ignore the problem, the RO has no official power to do anything but vote with their feet. However, you may bring it to the attention of CFDA Officials in writing and it will be followed up on accordingly.

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## THE RANGE OFFICER ATTITUDE

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

## Match Director

The Contest Host may act as the Match Director or may appoint a Match Director. The Match Director is responsible to resolve all issues concerning administrating 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, announce, and keep score.

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## Range Master

The Range Master's job is to oversee the firing line and all other firing line officials at all times. The Range Master must know the rules of the game, be aware of and anticipate all actions in order to maintain safety, and keep an eye on the public. The Range Master must be ready to

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make rulings as necessary, and keep the contest moving efficiently. Also, to maintain a light and fun atmosphere which will help shooters relax and perform their best.

The Range Master is the CAPTAIN of the team and will handle communications between the firing line and the announcer.

The Range Master:

1. Has the authority to stop the contest on behalf of the shooters' and the public's safety.
2. Makes sure all shooters, Hand Judges, Scorers, RO/Line Judges, and Announcers wear eye protection. This is mandatory.
3. Sees that no live ammunition is brought into the shooting area.
4. Gives, "**Down range, holster your guns.**" command when anyone is about to or has stepped in front of the firing line.
5. Sees that the targets are greased for the oncoming shooters.
6. Once personnel are up range and shooters and Hand Judges are in place, give the command "**Load and make ready.**"
7. Establish communications with 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. **Stops all firing line activity in the event of a safety violation!**
10. Once all bouts are settled, the RO sees that all firearms are cleared and holstered, then gives the "**Down range**" command.
11. Move forward with grease tenders and see that all targets have had bullet marks covered with grease.
12. In the event shooters cannot be prepared fast enough to keep the match moving, inform the announcer to skip the stalled lanes and continue the match on the next set of targets.
13. **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 for novice shooters who need coaching or those who need assistance with handicaps is allowed.
14. **Billy the Kid and Annie Oakley divisions must always have a parent or appointed guardian on the line with them.**
15. **Media personnel** should be assisted to a safe position behind the firing line while covering the match.
16. A gun, **with a factory stock spring action**, must be available for testing any dud ammunition that is challenged.
17. **Calling off a shot is not allowed.** Once the shooting commands have begun, a shooter cannot stop the contest unless there is a safety violation. If a shooter calls off a shot for any other reason he/she will receive the appropriate Procedural Violation penalty. If something should occur during the shot (something blows across the range, etc.) that you obviously know had an adverse effect on the shooters, then in the interest of fair play the shooter should be consulted and if necessary, re-shoot the shot.
18. If a shooting rule violation has occurred, it is only fair to all other shooters that the violation result in the appropriate penalty.
19. The Range Master will be asked to testify in the case of an Arbitration Committee.
20. **We must be safe at all times while having fun.**

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# COWBOY FAST DRAW ASSOCIATION

## 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. **“Down range, holster your guns.”** This means that someone is or is about to be in front of the shooting line. You must holster your gun immediately.
2. **“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.
3. **“Line is ready.”** This is a command normally given by the Range Master to inform the Timer Operator that the shooters on the line are ready for the shooting commands.
4. **Prompt or Ready Commands:** These are commands given by the Timer Operator/Announcer that indicate that the Shooting Commands are about to be given. Different Announcers may use different terminology depending on the given situation, but they all will contain the word **“Ready.”** Some examples are: **“Cowboys are ready,” “Shooters are ready,”** or **“Ladies or Cowgirls are ready.”**
5. **Shooting Commands will always be:**  
**“SHOOTERS ON THE LINE” (Short Pause),**  
**“SHOOTER” (Shorter Pause) “SET”**  
The Timer Operator/Announcer will immediately release the button and the random two to five second start light sequence will begin.
6. **“Stand easy.”** This means the contestants should stand perfectly still, or “Freeze” on the line even if you are in the process of unloading so as not to disturb a bout in progress.
7. **“Unload and show clear.”** This means that your bout is finished and you can begin the unloading process. 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 before turning around on the line.
9. **“Down range”:** Means staff is going down range to grease targets and ready the line for the next set of bouts.
10. You should also be aware of terminology and announcements concerning the process of getting shooters on the line, such as:
  - A. **“Hand Judges in the hole...”** This means you are the next person to Hand Judge and then you will be the next shooter on the line.
  - B. **“On the line...”** This means that you are to report immediately to the firing line if you are not already there.
  - C. **“Hand Judges getting ready or deep hole...”** This means that you should be getting your equipment ready and are about to have the call: “Hand Judge in the Hole...”

