



# CFDA

## GUNSLINGER'S GUIDELINES

*5th EDITION*

**& CFDI International Rules**

COPYRIGHT 2002, 2004, 2006, 2007, & January 2009 ©

**Cowboy Fast Draw Association, LLC**

*All Rights Reserved*

*Effective January 1, 2009*

## Founder's Letter

Howdy, and welcome to the Cowboy Fast Draw Association!

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

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

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

The goal was to form an organization that was not only safe, fun, and affordable for the members, but also host and sponsor friendly. It's not an entirely new concept and not based solely on one shooter's experiences. Countless hours were spent interviewing fellow fast draw shooters who were "there when it all started," many in the '50s and '60s. Some of the most respected holster makers in the business offered advice. The compilation of shooter's contest experience, ammunition testing, human reaction research, and the brilliance of the technicians developing the timing equipment, have all contributed to the CFDA. Thanks and appreciation is due to more individuals that I can name.

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

So, let's have fun!

Thank You,

**Brad and Susan Hemmah, Founders**

## TABLE OF CONTENTS

Founder’s Letter .....	2
Table of Contents .....	3
Mission & Goals .....	4
About the Cowboy Fast Draw Association .....	5
Clothing Requirements .....	5
Choosing an Alias & Categories .....	6
Youth Shooters .....	7
U.S. Marshals .....	7
Competition Rules & Regulations .....	8
Guns .....	9
Holsters .....	10
Ammunition .....	12
Time Clocks and Targets.....	14
Elimination Contest Procedures .....	14
Montana 5-Shot Format .....	16
Timer Malfunctions .....	17
Championship Format .....	17
Category & Overall Shoot-offs .....	18
Standard Range Commands .....	19
Technical Rules .....	21
Procedural Violations .....	22
Conduct Violations .....	23
Safety Rules .....	24
Arbitration Committee .....	25
Hand Judging Procedures .....	26
General Information & Etiquette .....	28
Shooting Area Details .....	30
Townfolk Alley Guidelines .....	32
Sanctioned Contest Criteria .....	33
CFDA Logo Policy .....	35
Manufacturer Approved Merchandise .....	35
Starting a CFDA Affiliated Club .....	36
Cowboy Fast Draw International (CFDI).....	40
CFDA Products .....	41

***This publication is the result of many combined years of shooting competition and administrative experience. Plus, valuable comments and recommendations from U.S. Marshals representing CFDA Affiliated Clubs.***

### **Mission**

***To build an organization that will promote an Amateur/Professional sport based on the Romance and Legend of the Old West. A friendly sport, that promotes Firearm Safety, Courtesy, Integrity, Sportsmanship, and the Cowboy Way.***

### **Goals**

1. To build a non-political organization run in a professional and business-like manor.
2. To educate as many people as possible in the safe and proper use of firearms.
3. To never lose sight that all competitors are choosing to spend their time with us to have fun.
4. To keep the rules simple and to the point, and to pursue the proper balance between the spirit of the game, fair play and meaningful competition.
5. To keep our clothing & equipment such as guns and holsters true to form of the time period that we represent (1873-1899).
6. To become an organization paying its own way and be managed with the best interest of the sport in mind.
7. To build a system of clubs nationally and internationally providing a solid foundation for the sport of *Cowboy Fast Draw*© for years to come.
8. To raise funds for worthwhile charities.
9. To build our membership to 10,000 and beyond.
10. To promote a positive public image of our sport and the spirit of the American Old West.

## COWBOY FAST DRAW ASSOCIATION, LLC

The Cowboy Fast Draw Association, LLC was founded as a Limited Liability Company in 2002 by Brad & Susan Hemmah in Deadwood, South Dakota. The Hemmahs have remained as valued advisors, with Brad Hemmah being appointed U.S. Marshal at-large (see founder's letter).

The organization is dedicated to preserve, protect and promote the sport of *Cowboy Fast Draw*®, which is a unique form of a sport that has a history of over 50 years. Evolution is a natural course for most things, but some things are meant to stay as they are. So it is with *Cowboy Fast Draw*®, which is meant to represent the time period between Samuel Colt's invention of the Colt .45 Peacemaker in 1873 and 1899, the hey-day of the American West. The spirit of our game is that competitors must use equipment that was available from the appropriate time frame. See the equipment section for the appropriate firearms that can be used in *Cowboy Fast Draw*®. The western holster was heavily impacted by Hollywood during the mid-to-late 20<sup>th</sup> century. Therefore, our holsters have rolled-back to the aforementioned time period as well.

### Clothing

Clothing is an essential part of the atmosphere that we create at a *Cowboy Fast Draw*® contest and related activities. Late 1800s period clothing is the theme. All competitors must be in appropriate clothing and we strongly recommend guests and family members be dressed in the theme. **Competitors are expected to dress in appropriate clothing at all contest related activities, including dinners, social events, and awards ceremonies, unless otherwise directed by the host.**

Western cowboy, including working cowboy clothing is acceptable. Town folk or period profession is acceptable. Western-style boots or moccasins are the accepted footwear. Western or theme character hats are mandatory for men and optional for ladies. Tennis shoes, t-shirts, and men's short sleeve shirts are not allowed (rolling up sleeves is fine). The only logos allowed on clothing are the CFDA Logo and CFDA Affiliated Club Logos. Club shirts that contain too much lettering, names, and massive pictures of mascots tend to look like bowling league shirts and that is not the appropriate appearance for *Cowboy Fast Draw*®. Sponsor or manufacturer names and logos are specifically not allowed.

### **Choose an Alias**

While it isn't mandatory to acquire an alias to shoot under, we strongly recommend it to add to the fun of the spirit of the Old West. If a shooter provides an alias, the Host should use it for the contest. If you have established an alias from another western shooting sport such as SASS or Western 3 Gun, you are welcome to use the same name in *Cowboy Fast Draw*® as long as it doesn't conflict with one already established and registered with CFDA. CFDA will maintain an alias registration page at: [www.cowboyfastdraw.com](http://www.cowboyfastdraw.com)

Your alias belongs to you and may not be duplicated by clever spelling by another CFDA member at any sanctioned contest, if it sounds the same, it is the same. All alias selections must be socially acceptable and not vulgar. CFDA will be the final authority in these matters.

### **Divisions & Categories**

All recognized contests will have a Men's & Lady's Division. Categories for Men's & Lady's Divisions are required in CFDA Titled Championships higher than State Championship level. There are no classes in *Cowboy Fast Draw*®, all categories are recognized equally. A contest host may limit the number of trophies or combine the categories based upon pre-registered entries. This is only one of the reasons that pre-registration is highly recommended for all larger contests.

Recognized Categories are Boy's & Girl's Junior ages 16 & 17, Men's & Lady's Traditional age 18+; Men's & Lady's 49'r age 49+; Men's & Lady's Senior age 60+; Men's & Lady's Super Senior age 65+; Old Timers & Grand Ladies age 70+, and Men's & Lady's Shootist. Only competitors under 18 may enter Junior Categories. Only men may enter in the Men's Division and only females may enter in the Lady's Division. No person is required to enter any age-based category and may shoot in Traditional. Shooters must choose only one category that they qualify for, i.e.; A 63 year-old may enter Traditional, 49'r, or Senior. Categories may not be changed once registration has closed. If a shooter does not declare a category before registration closes, they will be placed in Traditional, which is considered an Open Category.

