

# COWBOY FAST DRAW ASSOCIATION'S

12<sup>TH</sup> EDITION

## GUNSLINGER'S GUIDELINES

RULES, REGULATIONS & HANDBOOK



*Our Motto:*

*Safety First, Fun Second, and Competition Third!*

**Cowboy Fast Draw Association, LLC**

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Effective January 1st, 2023

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*Honoring the Romance & Legend of the Old West*

# TABLE OF CONTENTS

Executive Director’s Comments & Definitions.....	3	•General Procedures (Class A-C).....	16
Founder’s Letter.....	3	•Bye Rounds.....	16
History Overview & CFDA Goals.....	4	•Timer Malfunction Procedures.....	17
About Cowboy Fast Draw Association.....	5	•Host Supplied Ammo - Alibi Procedures.....	17
<b><u>I. ORGANIZATIONAL DEFINITIONS.....</u></b>	<b>5</b>	•Re-Shoot Procedures.....	17
•Memberships.....	5	•1.250 Time Limit.....	17
•Clothing Requirements.....	5	<b><u>V. MATCH FORMATS.....</u></b>	<b>17</b>
•Choosing an Alias .....	5	•Last Man Standing .....	17
•Sanctioned Contests (Class A, B, C, & D).....	6	•Shootoff Option & Declarations.....	17
<b>DIVISIONS &amp; CATEGORIES.....</b>	<b>6</b>	•Class A (National & World Championships).....	17
•Men, Womens, Juniors & Youth Divisions.....	6	•Class B & Above Shootoff Procedures.....	18
•Youth Division.....	6	•Nevada Eight Format.....	18
•Youth Safety Training.....	6	•No X Out Option Formats.....	18
•Category Matches & Categories.....	6	•CFDA Bracket Match.....	19
•Shootist Category.....	6	•Second Chance, Category, and Jackpot Shoots.....	19
CFDA Bracket Matches.....	7	<b><u>VI. ETIQUETTE &amp; GENERAL RULES.....</u></b>	<b>19</b>
Shooters with Disabilities.....	7	•What is Expected From Our Shooters.....	19
U.S. Marshals.....	7	•Knowing Your Match Officials.....	20
CFDA Regulator Posse.....	8	•How to Become a Range Officer.....	21
CFDA Range Officer Program.....	8	•Arbitration Committee.....	21
CFDA Range Master Program.....	8	•Competitor Duties During a Match.....	21
CFDA Hall of Champions.....	8	•How to Hand Judge.....	21
Top Hand Award.....	8	•Assisting The Shooters.....	22
CFDA Club of the Year Award.....	8	•Target Tenders.....	22
CFDA Club - Golden Spike Awards.....	8	•Knowing Standard Range Commands.....	23
The Black Badge.....	9	<b><u>VII. TECHNICAL &amp; PROCEDURAL RULES.....</u></b>	<b>23</b>
CFDA Website.....	9	•Contestant Technical Rules & Penalties.....	23
Gunslinger’s Gazette.....	9	•Contestant Procedural Rules & Penalties.....	25
CFDA Telegraph.....	9	<b><u>VIII SAFETY RULES.....</u></b>	<b>25</b>
CFDA Facebook Page.....	9	•NRA General Rules.....	25
CFDA Main Office Information & Hours.....	9	•CFDA Additional Primary Safety Rules.....	26
CFDA Shoot for the Stars Scholarships.....	9	•Standard Safety Violations & Penalties.....	26
Interpreting Rules and the Spirit of the Game.....	9	•Major Safety Violations & Penalties.....	26
<b><u>II. COMPETITION RULES &amp; SPIRIT OF THE GAME .....</u></b>	<b>10</b>	•170 Degree Rule with Diagram.....	27
•Your Agreement with CFDA.....	10	<b><u>IX. RANGE SET-UP REQUIREMENTS.....</u></b>	<b>27</b>
•Final Interpretation Authority.....	11	•Shooting Area Details.....	28
•Spirit of the Game.....	11	•Back Stops & Shooting Lanes.....	28
•Conduct Violation.....	11	Find Try Cowboy Draw & Youth Program.....	28
<b><u>III. EQUIPMENT (SHOOTERS &amp; Contest).....</u></b>	<b>11</b>	<b><u>X. CFDA AFFILIATED CLUBS.....</u></b>	<b>28</b>
Basis of Our Equipment.....	11	•Club Benefits Package.....	28
Equipment Rules & Violations.....	11	•How to Find Application & Fees.....	28
Guns .....	12	•CFDA/NRA Insurance Program.....	28
•Tuning Actions.....	12	•Club Membership Requirements & Info.....	29
•Grips .....	12	•Find How to Start a Club!.....	29
•Cosmetic Embellishment (Engraving).....	12	<b><u>XI. SANCTIONED CONTESTS.....</u></b>	<b>29</b>
•Holsters (General Descriptions).....	13	•CFDA Titled Championships.....	29
•Holsters (Gun & Belt Specifications).....	13	•Host Club Rights.....	30
•Holsters (Typical Diagram).....	13	•U.S. Nationals Bidding System.....	31
•Holsters (Shootist Category Specifications).....	14	Top Gun of the Year Point System.....	31
Safety Ammunition.....	14	Youth Safety & Training Course.....	31&32
•Wax Bullet Information.....	14	Explaining NRA/CFDA Insurance Program.....	33
•Pistol Primer Loads.....	14	How to Travel on Airlines to CFDA Events.....	33&34
•Shotgun Primer Loads.....	14	Notes & Addendum Insert Page.....	35
*Cowboy Fast Draw Cartridges.....	14	Articles of Interest.....	35
Cowboy Fast Draw Timers.....	15		
Sensors & Calibrating Sensors.....	15		
Impact Targets (Heights & Distances).....	15		
Balloon-Disc Targets.....	15		
Equipment Type Advertising Requirement.....	15		
Why CFDA Makes Timers? .....	15		
<b><u>IV. CFDA ELIMINATION PROCEDURES.....</u></b>	<b>16</b>		