**Remember, nothing should happen on the firing line  
unless the Range Master directs it.**

**Safety is Paramount!**

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## Announcer/Timer Operator

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

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

1. **All announcers will use the same shooting commands.**
2. It is standard practice in most contests that the next shooter on the line will be the Hand Judge for the shooter before them. Since those who have just been the Hand Judge know that they are up next, first call the "**Hand Judges to the line...**" giving their name first then lane number, then call the "**Hand Judges in the hole...**" and then announce the "**Shooters on the line...**" as you will find that they are already in place. The key to keeping the contest running efficiently is having the Hand Judges in their positions on time, as the contest just stops without them in place. It is also a good idea when time allows to announce the, "**Hand Judges in the deep hole...**" or "**Getting ready...**" The faster everyone makes it to the line, the quicker the clearing time. It is always important that the matches move as quickly as possible, without making shooters feel like they are being rushed. The key to that is good organization. Note: The reason to call the names first then the lane is because hearing their name will catch their attention and then they are more likely to hear the lane assignment.
3. **DO NOT GIVE ANY SHOOTING COMMANDS WITHOUT COORDINATING IT WITH THE RANGE MASTER. The Range Master will normally give the command, "Line is ready."**
4. The Range Master, Hand Judges, and Line Judges will typically be communicating with the shooters on the firing line, so you will generally be communicating with the Range Master, however, you are still a contest judge and will be looking for any rule or safety violations.
5. In situations where there are four shooters or less on the firing line, such as Shoot Offs and Finals, the Announcer may be in closer communication with the shooters, but it should still be closely coordinated with the Range Master.
6. See that all scorecards match the shooters on their respective lanes and make sure that the scorekeepers are ready before giving any shooting commands.
7. After the Range Master has insured the firing line is ready, the Range Master will normally communicate to the Announcer that the "**Line is ready.**"
8. **Prompt Commands:** If it is clear to the Announcer that the line is ready, the Announcer may prompt the action by asking "Is the line ready?" or "Are the cowboys ready?" but may not proceed with shooting commands until receiving an indication from the Range Master.
9. Should there be a lull in the action as the range is being prepared or while shooters are loading, inform the spectators of the accomplishments of each shooter or update the X count of the shooters. Anything you can do to inform the spectators of what is happening within the match can only serve as a vessel for them to become future shooters. It is also a good idea to identify and praise our sponsors whenever given the chance.
10. **Ready Commands:** It is always a good idea for the shooters to understand that they are about to receive shooting commands. After receiving clearance from the Range Master and just before issuing the Shooting Commands, some good examples are:

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“Line is ready,” “Cowboys are ready,” “Shooters are ready,” “Ladies are ready,” or “Cowgirls are ready.”

It may also be necessary to identify particular lanes that are about to receive the shooting command. This may be used during bye rounds and other similar situations where all lanes may be occupied but not firing.

**11. The Shooting Commands will be:**

“Shooters on the line,” (short pause)

“Shooters,” (shorter pause) “Set.”

When you say “Set,” immediately activate the start button.

**Be careful not to erase any times from the clock until you see the times have been properly recorded on the scorecards and there are no disputes.**

**Note:** the Precision Shooting Timer does have a shot history review, which all Announcer/Timer Operators should be familiar with.

**As bouts are completed, be prepared to let pairs of shooters clear and leave the firing line, but ask them to do so as to not disrupt the other bouts in progress. If they are still in the process of unloading or congratulating one another and the command “Line is ready,” ask them to “Stand easy” or “Please step off the firing line,” so that the contest can resume.**

12. Verify all times have been recorded by Scorekeepers before continuing to the next shot. All protests, challenges, etc. will be invalid once the next shot in that bout goes down range. If the Range Master, Hand Judge, Shooter, or R/O Line Judge have to make a ruling during the contest, allow all parties to successfully remedy the situation before continuing the contest. However, if the matter cannot be resolved immediately have the shooters in that bout unload and take it off the firing line and then allow the other bouts to continue to their conclusion.