It is recommended that a host provide equal cash prize money and charge an equal entry fee for Men's & Lady's Divisions. Categories should be for recognition, trophies & merchandise only. It is also advisable to recognize the Top Couple by using rank points in their respective divisions, ties will be broken by the couples fastest time in their final round by averaging the two times together.

## **Youth Division**

Please see CFDA Youth Training Program for complete details. Only Level 3 Junior Category shooters are authorized to compete with adult divisions in CFDA Titled Championships. All other Youth Levels compete in special divisions separate from the main match. It is the host's option in non-titled sanctioned contests.

### **Shootist Category**

The Shootist category is for competitors that use Slim Jim Holsters and revolvers with a minimum barrel length of 7-1/2". There shall also be a Men's & Lady's Division of this category, but the category will not be further divided into aged based sub-categories. Note: We have found factory tolerances in barrel lengths on some models actually measure less than 7-1/2", this is acceptable as long as it is a true factory tolerance. A 7" S&W Schofield Revolver or reproductions are also allowed in this category, with same factory tolerances as mentioned above.

### **Provisions for Youth Shooters**

At a host's discretion, there may be matches conducted at the youth level. These may be separate matches or in conjunction with a regular match. There are two youth divisions called Billy the Kid (boys) and Annie Oakley (girls). There are categories within these divisions depending on the youth's proficiency; they are Youth Two-Gun and Advanced Youth. All youth participants (under age 18) must go through the CFDA Youth Safety Training Course (please read the entire section in the CFDA Range Officer's Course at [www.cowboyfastdraw.com](http://www.cowboyfastdraw.com)). The parent or legal guardian must be present during the course.

Parental or guardian consent and supervision is required for all competitors under age 18 or 21, depending upon applicable local, state, or federal law. Caution is recommended with any Junior, Billy the Kid, or Annie Oakley competitor. Local or state regulations and insurance may prevent some match organizers from offering these youth competitions as published herein.

## **U.S. Marshals**

Each CFDA Affiliated Club is entitled to appoint/elect a U.S. Marshal. A U.S. Marshal's job will be three-fold:

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

U.S. Marshals must be Life Members of CFDA. All U.S. Marshals or their appointed Deputies will meet annually at the CFDA World

Championship “Marshal’s Muster” with the Executives of CFDA, and will discuss and advise on any competition rule changes that are on the agenda. Agenda items must be submitted by U.S. Marshals, no later than 60 days before the Marshal’s Muster each year. The Executives will form and finalize the agenda no later than 45 days before the Marshal’s Muster. Clubs must install new U.S. Marshals by December 31<sup>st</sup> each year and the installation must be submitted in writing to the CFDA or the incumbent U.S. Marshal will automatically be re-appointed. CFDA Executives may appoint U.S. Marshals at large, the first such appointment is the Founder of the CFDA, Brad Hemmah.

### **Competition Rules & Regulations**

Paying your membership fee and contest entry fee will be your agreement with the CFDA to accept and compete under all rules, guidelines, and specifications of the CFDA.

All rule and regulation violations must be dealt with immediately after the shot is fired. All protests must be voiced before the next shot is fired or it is a moot point.

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

CFDA has final authority over policy and rule interpretation. Any “Official Clarification” will be posted on [www.cowboyfastdraw.com](http://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 Guidelines.

### **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.

## **EQUIPMENT**

### **Equipment and Ammunition Violations**

Any equipment that is used in CFDA competition must comply with the rules.

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.

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.

## GUNS

### Firearm Types

Single-action revolvers, factory chambered for .45 Colt caliber, with non-adjustable rear sights, such as: S.A.A. Colt, Colt Bisley, 1858 Remington Conversion, 1875 Remington, S&W Schofield, and faithful reproductions thereof, plus Ruger Vaquero models. The exterior parts of the revolver must match factory stock contours and made of original type material: i.e. hammers must not be bent in anyway, no trigger shoes, no aluminum/titanium barrels or cylinders, no skeletonizing, no modifications to the trigger guard, or grip frame, etc. All external parts must match the manufacturer’s stock product, i.e. a Bisley revolver must have a matching Bisley hammer, a SAA must have a stock SAA hammer. Front sights are optional. Minimum barrel length is 4-1/2”, except in the Shootist category (see Page 6), when measured from the cylinder to the front of the barrel. Hammer knurling may be smoothed.

### Tuning Actions

Tuning stock actions or action jobs are allowed. No factory installed safety devices may be removed. No action job may affect the factory designed external operation of the revolver: i.e. no short stroking actions, slip-cocking actions, or adding half-cocks or free-spin pawls in Ruger Vaquero models. Half-cocks and full-cocks must be able to withstand a reasonable jar. Cylinder notches may be deepened and cleaned to fit the bolt, lead-in grooves may be modified as needed to improve reliability.

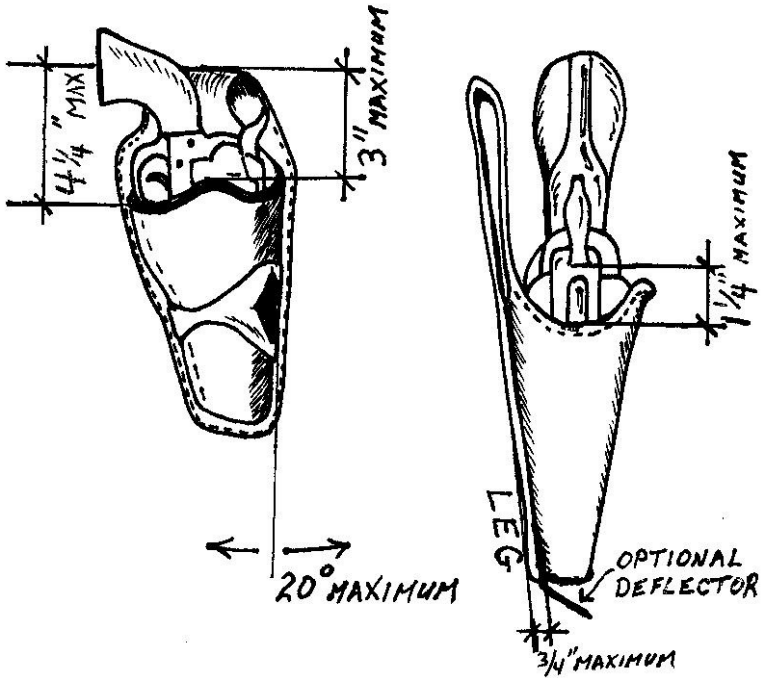
### Grips

Contemporary rubber grips, target grips, and grip tape are not allowed. Grips made of simulated and natural materials are allowed. Grips may not extend beyond the grip frame in any direction more than 1/8”.