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Cowboy Fast Draw Association, LLC  
Cal Eilrich a.k.a. Quick Cal, Executive Director /CEO*

## Howdy Gunslingers!

It's my honor and privilege to present you with the 12th Edition of The CFDA Gunslinger's Rules, Guidelines & Handbook! Welcome to our new format, we hope you enjoy it! While this document contains most of our rules, regulations and procedures. Please refer to the CFDA Website, which should always be considered an in-depth resource tool. Another source, which is considered an Addendum to this publication in areas of Match Procedures and Rule Enforcement is our CFDA Range Operations Course.

We ask that all CFDA Members read through this 12th Edition, even if you believe you already know all of the rules. It's also a great idea to always carry your copy of this Handbook whenever traveling to CFDA events.

CFDA is a unique organization, in that our Match Hosts, Officials, and Range Officers are also your fellow shooters. We together are what we call "The CFDA Family"! This makes it a high priority to know and understand our rules and procedures. Our events are as much social as they are meaningful competitions. If you choose not to know and play by CFDA Rules and Procedures, you are imposing on your fellow shooters. For it is also part of our gunfighter's code to enforce the rules of fair play and above all, Safety.

### CFDA Website ([www.CowboyFastDraw.com](http://www.CowboyFastDraw.com))

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

### CFDA Social Media Asset

As social media develops at the time of this publication CFDA has an **Official Cowboy Fast Draw Association - Facebook Page** and the **Cowboy Fast Draw Society - Discussion Group**. We still have the **CFDA Telegraph** but it is recently being rarely used. We are committed to looking for new online assets as social media outlets continue to be developed, since we are concerned with censorship from those who do not support the U.S. Constitution particularly the 1st & 2nd Amendments of the Bill of Rights.