13. The Announcer/Timer Operator may be asked to testify in the case of a meeting of the Arbitration Committee.

**Frequently announce sponsors of the contest.**

**Keep things light and have fun.**

## REMEMBER

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

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## RO/ Line Judge

A RO/Line Judge is stationed at both ends of the firing line when eight or more lanes are used. When six lanes or less are used the Line Judge shall be stationed at the left side of the line and the Range Master on the right side of the range. You will be working with and generally observing the shooters and may also be called upon to grease the targets. You will see that no one enters the firing line area accidentally and be aware of where the public is. Photographers may want to be close to the action and may inadvertently cross the shooting line. This cannot be allowed, but be polite and inform photographers of where a safe position is.

**1. You have the authority to stop the contest in case of a safety violation.**

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# COWBOY FAST DRAW ASSOCIATION

2. The RO/Line Judge is the Range Master's right hand. While the Range Master is preparing the range the Line Judges will communicate with Scorekeepers to insure the right shooters are on the right lanes.
3. RO/Line Judges will also insure the proper hand judges are in place and will oversee that all targets are greased.
4. Check for eye protection. **Eye Protection is mandatory.**
5. Check all ammunition on the firing line and see that **no live ammunition** is brought to the line.
6. Check gun belts.
7. Observe loading procedures.
8. If at any time you see someone step down range, give the command "**Down range, holster your gun**" immediately.
9. Position yourself so you are to the rear and behind the shooters assigned to your lanes and be mindful not to hinder the Hand Judges.
10. **Do not allow anyone to turn around on the firing line with an unholstered firearm or without having their firearm cleared.**
11. Be prepared to take over for the Range Master should he/she need to leave the line. Observe the unloading procedures and oversee the "**Unload and show clear**" command.
12. The RO/Line Judge will be asked to testify in the case of an Arbitration Committee meeting.

**Keep it light and fun, Smile a lot ☺.**

## Hand Judge

The Hand Judge is a vital part of the safe and fair operation of a CFDA match. Many times hand judging is overlooked or considered a menial task when in fact the Hand Judge is the first line in shooter safety as well as fair competition. It is ok for new shooters to help Hand Judge a shooter, but trained Range Officers should see that new shooters know what the responsibility of a Hand Judge is.

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

1. To see that after the shooting commands have been given, the shooter does not move the gun in the holster before the light comes on.
2. Assist the shooter in loading and unloading. Note: When using Cowboy Fast Draw© cartridges, all shells loaded into guns must be handed to the shooter by the Hand Judge. When shotgun primer loads are being used and supplied by the shooter, check to see that they are using approved components.
3. **The Hand Judge** in most contests will be the next shooter on the lane they are called to judge.
4. Do not allow the Shooter to un-holster their gun for any reason until, the "**Load and make ready**" command is stated by the Range Master.
5. **Check for eye protection.** It is mandatory
6. **No live ammunition** is allowed in the area – check gun belts.
7. **No more than 5 rounds may be loaded in the gun.** The hammer must always be down on an empty or fired chamber.

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8. Always see that the shooter remains facing down range when their gun is loaded.
9. Remind the shooter of the 170 Degree Rule if you see their barrel start to wander while loading, unloading or shooting. Be prepared to control them if you are in position to do so.
10. When a bout is completed give the command, “**Unload and show clear.**” Then stay with the shooter and observe the process. Visually inspect all chambers, and then give the command, “**Gun clear. Hammer down and holster.**” **Important! Stay with the shooter until the gun is holstered before allowing them to turn up range, as you may save them from receiving a penalty.**
11. If other bouts are still in progress, and the next shot is ready to be fired and the shooters in the finished bout have not finished clearing the line, ask them to “**Stand easy**” so that the firing line is not disrupted, they then can finish clearing the line after the next shot is fired.
12. In the case of a Safety Violation tend to it immediately and bring it to the attention of the Line Judge or Range Master.
13. See that the shooter stays behind the firing line.
14. Always be aware of activity down range – be prepared to yell “**Down range, holster your guns**” if there is any person down range and that command has not been given previously.
15. Please note that firing with the gun barrel behind the holster must be obvious. The benefit of the doubt goes to the shooter. However, if it is the first violation the Hand Judge should bring it to the attention of the Range Master and issue a verbal warning, after that it is a loss of shot.
16. The hand can be touching the gun but the trigger finger must not be inside the trigger guard until the light comes on.
17. POSITIONING THE HOLSTER ANYWHERE OTHER THAN THE SIDE OF THE LEG is not allowed: Since holster curtains can be manufactured in various widths and angled rakes can be deceiving, the trigger guard of the gun will be the defining point. A straight object (like a trigger finger) extended through the trigger guard must be able to touch the seam of the pants or behind that point. In the case of unusual pants or no seams such as a dress it would be where a seam would normally be.
18. The Hand Judge may be asked to testify in the case of a meeting of the Arbitration Committee.