### Cosmetic Embellishment

Engraving anywhere on the revolver is permitted.

10  
HOLSTERS



1800s-style Mexican loop, Slim Jim, and California pattern holsters of leather/rawhide construction. The over the belt-style holster will be worn on the side of the hip and leg only. No cross-draw, shoulder, buscadero, contemporary Hollywood, or steel lined holsters are allowed. CFDA advises the use of leather string holster tie-downs to help prevent the holster from riding up with the draw, no leg buckle belts allowed. CFDA advocates the use of western chaps or chinks for safety.

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

### Holster and Gun-Belt Specifications

- The gun must fit the holster, no oversized holster boots or pouches allowed.
- There will be no more than a 20-degree (front or back) holster cant while the shooter is in a normal standing position.
- The side lip of the holster pouch (covering the cylinder) must not measure more than 3" from the top of the holster gun belt loop.
- The holster pouch side-cut will cover the cylinder notches when viewed from the side.
- The front holster pouch cut (top of the gun frame) will not be lower than 1-1/4". This will be measured from the point where the hammer contacts the frame, except on Ruger Vaquero models. Ruger Vaquero models will be measured from the milled depression where it meets the rear of the sight groove.
- The gun belt must be of straight-cut design. Note: It is a natural occurrence for a belt to develop a contour by conforming to the shooter's body during continuous use. It is also acceptable for manufacturers to simulate natural contours.
- The gun belt may be notched to keep the holster in place (not to exceed 1/4").
- The trigger guard of the gun must have a resting point on or within the rear of the holster pouch to constitute the legal start position. The front of the trigger guard when in the legal start position must not measure more than 4-1/4" from the top of the holster gun-belt loop.
- The inside of the toe of the holster must be no more than 3/4" from the shooter's leg. This allows 1/4" thickness of pouch material, 1/4" thickness of curtain material and 1/4" thickness of deflector, if used.

### Shootist Category Slim-Jim/California Pattern Holsters Specifications:

- The gun must fit the holster, no oversized holster boots or pouches allowed.
- There will be no more than a 20-degree (front or back) holster cant while the shooter is in a normal standing position.
- The holster pouch side-cut will cover **all of the cylinder** when viewed from the side.

- The front holster pouch cut (top of the gun frame) will not be lower than 2" below the top of gun belt.
- The gun belt must be of straight-cut design. Note: It is a natural occurrence for a belt to develop a contour by conforming to the shooter's body during continuous use. It is also acceptable for manufacturers to simulate natural contours.
- The gun belt may be notched to keep the holster in place (not to exceed ¼").
- The trigger guard of the gun must have a resting point within the rear of the holster pouch to constitute the legal start position.
- The top and bottom of the belt loop must be sewn on the back of the holster, no part of the loop may extend above the holster pouch.
- No tie downs may be used.
- If there are specific questions in regards to what is and what is not a Slim Jim/California Pattern holster, we invite you to reference the book *Packing Iron* by Richard C. Rattenbury. Specifically Pages 74-95, with the exception of the bottom of page 94.

## AMMUNITION

### Bullets

All projectiles are to be CFDA Approved .45 caliber wax bullets only. Approved bullets are: C&R Wax, Bandit Bullets, Spit Fires, or any other bullet listed on: [www.cowboyfastdraw.com](http://www.cowboyfastdraw.com)

### Shotgun Primer Loads

Official CFDA Wax Bullet Casings or standard length .45 Colt casings modified to accept shotgun primers may be used. No additional gunpowder may be used. A host may designate the use of shotgun primers and casings for any contest below State Championship level; this must be advertised in advance. Hosts have the option of providing shotgun primers, wax, or casings. Contestants must use components when supplied by the host. If contestants are providing their own shotgun primer loads, they must use approved projectiles and factory shotgun primers, and must bring enough pre-loaded shotgun primer loads to the firing line to complete a round.

### **Cowboy Fast Draw Cartridges**

In State, Territorial, National and World Championship Title Matches, the host must provide and supply all ammunition used in the tournament; these are called “Cowboy Fast Draw Cartridges”. Cowboy Fast Draw Cartridges consists of CFDA Approved wax bullets, .45 Long Colt casings with enlarged primer flash holes, large pistol primers, and no more than six grains of FFF or FFFF black powder, or no more than four grains of Hodgdon 777 (black powder substitute). **Velocities must be verified with a chronograph and certified by the contest host** not to exceed 800 fps for C&R Wax, 850 fps for Bandit Bullets, and 800 fps for Spit Fires. This is due to differences in bullet weights, brand of primers used, and how far the bullet is inserted into the casing, which affects power factor ( $MV=E$ ). Note: Each time a new brand of bullet is approved, the CFDA will issue a maximum velocity for that bullet that may not be exceeded when loaded into Cowboy Fast Draw Cartridges

Contests should always use the same ammunition throughout the competition. However, only in an emergency, i.e. if a contest host runs out of or has defective Cowboy Fast Draw Cartridges, the Host may have no other choice than to change to shotgun primer loads to finish the contest.

**Note:** Hosts of Titled Matches may request an exemption for the use of Shotgun Primer Loads in lieu of Cowboy Fast Draw Cartridges, due to special considerations such as indoor or confined shooting areas. This may also include governmental or law enforcement regulations. These requests are handled on a case by case basis only and approved only by CFDA. All ammunition in Titled Matches must be supplied by the host. Hosts should also consider that more time may be used in loading and unloading procedures on the firing line.

### **Alibi For CFD Cartridges or Host Supplied Shot Gun Primers**

If the host is supplying ammunition, the shooter should expect it to function properly. The host will designate an official revolver with a factory spring action. If a round fails to detonate in a shooter’s gun during a round, the round will be tested in the official gun. If it fires in the official gun, the score will be recorded as a NT; If it fails to fire, or if the round is determined to be otherwise defective by match officials, the shooter will be granted a re-shoot. If the shooter’s opponent hit the target, they will be given a choice to re-shoot the shot or keep their hit. If the opponent chooses to keep their hit, the shooter with the malfunctioning round will be given one shot to either win, tie or lose the round. The opponent’s choice is final.

## **TIME CLOCKS**

Contest time clocks must be approved by the CFDA. Contest time clocks must time two shooters or multiples of shooters simultaneously in elimination competition. Time clocks must have a random start between two and five seconds and must be capable of displaying both shooter's times to at least 1,000<sup>th</sup> (.001) of a second. Time clocks must record the precise moment the bullet impacts the target. Approved CFDA timers are: Precision Shooting Timers, Fast Trac Timers, Hughes Timers, or any other timer listed on [www.cowboyfastdraw.com](http://www.cowboyfastdraw.com).

## **TARGETS**

The target is a 24" round disc constructed of light metal or other materials that have the ability to accommodate an electronic sensor to record a hit anywhere on the target. Hits must not be recorded from the target stand. The hole for the start light will be a minimum of 2" in diameter and be centered on the target; the light will be protected with Lexan. If targets are being used outdoors they should have a sun-shield placed behind the light hole to protect against sunlight from behind the target. Targets are extra large to accommodate slight grade changes and bullet patterns. Shoot at the light!