### CFDA General Store

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

### 12th Edition

This 12th Edition contains all changes and addendums made to our rules since our 11th Edition which was published in 2022. We try to keep changes of our rules at a minimum, therefore we do not publish a new rulebook such as this each year. However, from time to time we do have to update, add or clarify rules. Official updates and clarifications can be found in the Rules Section on our website.

The future of the Cowboy Fast Draw Association is indeed bright! I look forward to seeing you at a Cowboy Fast Draw contest somewhere soon!

Hit'em Fast,

*Cal Eilrich a.k.a. Quick Cal #L2, Executive Director*

## \* FOUNDER'S LETTER \*

**Howdy, and Welcome to the Cowboy Fast Draw Association!**

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

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

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

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

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

*So, let's have fun!*

Thank You,

*Brad Hemmah a.k.a. Kemosabe, Life Member #1*  
CFDA Founder (circa 2006)

### **Executive Director's Comment:**

*We have always featured Kemosabe's Founder's Letter, it serves as a guiding light for our sport to be maintained upon, because Brad's words describe the exact principles from which CFDA was founded upon. Last year (2022) was our 20th Anniversary of CFDA both new and veteran members alike should renew our commitment to what Cowboy Fast Draw is truly all about.*

*For the Love of Our Game,  
Quick Cal*

## \* HISTORY OF THE GENERAL SPORT OF FAST DRAW \*

The Sport of Fast Draw has a 65+ year history of organized competition dating back to 1955. Like any competitive endeavor it's natural that equipment and techniques evolve. By the 1970s six-guns became so highly customized and holsters so modernized for speed, that equipment became so expensive and in short supply that during the 1980s the sport condensed down to just a few hundred very loyal and dedicated competitors. As of 2022 there are still some very dedicated members of the World Fast Draw Association, Ohio Fast Draw Association, and a few others, but rarely do more than 20 or so gather for any meaningful competitions.

In 2002, the Cowboy Fast Draw Association (CFDA) ushered in a reformation of a sport that had lost its ties to the Romance and Legend of the American Old West. The CFDA is based upon the principles and goals as stated below, which has caused an organization that had less than 300 members in 2006 to expand to currently issued membership numbers of around 7,000. Making it by far the largest Fast Draw organization to ever exist.

While CFDA honors and respects any organized derivative of Fast Draw or Cowboy Action Shooting where members learn about gun safety and the honor our western heritage, we remain committed to our CFDA Goals.

CFDA has also refined our rules to a level so that there is no reason that an accident on any shooting line should ever occur. We also are committed to the **education of firearm safety** so that everyone exposed to our sport has the opportunity to learn how to avoid an accident involving any firearm wherever they go.

Read the History of Fast Draw and the CFDA at: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com)

### \* CFDA GOALS \*

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

The Cowboy Fast Draw Association, and our system of Affiliated Clubs consider ourselves “Community Service Organizations”, by virtue of the education in firearm safety that we offer, along with the spirit of a positive community of friends who share a common interest.

### \* OUR MOTTO \*

*“Safety First, Fun Second, and Competition Third”*

### \* COWBOY FAST DRAW ASSOCIATION, LLC \*

The Cowboy Fast Draw Association, LLC (CFDA) was founded by Brad Hemmah in 2002, as a South Dakota, Limited Liability Corporation. In 2006, Cal & Dinah Eilrich, in partnership with Shoot Magazine, purchased the organization (**287 members**) and moved its office to Boise, ID.

In 2007, Shoot Magazine went out of business, and Cal & Dinah Eilrich took over sole ownership of CFDA (**780 members**), with Mississippi Marshall running the office in Idaho City, ID.

At the beginning of 2011, the Idaho Office was closed and all operations were moved under one location in Fernley, NV (**1800 members**).

As of the beginning of 2023, CFDA is now issuing membership numbers at about (**7,000 members**), but members come and go and sometimes come back again, our attrition rate is actually a little less than 50%. It is our hope that CFDA membership will grow to the point of over 10,000+ retained annual members which will place CFDA into a sustainable position, for future generations to enjoy.