## ASSISTING THE SHOOTER

This is a fun sport. We need to try to help each other.

1. As a Hand Judge you may offer suggestions, especially to newer shooters, if you can see where misses are going or you think you can help the shooter. That is the Cowboy Way.
2. Be careful not to “Over Coach” seasoned shooters as it may hinder their concentration.
3. Some shooters are new and may also need assistance in loading or unloading.
4. Help and encourage your fellow shooters.

# COWBOY FAST DRAW ASSOCIATION

## Scorekeepers

1. All scorekeepers have a responsibility to the shooters and match officials to be fair and objective at all times. Scorekeepers will assist the announcer with keeping track of scores and round eliminations.
2. **NO Smoking** will be allowed in the scorekeeper/ announcer tent.
3. **No one but official Scorekeepers, Match Officials, or CFDA Officials will be allowed in the scorekeeper/announcer area.**

### WHEN USING THE STANDARD SCORING SYSTEM

There will be an **IN** and an **OUT** box for each scorekeeper. The IN box will have the shooters' scorecard drawn and in order for your assigned lanes. The OUT box will be for shooters' scorecards that have completed shooting.

1. Timers will be marked with the corresponding number of the lanes they are assigned to help keep track of your assigned lanes.
2. When possible position yourself so you can read the timer.
3. Once the names of the opponents you are scoring have been announced, verify that you have the correct scorecards for the shooters assigned to your lanes.
4. Enter the names of each shooters opponent in the "Opponent's" column.
5. The round (RD) column should always match the number of rounds shot in the match, i.e. all scores recorded in round 1 should be recorded on line 1 of the scorecard. **All shots in a round must be recorded on the same line.**
6. Record both shooters' time on their respective scorecard and circle the fastest time. In a three out of five shot round, the first shooter with 3 circles wins the round of elimination. It helps the announcer if you can hold up the score with your fingers so he/she can see them.
7. Should a line on the scorecard become filled and more room is needed, a second score sheet will be attached to the first and the shots will be recorded on the same line as the round. The next round would then start on the original scorecard.
8. When scoring a **BYE round**- Do not record opponents name on the opponent's column until the winner of the BYE round has been established. The shooter with the **fastest time** will win the BYE round and move to the next round. A slash mark will be recorded at the end of all three shooters last shot. The winner of the BYE round will have his time recorded and a W will be marked in the Bye column and a W will be recorded in the W/X column. The remaining two shooters will have X recorded in the BYE column and continue the contest. The name of the respective shooter will then be written in the opponent columns. The winner of the remaining two shooters will have a W recorded and the loser will have an X recorded.
9. In the case of a miss, a no time (NT) is recorded.
10. In the case of a hit but no time appears or a hit and the timer malfunctioned the a (HIT) is recorded, meaning a hit with no time. A winning hit with no time will be circled.
11. In case of a safety violation (shooting behind firing line or through the holster) resulting in a loss of round a (SV) will be recorded for the shot and an X will be recorded in the W/X column.
12. In case of a procedural violation (jumping the light) a (PV) will be recorded.
13. In an extreme case when a Match Disqualification occurs, a (DQ) will be recorded and the contestant will be removed from the remaining contest.

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14. Explanations of violations will be recorded in the "Explanation of Violations" box in case of disputes.
15. Take your time to insure all times are recorded accurately. In case of a dispute on the firing line, please wait until the dispute is cleared before recording the shot info.