Targets measure 50" from the ground to the center of the target. If the contest area is primitive, un-level terrain, a target may be measured 50" high from the firing line, level to the center of the target using a line or laser level. All Titled Championships, State or higher, must be line or laser leveled if gradient differential between the shooting position and the target exceeds 2".

White lithium grease will be spread on the front of the target face and start light glass to a thickness so that a bullet hit can be recognized from a distance well beyond the firing line. White lithium grease helps visually with judging, and spectators enjoy seeing the hits.

## **THE CFDA ELIMINATION CONTEST**

1. Elimination is contestant against contestant competing in a round of elimination, each having one target. Both contestants react to the start light on their respective targets, which illuminate at the same time. The contestant with the fastest shot hitting their target is awarded the winning shot. All ties must be re-shot, regardless of the blinking light.
2. Contestants stand side-by-side, facing their targets, at the specified distance. Distances used in CFDA are 15'

(Gunslinger), 18' (Gunfighter), and 21' (Master Gunfighter). Titled Matches are shot at 21'.

3. A round is one bout between two contestants. A round can be best two out of three, or best three out of five, at the host's discretion. Titled Matches are best three out of five.
4. The winning contestant receives a "W" on their scorecard. The losing contestant receives an "X" on their scorecard. An "X" represents the loss of an elimination round.
5. Elimination Factor - A match can be single X, double X, triple X, quadruple X, or more, at the discretion of the host. For example, in a triple X contest; a shooter must lose three times to be eliminated from the contest, or it can be called an Elimination Factor of three.
6. A host should always run a contest as advertised. A host may add one X to an advertised contest if attendance is low or change from two out of three to three out of five, but must do so before the start of the contest.
7. Contestants may only fire one shot per draw. Once a contestant holsters the gun, a shot may not be fired until the next start light.
8. There is no time limit for a recorded hit. A shot that hits the target after the time clock runs out is recorded as a hit, with out time. A shooter cannot begin to reload (open the loading gate) on the line while a timed shot is in progress to record a hit.
9. Contestants are paired only by random drawing. Until the Elimination Factor (see #5) is met, rounds will be drawn by matching winners with winners and losers with losers, from the previous round (this helps to keep contestants from being matched with the same person until the Elimination Factor is met, however, since the drawings are random, it is still possible to be matched with the same person after the 2<sup>nd</sup> round). All rounds after the Elimination Factor is passed are random drawing only. There are computer programs being developed that can assure that no pairings are duplicated before the Elimination Factor is met, while still keeping the drawings completely random. This will eliminate the need for matching winners and losers. Such a system may be substituted only if approved by CFDA.
10. As contestants receive enough "X's" to reach the Elimination Factor, which eliminates them from the overall match, they are ranked in an overall place. Ties from contestants being

eliminated from the match in the same round are broken by the fastest shot they fired in their last round.

11. In contests not using the Titled Championship Format, ties for recognized places (trophies or cash) places, will be broken by single X shoot-off.
12. In the case of an odd number of contestants in a round, the last three drawn will shoot a *by-round*. The “By” can be shot any time during a regular round. Each of the three contestants will fire one shot, preferably all at the same time, elimination style if enough lanes exist. The contestant with the fastest shot will win the *by-round*. The remaining two will be paired to shoot a regular round.
  - A. If two shooters tie with winning shots in a *by-round*, only those two shooters will re-shoot to break the tie.
  - B. If one or two shooters have a Loss of Shot Violation, they automatically lose the *by-round* and will shoot the regular round. If all three shooters have a violation they will re-shoot the *by-round*.
  - C. If one shooter has a Loss of Round Violation, they will automatically receive an “X” and the other two shooters will receive a “W.”

### **MONTANA 5-SHOT FORMAT**

1. All rules in the preceding section apply except:
  - A. A round consists of only 5 shots fired by each competitor.
  - B. The competitor that has won the most shots after 5 shots have been fired will be declared the winner of the round.
  - C. If the shot count is tied after 5 rounds are fired, then additional shots will be fired until the tie is broken.
  - D. Once a competitor has won 3 shots, they are declared the winner of the round.
  - E. If a competitor is ahead 2 to 0, with one shot to go, they are declared the winner of the round.
  - F. This format may only be used in the early rounds of a contest up to the Elimination Factor (See Rule #5, in the preceding section).
  - G. This format must be advertised in advance by the host.

**TIMER MALFUNCTION PROCEDURE**

1. If both targets are hit and there are no recorded times and two Judges cannot clearly identify the first hit, it will be regarded as a “No Contest,” and the shooters will re-shoot.
2. If both targets are hit and there are no recorded times and two Judges can agree which shooter obviously hit first, that shooter will be awarded the winning HIT, with no time.
3. If only one target is hit and there is no recorded time, the shooter will be awarded a HIT, with no time.
4. If both targets are clearly hit and there is only one recorded time and two judges cannot clearly identify the first hit, the shooter with no time will be awarded a re-shoot. The opponent will be given a choice to re-shoot the shot or keep their hit. If the opponent chooses to keep their hit, the shooter awarded the re-shoot will be given one shot to win, tie or lose the round. The opponent’s choice is final.
5. All hits must be verified visually by the Judges, if there is a recorded time without the target being clearly hit on the front surface and leaving a mark on the grease, then the shooter will be scored a miss (NT). (Fractured bullets do count as long as they hit the front surface with enough force to record a hit on the timer.) Note: In the case of bullet fracturing, clean the barrel before the next round. If the problem persists, the shooter will be required to change equipment.

**NATIONAL & WORLD CHAMPIONSHIP FORMAT**

1. All National & World Championships will recognize CFDA Categories.
2. All Men’s Division Category contestants will compete with one another, no matter what age-based category they have entered.
3. All Lady’s Division Category contestants will compete with one another, no matter what age-based category they have entered.
4. There shall be an overall cash prize structure for the Top 15 Men and Top 10 Ladies Divisions.
5. There shall be trophies, plaques, and/or other merchandise for all CFDA categories, and there shall be a separate shoot-off in each category for all Category Championships. There shall be no cash prize money in any category.
6. The match shall be run as described in the Elimination Contest section. As contestants receive enough “X’s” to reach the Elimination Factor, which eliminates them from the overall

match, they are ranked in an overall place. Ties from contestants being eliminated from the match in the same round are broken by the fastest shot they fired in their last round.

7. The match will proceed until the top five men and top five ladies are determined. These contestants are now in the Men's & Ladies Overall Championship Shoot-off. Note: Shoot-offs may also be required to determine the top five, if the Elimination Factor is reached by more than one shooter and less than five remain.
8. Match Officials will then post the top five contestants in each category based on the overall ranking of the match so far. These contestants are now qualified for their respective Category Championship Shoot-offs. Contestants in the Overall Championship Shoot-offs and Ladies Overall Championship Shoot-offs also qualify for Category Championship Shoot-offs.
9. The Top 5 Overall Championship, for both men and ladies, shall be ranked by first, the amount of X's, ties for X's will be broken by the fastest shot fired in the previous three rounds. This data will be used to establish the place they qualify for the Championship Shoot-off.