We have discussed and researched various transitions into other forms of organizations, including non-profits, corporations, and trusts. Each come with various benefits as well as negative complications. No decision has been made as of this publication.

# I. ORGANIZATIONAL DEFINITIONS

## MEMBERSHIP

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

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

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

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

Membership Fees are subject to change occasionally due to rising costs, please see latest application in the Gunslinger's Gazette or at: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com). **(Disclaimer: CFDA is NOT a REENACTMENT ORGANIZATION!)**

## CLOTHING

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

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

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

### **Not Allowed Are:**

- Tennis shoes or baseball caps.
- Modern hiking boots or shoes, or footwear that have large vibram soles that are very noticeable from the side view or back are not considered western-style boots.
- Men's short-sleeve shirts. (Rolled up sleeves on long-sleeve shirts are fine.)
- Men's or women's short or long-sleeve tee shirts and tank tops. (long-sleeve Henleys, ladies Victorian-style camisoles and saloon-girl theme, are fine.)
- No logos are allowed on clothing, except the CFDA Logo and CFDA Affiliated Club Logos, which may not exceed a 4" circular area on either side of the chest. CFDA Aliases are also allowed, letter height not to exceed 3/4". (Jackets not worn on the shooting line are exempt.)
- Club shirts that contain too much lettering, names, **cartoons**, and massive pictures of mascots. (These items tend to look like bowling league shirts and that is not the appropriate appearance for *Cowboy Fast Draw*®.)
- Sponsor or manufacturer names and logos are specifically not allowed.

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

In the case of a permanent disability regarding clothing or footwear, Please see (Shooters with Disabilities) - General Exemption #3. (Page 7)

***Please Dress Appropriately at ALL CFDA Functions! Our clothing rules are about maintaining our atmosphere at CFDA events, whether you are on the firing line or not. Just because your friends don't wish to ruin your day or their's by mentioning it, they really do notice when you're not dressed appropriately. Hosts may ask contestants or guests who are not dressed appropriately to remove themselves from contest, contestant, or social event areas. We ask members to please educate family members and guests about CFDA's western clothing requirements.***

## CHOOSE AN ALIAS

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

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

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

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

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

## SANCTIONED CONTEST & EVENT CLASSIFICATIONS & DEFINITIONS

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

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

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

### DIVISIONS & CATEGORIES

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

### YOUTH DIVISION (SEE: YOUTH SAFETY & TRAINING PROGRAM - CFDA WEBSITE (OR) PAGES 31&32)

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

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

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

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

**Level 4** - Also referred to as **Advanced Youth**, can begin as early as age 12 once the child has completed Level 3 and have demonstrated both competitive ability and emotional maturity to compete with adults. Level 4 Youths have the option to compete with Junior Boy & Girls, as determined by their gender, which compete with Men’s & Ladies Divisions. *If the Level 4 Youth chooses Junior for a main match, they may not compete in Billy the Kid or Annie Oakley Categories at that event.*

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

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

**CFDA highly recommends “Special Recognition” of Youth Division and Junior Boys & Girls, as Sub-Categories to Main Matches.**

### CFDA YOUTH SAFETY TRAINING PROGRAM (WWW.COWBOYFASTDRAW.COM)

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

### CATEGORY MATCHES

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

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

Recognized Age-Based Categories are Billy the Kid, Annie Oakley ages 8 through 15; Boy’s & Girl’s Junior ages 16 & 17 (and Level 4 Youth), Men’s & Ladies Traditional age 18+; Men’s & Ladies 49’r age 49-59; Men’s & Ladies Senior age 60-64; Men’s & Ladies Super Senior age 65-69; Old Timers & Grand Dame age 70-74; Golden Guns & Golden Girls age 75-79, and Elder Statesmen & Stateswoman age 80+.