**If you have questions don't hesitate to ask a match official.**

**Be patient, have fun, and smile a lot ☺.**

## **CFDA Round by Round Score Sheet Instructions**

This is a scoring method for CFDA Elimination Contest, which has proven to cut paperwork, paper shuffling, and time by up to 75 percent. It can be used in any size contest, from a club practice contest to a titled championship match.

### **How this system works:**

1. Forms are available at [www.cowboyfastdraw.com](http://www.cowboyfastdraw.com) and can be downloaded at no cost. CFDA also has the Master Sign-up Sheet available in duplicate and the Round By Round Score Sheet available in triplicate for a nominal fee to cover the expense of printing them. Score Sheets are provided at no cost for titled championship matches.
2. Have the shooters enter their alias, name, and signature on the Master Sign-up Sheet, which is in a duplicate format. This will establish their shooter number. You will also note that there is a place to keep track of up to 4 X's. Tear-off and post the second copy for the shooters.
3. Then, using the Round by Round Score Card (which is in a triplicate format), start drawing poker chips and entering the numbers as they are drawn in the "Shtr#" column.
4. Using the Master Sign-up Sheet, match the names to the shooter numbers and enter them in the "Shooter" column.
5. In the "X's" column, enter the amount of X's that shooter has before this round is fired. This info should also be available from the Master Sign-up sheet.
6. Enter lane assignments based on how many lanes are at your contest.
7. Tear off the back copy and post it for the shooters.
8. Score the round as usual, you will find that one scorekeeper can easily enter all times for up to eight lanes since all the data is lined up on one page. In fact, we have found at times the Timer Operator/Announcer can even write the scores. Although, it is a handful for one person to do.
9. After the sheet is completed, tear off the second copy and post it for the shooters, they can copy down their times if they want to. We plan on creating personal scorecards for this purpose, but since this information can be scanned and posted online we feel that it more than offsets not getting a copy of actual score sheets at a match.
10. Update X's on the Master Sign-up Sheet before drawing next round and remove any poker chips for shooters that have received maximum X's. Note: it is helpful to organize poker chips by numerical order so chips can easily be located and pulled as needed, before putting them back in the draw bucket.
11. Update the X count on the copy of the Master Sign-up Sheet posted for the shooters. You are ready to draw the next round!

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Additional Notes: If you intend on scanning the score sheets for posting, write as clearly as possible and use white out tape rather than scratching things out.

**Bye Rounds:** There is a place for three shooters at the bottom of the page, however, you can use the blank spaces between bouts anywhere on the page to start byes or shoot offs. Once you write the three names for a bye round and they have fired their shots, record the times and circle the winning time. Mark a "W" in the Bye and W/X Column of the winning shooter. Place a slash at the end of the remaining shooters times. The remaining two shooters continue out the bout on the appropriate lines, without moving them elsewhere on the page. The winner of the remaining two shooters will have an X in the "Bye" column and a W in the W/X column. The loser of the bout will have an X in both the X column and the W/X column.

Space for extra shots: If the bout goes on more shots than spaces just enter that data in the blank spaces between bouts, do not start another scorecard.

**Computer version:** We are adapting this scoring system to our existing computer drawing system, as used at The 2006 Nationals. When complete, the computer will be able to draw randomly without duplicating bouts up to four rounds (this will replace the need to draw winners and losers rounds), and will be able to print round by round score sheets with all data (no handwriting), separate shooter match-up sheets, and an X count update sheet. All that will have to be done after a round is complete is to key-in what shooters got X's and it will be ready to print the next round.

We hope that this will really add to the enjoyment of our matches. It will take the paperwork overload off of our valued scorekeepers and give them a chance to enjoy the match even more.

## Target Tenants

In larger matches it is sometimes necessary to have target tenants grease targets. This will help speed up the clearing time between shooters. Line Judges may also be used as target tenants.

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# COWBOY FAST DRAW ASSOCIATION

## Training For Shooter & Muzzle Control Techniques

This part contains “Hands On” techniques that should be shown by the instructor in the class room.

### Notes:

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# COWBOY FAST DRAW ASSOCIATION



## YOUTH SAFETY TRAINING

Youth shooters are the future of any shooting sport and the CFDA has recognized the need to properly train and teach our younger shooters the fundamentals of safe gun handling, respect for the shooting sports, and good sportsmanship. Training should include discussion of good sportsmanlike conduct and helping fellow shooters in every way possible. A Youth Shooter is defined as any participant under the age of 18.