### **THE CHAMPIONSHIP SHOOT-OFFS** **(Category & Overall)**

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

1. Round one: 5<sup>th</sup> place qualifier is paired with 4<sup>th</sup> place qualifier (lanes 1 & 2). Loser moves to lanes 3 & 4 and awaits results of round two.
2. Round two: winner of round one is paired with 3<sup>rd</sup> place qualifier (lanes 1 & 2).
3. Round three: winner of round two is paired with 2<sup>nd</sup> place qualifier (Lanes 1 & 2).
4. Round Four, loser of round one is paired with loser of round two (lanes 3 & 4, to be shot at same time as round three) Loser of round four (with two Xs) is the 5<sup>th</sup> place winner.
5. Round five: Winner of round three is paired with 1<sup>st</sup> place Qualifier (Lanes 1 & 2).
6. Round six: Winner of round four is paired with loser of round three (Lanes 3 & 4, to be shot at same time as Round Five). Loser (with two Xs) is the 4<sup>th</sup> place winner.

7. Round seven: winner of round six is paired with loser of round five (Lanes 3 & 4). Loser (with two Xs) is the 3<sup>rd</sup> place winner.
8. Round eight: winner of round seven is paired with winner of Round Five (Lanes 1 & 2). If the loser of this round receives their second X, they have then come in 2<sup>nd</sup> place. If the loser of this round only has one X, they switch sides and shoot a final round to determine 1<sup>st</sup> and 2<sup>nd</sup> place.

**Additional Procedures:** *The highest qualifier always gets choice of lane. It helps to run the winner's bracket on lanes 1 and 2 and loser's bracket on lanes 3 and 4.*

**Note:** *It's not as complicated as it looks when it's all written down like it is here. It moves pretty fast, especially if four targets are used for each category shoot-off so that some rounds can be shot simultaneously, and it sure is a lot of fun!*

We hope that you all enjoy the mixture of categories and this Championship Shoot-off format, it is the best way we can think of to accomplish a lot of goals. It definitely adds excitement to the end of a match. It gives folks a lot of deserved recognition from all age groups. It gives everyone an equal opportunity to compete at the level they choose. It also allows for an entire match to be condensed into a finals format that can be captured into an understandable segment that we hope to feature on television, helping to grow and promote the sport.

We are only requiring this system to be used in National and World Championships. State & Territorial Championships are optional and we believe that this format will catch on in matches of all levels in time.

### **STATE/TERRITORIAL CATEGORY RECOGNITION OPTION**

State & Territorial Championships have the option to recognize Categories by either the Championship Shoot-off Format described in the preceding section or by virtue of overall placement in the contest. Or, by any other method they choose. CFDA does not provide awards for Categories in Titled Matches.

### **STANDARD RANGE COMMANDS**

Standard Range Commands add advantages to many aspects of an organized match. They keep everyone on the same page as far as contest procedures are concerned, producing a safer and more efficient environment. Another aspect for the future, as the sport becomes introduced to the international community, many countries do not have English as their first language. However, participants of CFDA in those

countries will know the Standard Range Commands in English and will be able to understand and comply with all contest procedures. The Standard Range Commands are:

1. **“Down range, holster your guns”**: 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”**: Means to stand perfectly still “Freeze” on the line even if you are in the process of unloading so as not to disturb a bout in progress.
7. **“Unload and show clear”**: Means that your bout is finished and you can begin the unloading procedure. You must show your empty chambers to the Hand Judge.
8. **“Gun clear, hammer down, and holster”**: This is the command that the Hand Judge will give after they have inspected that your gun is empty. Make sure that you holster 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,”** means you are the next person to Hand Judge and after that you will be the next shooter on the line.
- B. **“On the line,”** 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,”** means that you should be getting your equipment ready and are about to have the call: “Hand Judge in the Hole”.

## **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 guns is an invention of Hollywood.
2. **NO FINGER IN THE TRIGGER GUARD:** You may not have your trigger finger in the trigger guard before the start light comes on.
3. **NO MORE THAN 5 ROUNDS MAY BE LOADED IN THE GUN.** The hammer must always be down on an empty or fired chamber.
4. **CHANGING THE POSITION OR LIFTING THE GUN TO AN ILLEGAL POSITION IN THE HOLSTER** to gain a competitive advantage on your fellow competitor is not allowed.
5. **POSITIONING THE HOLSTER ANYWHERE OTHER THAN THE SIDE OF THE LEG** is not allowed: Since holster curtains can be manufactured in various widths and angled rakes can be deceiving, the trigger guard of the gun will be the defining point. A straight object (like a trigger finger) extended through the trigger guard must be able to touch the seam of the pants or behind that point. In the case of unusual pants or no seams, such as a dress, it would be where a seam would normally be.
6. **BOTH FEET MUST BE BEHIND FIRING LINE,** stepping over the firing line into the shooting range is not allowed.
7. **GUNS MUST REMAIN HOLSTERED** on the firing line until the “Load and make ready” command is given by an official.

8. 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.
9. DRY FIRING OFF THE FIRING LINE may only be conducted in an official “Dry Fire Area” designated by the host.
10. 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.
11. 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. Where the opposite hand is placed is not relevant unless it is being used to actually operate the hammer.  
**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 .339 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 miss (NT). 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 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 staff may take further actions of discipline, up to and including expulsion from the CFDA

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

**SAFETY First Always!!**  
**OUR MOST IMPORTANT RULES**

**OUR MOTTO:**

**“SAFETY FIRST, FUN SECOND, AND COMPETITION THIRD”**

OUR SPORT, BY ITS VERY NATURE, HAS THE POTENTIAL TO BE DANGEROUS AND A SERIOUS ACCIDENT COULD OCCUR. HOWEVER, THE LONG HISTORY (50 YEARS+) OF FAST DRAW COMPETITION USING WAX BULLETS IS FREE OF ANY SERIOUS ACCIDENT.

**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. 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 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 just followed this one basic safety rule, an accident would never occur anywhere.
2. **Everyone on the range must wear eye protection, ear protection is strongly recommended.** Those who are not wearing eye protection must put it on 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.
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: 1<sup>st</sup>, Loss of Round; 2<sup>nd</sup>, Match DQ.

4. **Discharging the gun in the holster, shooting the holster, or a bullet impacting behind the firing line.** 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, unloading, or practice drawing (dry firing) 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.

### MAJOR SAFETY VIOLATIONS

1. **Loading or unloading ammunition anywhere other than the firing line.** Note: Shotgun primer loads are not considered ammunition until the shotgun primer is inserted. Penalty: match DQ.
2. **Live Ammunition is not permitted in the contest area by any registered contestant.** Penalty: match DQ.
3. **Alcohol Consumption or being under the influence in the contest area is strictly prohibited.** Guns and alcohol don't mix! Penalty: match DQ.

### ARBITRATION COMMITTEE

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

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

action. **The Match Director may waive this fee if they agree that the appeal should be heard by the Arbitration Committee.**

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 this publication or any CFDA addendums or clarifications.