Our first mission is always **safe gun handling**.

**A Youth Shooter's parent or legal guardian must be present at all times** when the youth is competing in a CFDA recognized event, monthly match, practices, sanctioned titled matches, etc. **Youth Shooters will not be allowed to shoot** without a parent or legal guardian present.

### Categories and levels of Training:

Youths are split into two major divisions: Junior Category ages 16-17 wherein they compete against adults, and Youth Division containing Billy the Kid and Annie Oakley ages 8-15. However, they have three different levels of training that are formally recognized by the CFDA. Youths will be issued a training level completion card by the CFDA, which is signed by the Youth Shooter, the Instructing Range Officer, and the Youth's parent or legal guardian. This card allows the Youth to enter competitions for the training levels that they have completed. The Youth's parent agrees that they accept full responsibility and liability by permitting their child to compete in CFDA competition.

1. **Level 1** is referred to as "**YOUTH LASER.**" This is the beginning of the CFDA basic firearm and gun handling safety. It is where the youngster not only learns the safety aspects of firearms but actually competes against other youths using in-bore lasers. Projectiles of any sort are **NOT** allowed. Each youth must complete this training course, show proficiency by practicing safe muzzle control, loading and unloading, and list nomenclature before being issued a Level 1 card even when competing at this level.
2. **Level 2** is referred to as "**YOUTH TWO-GUN.**" This level shows training in shooting standard CFDA wax bullets, but using two hands on the firearm. The hammer **CANNOT** be pulled back until the firearm is pointed down range and **MUST** be pulled back with the thumb of the opposite hand. Billy the Kid and Annie Oakley competitions can be conducted at this level. Each youth must complete this course, show proficiency in safe muzzle control, loading and unloading, list nomenclature, show proper two-hand cocking and firing, proper de-cocking, and is required to shoot a 6" group of wax bullets (3 shots) at 15' before being issued a level 2 card.
3. **Level 3** is referred to as "**ADVANCED YOUTH.**" This level allows the youth to operate the six-gun one-handed just as the adults do, but they may only compete in the Youth Division. Each youth must be 12 years of age, all requirements of level 2 have been met and show proficiency in safe one-handed operation before being issued a level 3 card.
4. **Level 4** is referred to as "**JUNIOR CATEGORY.**" This level allows the youth to compete with Adult categories. Depending on the size of contest, there are always special

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awards for Junior categories. Note: Junior category is reserved for ages of 16 and 17, and must complete all the requirements of level 3. Exceptions in age will only be made when the candidate meets all of the following conditions:

- a. Level 4 training is completed and the card has been signed.
- b. The Youth writes a letter of request to the CFDA for permission to enter the Junior Category, also signed by the parent/guardian.
- c. Obtains a recommendation of a CFDA U.S. Marshal.
- d. It is approved by the contest Host/Match Director.

## Basic Safety Rules:

1. Never point the muzzle at anything you are not willing to destroy!
2. Always assume a gun is loaded, even when you just checked it.
3. If you find a gun do not touch it. Immediately tell an adult.
4. All Youths (under age 18) MUST use a holster with a bullet deflector (either metal or leather.)

## Nomenclature

The youth shooter shall be taught the proper nomenclature of the .45 Colt Single Action revolver and each part demonstrated, so when referred to during the course he or she will be familiar with the revolvers parts and function.

1. **Muzzle** – the end of the barrel in which the bullet exits. “always pointed down range”.
2. **Hammer** – the hammer is used to cock the revolver for firing.
3. **Trigger** – the trigger is used to activate the hammer causing the revolver to be fired.
4. **Cylinder** – The rotating portion of the revolver in which holds the cartridges.
5. **Loading Gate** – located on the right side of the revolver’s frame, is opened to allow loading and unloading of the cartridges.
6. **Ejector Rod** – located under the barrel. This rod is used to push the cartridge cases out of the cylinders through the opened loading gate.
7. **Cylinder Retaining Pin** – The cylinder rotates on the cylinder-retaining pin and holds the cylinder in place while shooting. It must be removed in order for the cylinder to be removed from the frame.
8. **Grip Frame** – the rear portion of the revolver that is held in the hand to control the revolver.