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

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

***Note:*** *A decision issued by an Arbitration Committee shall not constitute a carry forward precedent. Only a published interpretation by CFDA can establish a precedent (Page 8).*

### **CFDA HAND JUDGING PROCEDURES**

**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 trained Range Officers should see that new shooters knows what the responsibility of a Hand Judge is. **The Hand Judge** in most contests will be the next shooter on the lane they are called to judge.

1. Hand Judges should try to position themselves so that they can see the shooter’s hand and the light. Their main responsibilities are:
2. 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.
3. 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
4. CFDA recommends that titled contest hosts provide a small stool or chair for the hand judges and recommends hand judges to be seated during said contests. This allows the Range Master, Announcer and public a better view.

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.

4. **Check for eye protection.** It is mandatory
5. **No live ammunition** is allowed in the area – check gun belts.

6. **No more than 5 rounds may be loaded in the gun.** The hammer must always be down on an empty or fired chamber.
7. 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.

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 uprange, as you may save them from receiving a penalty.**

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.

In the case of a Safety Violation tend to it immediately and bring it to the attention of the Line Judge or Range Master.

See that the shooter stays behind the firing line.

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.

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.

The hand can be touching the gun but the trigger finger must not be inside the trigger guard until the light comes on.

**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. The Hand Judge may be asked to testify in the case of an Arbitration Committee.

**Note: ( Billy the Kid/Annie Oakley division shooters will not hand judge Adult divisions in Sanction Titled contests**

### **ASSISTING THE SHOOTER**

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

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.

### **GENERAL INFORMATION AND ETIQUETTE**

1. Know what time the Shooter's Safety Meeting begins and plan to arrive early.
2. If, due to unforeseen circumstances, you arrive late for some contests you may still enter. You will receive an "X" for each round drawing that you have missed. This may not be possible for contests using a computer generated drawing system in which multiple rounds or in major championships. Host must publish a "registration closed" time if late arrivals are not going to be accommodated.
3. It is your responsibility to read the entire CFDA Gunslinger's Guidelines and know the rules and procedure, before entering a contest.
4. Keep your guns cased when entering and leaving the shooting area. CFDA recommends trigger locks and keeping your gun case locked.
5. Remember glasses in the actual shooting area are required and we strongly recommend hearing protection, hearing protection is required for youth shooters.
6. Bring a clean gun with tight screws.
7. Be certain that all of your equipment meets CFDA Specifications.
8. Go directly to the registration table and promptly fill out contest paperwork. Waiting until the last minute delays contest starting time.
9. Please volunteer your help in Judging or Scorekeeping, this is everyone else's day-off too and we all appreciate it.
10. Check with the "Round Posting Board" and learn when you will be expected on the line and be ready when called.
11. Do not approach the scoring table to ask questions, as you might distract them and cause them to make a mistake. Check with firing line officials if you have questions.
12. When called to the firing line keep your gun holstered until receiving the "**Load and Make Ready**" command.
13. Use the assigned "Dry Fire Area" to warm up or to practice your draw, not the firing line. After the command to "**Load and**

**make ready**” is given, you may dry fire your gun a few times, but no more. After the gun is loaded no dry-firing is permitted, but you may draw your gun for alignment purposes a few times between shots, if needed.

14. Listen to the Line Judge and follow his instructions for loading and unloading, and please do it promptly. **Do not load before being instructed to do so.**
15. Whenever a Judge says, **“Down range”** or you notice someone in front of the firing line, immediately holster your gun.
16. Never turn or walk off the firing line with the gun in your hand. This is a Safety Violation.
17. Do not break the 170 degree rule! The muzzle of the firearm must always be pointed straight down-range (plus or minus) 85 degrees.
18. Know all Range Commands written in this Handbook. **See the Standard Range Command Section.** **“Unload and show clear”** is after unloading the gun, keeping the loading gate open, and spinning the cylinder to show the Judge that your gun is empty. After the Judge observes your empty gun, they will say, **“Gun clear, hammer down, and holster,”** holster your gun before you turn around to leave the line.
19. Be courteous and congratulate your opponent if they should win. If you should win, be gracious.
20. In the event that you have a question or wish to protest a violation, politely voice your concern before the next competition shot is fired. **After that, the point is moot.**
21. In many contests you will be required to Hand Judge before or after shooting. Don’t worry about it! A Line Judge will be happy to help you! You should know the rules since you are reading them here!
22. If the host or community allows you to wear guns outside the shooting area, respect the right, and be gun safety conscious. **AND REMEMBER,** you are responsible for your actions.
23. All guns in the shooting area must be put away before any alcohol can be present.
24. Thank your host, contest staff and please support our sponsors. If you win a nice prize that a sponsor has contributed, consider writing or calling to thank them for supporting *Cowboy Fast Draw*©.
25. **Smile a lot, and HAVE FUN!!!!**

## **SHOOTING AREA DETAILS**

### **Registration Table**

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

### **Equipment Inspection Table**

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

### **Score Table**

The score table should be positioned so as not to disturb the firing line. Position it so the Announcer and Score Keepers can have a clear view of the contestants on the firing line. In a large contest, it is helpful to elevate the score table. We recommend at least an 8' long table for the announcer and scorekeepers.

### **Round Drawing Table**

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

### **Contestant Area**

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

### **Round Posting Board**

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

### **Dry Fire Area**

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

### **Firing Line**

The firing line is located 15', 18', or 21' (depending on the contest) from the front of the targets. The contestants are not allowed to cross this line. A 2' x 4' works well and keeps the shooter from stepping over the line.

### **Targets**

Targets should be set a minimum of 2' to 3' in front of the backstop to avoid ricochets from activating the impact sensor, resulting in a false hit.

### **Backstops**

Constructing backstops that protect the public and surrounding property deserves the utmost attention.

- It is recommended to have a high, solid wall, earth berm or hill behind the backstop in case a wax bullet goes over the top of the backstop.
- Some areas with natural or man made barriers replace the need to build backstops as described below.
- Minimum height of the backstop is 10'.
- The side walls of the backstop must extend a minimum of 2' past the shooting line and be a minimum of 8' high.
- The end of the backstop should be a minimum of 4' from the edge of the closest target.
- Targets are recommended to be placed a minimum of 4' to 6' apart.
- The backstop should be constructed to prevent ricochets by slanting the backstop creating a bullet trap, deflecting the bullets downward.
- Another very effective and easy method to construct a backstop without "bullet traps" is to attach dense Styrofoam insulation to the backstop wall. Covering the insulation with carpet will make it last longer.

- Hanging carpet 4” from the backstop wall is effective. Fix the top and bottom ends of the carpet to keep it from moving in the wind, which could distract shooters.
- Another suggestion is having a backstop in which target misses can be verified with bullet marks.
- Archery Netting has become a popular alternative. However, it is not approved for backstops unless there are two layers or a solid or natural backstop as describe above behind it.
- Any contest held without the use of adequate backstops or barriers is not recommended by CFDA.
- The contest host is responsible for any or all damages caused by not using adequate backstops.

## **TOWNSFOLK ALLEY GUIDELINES**

### **Safety, Safety, Safety**

When hosting Townsfolk Alley, many safety issues must be considered. Townsfolk Alley was designed to offer the “curious shooter” a chance to try Cowboy Fast Draw and is a valuable tool for building CFD clubs. When allowing the public a chance to try Cowboy Fast Draw for the first time, the same consideration for safety must be applied as at your home range or match with the added responsibility of public safety, public education, and liability. You, as a host of Townsfolk Alley, should provide the following:

- Only CFDA Affiliated clubs may be insured for Townsfolk Alley
- Everyone participating in Townsfolk Alley must sign the CFDA Liability Release Form, anyone under the age of 18 must have their parent’s signature.
- Adequate backstops and side walls same as required for CFDA matches.
- A CFDA Certified Range Officer should be on site at all times. All CFDA safety rules apply to Townsfolk Alley – muzzle control, loading and unloading etc.
- All participants, Range Officers and spectators must wear adequate eye and ear protection. The host will provide both
- The host must be prepared to provide leg and foot protection for the participants who may be wearing shorts or inadequate footwear. Leather chaps work great.
- All holsters used in Townsfolk Alley must have a deflector plate in case of an accidental discharge of the firearm.

- When small children are trying CFD for the first time, the host should not allow a draw from the holster but use the youth two-gun style of shooting with hands on assistance from the host.
- Only a pistol primer, a .45 Colt blank case, and a Bandit bullet should be used for Townsfolk Alley.
- Last but not least, the host should be very careful of who is operating Townsfolk Alley. Not everyone has the safety awareness that is required to safely run a Townsfolk Alley.

### **SANCTIONED CONTEST CRITERIA**

CFDA Affiliated Clubs shall have the right to hold several levels of sanctioned events. Sanctioned events are defined as activities that are insured through CFDA's insurance program (see Insurance section) and where all CFDA safety regulations are strictly followed. These can range from exhibition contests, Town Folk Alleys (see Town Folk Alley section), regularly scheduled club matches and practice sessions. At these levels clubs may experiment with new innovations and ideas.

CFDA Affiliated Clubs shall have the right to hold advertised CFDA Non-Titled Matches, at these contests all CFDA Rules will apply. If a club wishes to experiment with competition rules they may request permission from CFDA Staff. If approved by CFDA it must be advertised in the contest announcement so out of town shooters are aware of any changes to CFDA rules.

CFDA may approve qualified CFDA members to host one of the events in the prior two paragraphs. CFDA will consider several factors in approving qualified individuals such as, contest experience, range officer experience and someone serving as a contact for a "CFDA Club in The Works". Insurance may be obtained on a case by case basis, with appropriate fees as determined by CFDA staff.

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

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

Note: CFDA provides Overall Men's & Ladies Championship Belt Buckles & Guns for all titled championships. CFDA also advertises Titled Matches in the Gunslinger's Gazette and on cowboyfastdraw.com.

CFDA schedules a representative to attend all titled championships whenever possible.

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

CFDA Titled Championships may not be held on the same weekend unless they are separated by 1,000 miles and in Territories that do not share a common border. No Titled Championships may be held on the same weekend as the National or World Championship.

Prize packages for National Championships must be a minimum of \$15,000 with 1/3 cash, the remainder must be made up of retail priced merchandise. (Must be backed up with retailer’s receipt or manufacturer’s suggested retail price statement.)

Prize packages for Territorial Championships must be a minimum of \$7,500 with 1/3 cash, the remainder must be made up of retail priced merchandise. (Must be backed up with retailer’s receipt or manufacturer’s suggested retail price statement.)

Prize packages for State Championships must be a minimum of \$5,000 and may consist of retail priced merchandise. Cash is not mandatory in State Championships and below. (Must be backed up with retailer’s receipt or manufacturer’s suggested retail price statement.)

Advertising for a sanctioned contest will begin when 25 percent of the sanction fee payment is received and the agreement signed. Sanction fees are due in full 30 days prior to a contest date, and payable to the Cowboy Fast Draw Association.

The host must agree that all CFDA rules will apply. CFDA officials have the authority to remove a sanction if conditions of the contract are not followed, the contest area is unsatisfactory, or the contest is not run according to CFDA rules and regulations.

### **CFDA INSURANCE**

CFDA is insured through the NRA Insurance Program. Each CFDA Affiliated club receives as a part of their affiliation, an insurance certificate that covers their home range. Insurance certificates for additional shooting events such as Townsfolk Alley, non titled matches, additional practice areas etc. are available upon approval of CFDA at a cost of \$40.00 per additional insured certificate.

All CFDA Insured events must follow CFDA Rules and Safety Guidelines unless otherwise approved by CFDA.



### **CFDA LOGO POLICY**

CFDA has established a logo policy in order to protect the integrity of our logo, so that it can be used to promote the sport of *Cowboy Fast Draw*®, without denigrating its use for commercial enterprises without the permission of the proprietors of CFDA.

Any CFDA affiliated club may use the CFDA logo in the promotion of their club, sanctioned club matches, including literature, advertising, trophies, backstops, trailers, etc.

Any CFDA member may display the logo on personal property such as shirts, hats, gun cases, automobiles, RV's, etc.

Affiliated Clubs may use the CFDA Logo on club shooting shirts, caps and T-shirts, as long as it is for the specific use of their club members and is not being marketed to other CFDA clubs, members, or being sold to the public.

### **MANUFACTURERS APPROVED MERCHANDISE**

The CFDA has established a program in which manufacturers of pre-approved CFDA equipment and merchandise may display the CFDA Approved Logo through a licensing program. Note: shooters are still responsible to verify their equipment is legal at all times.

- A. The manufacturer must supply a sample to the CFDA, it will not be returned as it will be cataloged as an example and could be compared to later productions.
- B. The sample must have a model number.
- C. The manufacturer must agree to not change any specifications of the approved sample without written permission of CFDA.
- D. Failure to comply with Section C can result in suspension of approval of any products sold after specifications have been altered and could include the entire model number previous to alterations, so that each unit must be inspected and re-approved on an individual basis.
- E. It will be the sole decision of CFDA to license commercial CFDA logo use on an annual or per unit basis.

## **STARTING A CFDA AFFILIATED CLUB**

### **IT TAKES SOMEONE TO LIGHT THE FUSE...**

You can be that person, the “spark-plug” that drives the engine, the “founder” of a Cowboy Fast Draw Club, but you can’t do it alone. You’ll need a good core group of people to make it into a real club. There are many advantages to having a Cowboy Fast Draw Club. Just think of all the new friends you are going to make for the rest of your life. So, where do you start?