## Eye and Ear Protection

All youth shooters are **required** to wear eye and ear protection. **Both are mandatory.**

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# COWBOY FAST DRAW ASSOCIATION

## Loading and Unloading

Only five rounds can be loaded and the hammer down on an empty chamber to start a round.

All youths will practice loading and unloading the .45 Colt Single Action revolver using dead cartridges for safety purposes while this task is learned. Allow each youth to become proficient loaders and unloaders as this will help speed up clearing times when competing.

Teach the youth to **first** pull back the hammer to the half-cock position if the revolver is required to be at half cock **before** opening the unloading gate, as this will allow the revolver to be in time and the cylinder to turn easily.

Loading will only be allowed under the supervision of a CFDA Certified Range Officer on the firing line.

### **Teach the safest method of de-cocking the revolver after loading.**

To safely de-cock a revolver, place your non-shooting thumb between the hammer and the frame of the revolver. Hold pressure on the hammer and depress the trigger. Allow the hammer to ease forward and rest on the thumb. Then remove your finger from the trigger. Holding the hammer, ease your thumb from under the hammer and allow the hammer to ease forward and rest on the frame. As the shooter becomes more proficient at loading and unloading, the non-shooting thumb may be eliminated.

Loading will only be allowed under the supervision of a CFDA Certified Range Officer on the firing line.

### **Sight Picture**

Although most fast draw competitors do not aim the revolver, it is important to teach our younger shooters the basic fundamentals of accurate shooting.

**Aligning the sights:** To align the sights you must look through the rear sight, which is part of the revolver's frame, and align the front sight with the rear. The front site must be the focus point.

While looking through the rear sight, align the top of the front sight even with the top of the rear sight and centered between each side of the rear sight. This creates a sight picture. It is important to maintain the sight picture through the trigger pull so when the revolver discharges it is on target. Instructors should demonstrate this.

### **Trigger control**

To shoot accurately, trigger control is a must.

While maintaining sight picture, squeeze the trigger smoothly and evenly until the hammer falls. This insures that you don't move the sight picture off target when shooting.

The youth shooter, **Level 2**, are required to shoot a 4" group with wax bullets at 15', in order to demonstrate basic firearm fundamental training. YOUTH TWO-GUN

In Cowboy Fast Draw©, a quick smooth depression of the trigger is the trick. Be mindful not to turn the revolver off the target when depressing the trigger in fast draw. The instructor should demonstrate this.

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# COWBOY FAST DRAW ASSOCIATION

## Drawing the revolver from the holster

**This is the most likely time for the youth shooter to have an accidental discharge of the revolver.**

It is important to recognize the differences in levels of ability for each individual youth shooter. Some will have no problem drawing and shooting from the holster and some will struggle to hold the revolver, cocking the hammer, maintaining safe control of the revolver and firing the revolver safely.

The importance of **safe gun handling** must be stressed and enforced by the Range Officers who must be ready for anything.

**Cocking the revolver while drawing from the holster will not be allowed for youths under the age of 12.**

Youth shooters 12 years of age and above will complete this training course and show competency to the instructor before being issued a CFDA “Advanced Youth” shooter card. The CFDA “Advanced Youth” shooter card must be presented to the range host or match host to be allowed to cock the gun while drawing from the holster.

**All Youth Shooters will follow CFDA Rules and Guidelines and must be able to answer questions from the Gunslinger’s Guidelines.**

**At anytime the youth shooter experiences any gun malfunction or ammunition malfunction he or she is to immediately raise their hand and wait for assistance from a range officer.**

### Laser Contests for Youth Shooters

At the option of a CFDA club or contest host, Youths under the age of 12 may participate in Billy the Kid & Annie Oakley Laser Contests where they do not use wax bullet ammunition. The laser will be set at a 6 ft. distance, 50 inches to center. All contest and safety rules will apply.

**ALL YOUTH SHOOTERS MUST BE TAUGHT THE FUNDAMENTALS OF SAFETY AND REVOLVER OPERATION, COMPLETE THIS COURSE TAUGHT BY A CFDA RANGE OFFICER AND BE ISSUED CFDA YOUTH SHOOTING CARD BEFORE PARTICIPATING IN ANY CFDA EVENT!!!**

### **NOTES**

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