### **ADVERTISE THAT A COWBOY FAST DRAW CLUB IS FORMING...**

Advertise in local gun shops and newspapers, with posters provided by CFDA, that a Cowboy Fast Draw Club is starting in your area. Make sure your advertising includes the date, time, and place for an organizational meeting. It’s also a good idea to let Cowboy Action Shooting clubs in your area know what you’re doing. Many CAS shooters are excited to give *Cowboy Fast Draw*© a try since CFDA uses authentic equipment and holsters. *Cowboy Fast Draw*© can make a great “auxiliary activity” for any CAS club, since it’s a great inside activity for those long cold winters or blistering hot summers.

### **CLUB ORGANIZATION IDEAS...**

We recommend that you form a non-profit community service organization. All shooting clubs are community service organizations, as they teach people the safe and proper use of firearms. Your club can take many forms, from a non-structured club with no bank accounts to an LLC or non-profit corporation. In many states you can be a non-profit corporation, but with no non-profit IRS status, which simply means you file a tax return and pay any taxes due, which is usually none or minimal as long as you don’t build a big treasury. Small clubs generally don’t handle enough funds to warrant the Non-Profit IRS Status. The idea here is that *Cowboy Fast Draw*© is supposed to be fun with everyone working together for the mutual benefit of each other. You will need officers of the club, just to make sure that someone is responsible to see that the necessary things are done. Beware of politics beyond the fact that someone needs to do the jobs. Politics has been the undoing of many clubs and organizations that were supposed to be fun. You might consider placing the “Founder” above politics and establishing a permanent un-elected position on the B.O.D. This person should have the authority and ability to settle disputes and bring things back to center, by any means necessary.

### **FINDING A PLACE TO SHOOT...**

Finding the right place to shoot is the most important step in forming a CFDA affiliated club. You can get started in someone's large garage, but you will soon outgrow it. You can start out with an outdoor location if the weather cooperates, but you will probably need an indoor location to keep a regular activity schedule intact. Many people are fortunate to have large indoor areas such as barns, riding arenas, shops, etc. If someone in your club has that kind of location and are willing to let you use it, you hit pay dirt. If not, you and your club will have to find a place in order to have a successful club.

### **SHOOTING SCHEDULES...**

It's best for your club to meet on a regular basis. The Great Basin GunHawks of Fernley, NV, for instance, hold club matches on the 1<sup>st</sup> Monday night and 3<sup>rd</sup> Saturday of each month. Some clubs meet weekly on weeknights, some monthly on weekends, it's really up to the members. Meeting times should be posted on cowboyfastdraw.com.

### **RAISING CLUB START-UP FUNDS...**

One of the best systems that we know of to raise the necessary funds to get the club started is instituting a Founding Life Member program. Folks like being in on the ground floor of something exciting, like your club. Offer Founding Life Memberships for \$150 each for a predetermined period (such as 90 days). This will raise funds very quickly so that you may fund the necessary items that you will need. The main expenses are a CFDA timer and two targets for around \$1,300 and a CFDA Club Affiliation Fee is \$500. You can raise these funds with as little as 12 members. You should also charge an entry fee to every club contest, have annual & life membership fees to cover monthly expenses such as newsletters, stamps, and such, or you might need to cover rent depending on your location.

### **CFDA AFFILIATED CLUB FEE**

The CFDA Club Affiliation Fee is \$500 for the first year and \$250 for each year after. (For more information contact CFDA @ 208-287-0971)

### **WHY AFFILIATE A CFDA CLUB...**

The CFDA Affiliation Fee is \$500 for the first year and \$250 for each year thereafter. This is an excellent value considering NRA

insurance is provided by the CFDA. If a club tried to independently acquire such insurance it would cost several hundred dollars per year alone. The club also receives a CFDA Banner, CFDA rules to post, and several other nice items. The CFDA also provides ongoing support in helping your club grow. This can include press releases, training, and visits by CFDA Staff in addition to promotional materials.

### **WHY DO CLUB MEMBERS NEED TO JOIN THE NRA?**

The National Rifle Association is a big reason we still have the Right to Bear Arms in the U.S.A.. They also make our sport possible by providing the NRA Shooting Club Liability Insurance Program that allows us to insure property owners of the locations we hold our contests. Fifty percent of all members of any CFDA affiliated club must be members of the NRA. Therefore, it is wise for club to require NRA membership of all of their club members. CFDA is an enrolled NRA Recruiter. We have all the forms necessary to join the NRA. Did you know that you can join the NRA for as little as \$10 per year if you decline the *American Rifleman* magazine? You should sign up your whole family at that price!

### **HOW CAN CFDA HELP?**

Contact Mississippi Marshal for a complete CFDA Club Start-up Package. We'll be glad to advise you through the whole process. You can also call Mississippi Marshal at CFDA's Membership Office at (208) 287-0971 or Quick Cal's cell phone at (775) 745-9727 for any other help. Once your club has been CFDA Affiliated, Quick Cal will fit you into his busy travel schedule and try to visit with your club in person. We at CFDA realize that affiliated clubs are the very foundation of CFDA and will build the future of our sport.

### **Affiliated Club package Includes**

- 2' x 2' CFDA banner
- CFDA logo w/ club name banner
- Access to CFDA score sheets
- General Liability Insurance
- Access to add additional insured locations
- 4 - CFDA Gunslinger's Guidelines
- Advertisement and link on CFDA web-site
- Access to material and methods of locally recruiting members for your club.

**Note:** CFDA memberships, NRA memberships, CFDA score sheets, CFDA general liability release forms also available through a free download on [www.cowboyfastdraw.com](http://www.cowboyfastdraw.com) (PDF format).



## COWBOY FAST DRAW INTERNATIONAL

Is a subsidiary of Cowboy Fast Draw Association, LLC. It is an organization dedicated to the international promotion of the sport of Cowboy Fast Draw. CFDI franchises National Chapters for countries outside the United States and assists them to acquire equipment and other resources. CFDI can also assist each Chapter to tailor competition rules to conform with the laws and regulations governing of each country.

It is also a goal of CFDI to assist each Chapter to send a National Team to compete in each year's World Championship and to promote members from all countries to attend various international competitions throughout the world, as they arise.

Our first Chapter to form is Australia.

# CFDA PRODUCTS

All products can be ordered on-line from the CFDA website at [www.cowboyfastdraw.com](http://www.cowboyfastdraw.com) or by phone at (208) 287-0971.



## SHOOTING ELECTRONICS

PRECISION SHOOTING TIMER



## CFDA Shotgun Primer Cases

.45 Colt



## CFDA CAPS & SHIRTS



## CFDA BADGES

# CFDA SPONSORS

Please take a moment to visit our sponsors and thank them the next time you see them for all they do to support and promote *cowboy fast draw*©.\



[www.mernickleholsters.com](http://www.mernickleholsters.com)



[oregondrifter@centurytel.net](mailto:oregondrifter@centurytel.net)

*Bandit Shooting Supplies*

[www.banditsupplies.com](http://www.banditsupplies.com)



[www.starlinebrass.com](http://www.starlinebrass.com)

**This Book Belongs To:**

---



**Cowboy Fast Draw Association  
PO Box 21  
Idaho City, Idaho 83631  
Phone: (208) 287-0971**

**CFDA Web-site  
[www.cowboyfastdraw.com](http://www.cowboyfastdraw.com)**