Only competitors under 18 may enter Junior Categories. Only males may enter in the Men’s Categories or Divisions and only females may enter in the Ladies Category or Divisions. No person is required to enter any age-based category and may enter Traditional, which is not considered an age-based category. Shooters may choose only one age-based category, and it must be the aged-based category that they qualify for, i.e.; the only aged-based category that a 63 year-old may enter is Senior. **Age is determined by the shooter’s age on the 1st day of a competition.**

### SHOOTIST CATEGORY

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

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

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

## CFDA BRACKET MATCHES

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

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

## SHOOTERS WITH DISABILITIES

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

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

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

### General Exemption #1 - Wheel Chair Competitors

#### **1. Holster Position**

**A. Angle** - A hard-mounted holster on a wheelchair may not exceed 65 degrees, from the vertical.

**Official’s Note:** When checking this angle, the wheelchair should be placed on as level of surface as possible.

**B. Mounting Placement** - A hard-mounted holster on a wheelchair may not be mounted any further forward than the following procedures and specifications.

1. The wheelchair competitor shall place their six-gun in the “ready to shoot” position within their holster.
2. The wheelchair competitor shall place their elbow against their body, centered on the side of their torso, while sitting at the same position and angle in their chair that they would normally be in a “ready to shoot” position.
3. The wheelchair competitor shall then extend their lower arm directly towards their holstered six-gun while keeping their elbow in contact with their torso described above.
4. The butt of the grip of their six-gun, shall not be forward of the web of their hand.

#### **2. There is no exemption for Technical Rule 17.**

### General Exemption #2 - Disabled Competitors in General (May have an assistant on the line, as needed.)

### General Exemption #3 - Special Medical Conditions

In the case of a permanent disability, for which the shooter would like to receive permanent exemption, the member does need to make an effort to decorate their special footwear or clothing in a western-theme.

#### **Some Special Footwear Suggestions:**

**A. Moccasins with Arch Support.**

**B. Brogan’s - Civil War Style Shoes.**

**C. Low Boots w/ Light or No Vibram Soles**

**D. Consider Decorating with Costume Boot Covers**

**Permanent Exemptions can only be approved by the CFDA Main Office.**

### General Exemption #4 - Visually Impaired Competitors

1. Start Light Toner Units for Visually Impaired Competitors must be approved by CFDA.
2. Start Light Toners are provided by competitors.
3. Visually Impaired Competitors should contact a Contest Host in advance to verify if timers being used are compatible with their Start Light Toner Unit.
4. Start Light Toners can only be used by visually impaired competitors. A competitor must provide a letter from a Doctor of Ophthalmology stating that their patient’s visual impairment cannot be corrected by lenses. CFDA Match Directors, may require a copy of this letter. These devices are not intended for use by competitors that have reasonably good eyesight capable of seeing the start light illuminate.

**Note:** Since a Start Light Toner sounds whether that user’s individual target start light illuminates or not, users of Start Light Toner Units are exempt from penalties relating to whether their actual individual target start light illuminated or not.

## U.S. MARSHALS

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

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

U.S. Marshals must be a minimum of 18 years old, unless recommended by a club president and two CFDA Regulators to CFDA Management. U.S. Marshals may only represent or vote on behalf of their “home club”, not multiple clubs.

U.S. Marshals 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 and publish the agenda no later than 30 days before the Marshal’s Muster.

U.S. Marshals may appoint a Deputy from their “home club” to represent their club at a Marshal’s Muster, and must notify CFDA Management at least one-week prior to the meeting. Deputy Marshals may not compete in the annual “Marshal’s Cup”, unless they are actually representing and voting for their home club at the Marshal’s Muster.

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

## THE CFDA REGULATOR POSSE

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

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

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

Our sport is still young and we learn more with every event, we never stop learning how to innovate improvements to the efficiency that we conduct match and event procedures. Regulators serve as a source of knowledge for clubs that want to improve. They are there to help and advise, if asked, they are not there to run your contest for you.

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



## CFDA RANGE OFFICER (RO) PROGRAM (www.CowboyFastDraw.com)

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



CFDA Range Officer Courses, are conducted at the local club level by a CFDA Range Master that is appointed by a Club Official. Completing a Range Officer Class is a prerequisite to participating in a Range Master Course.

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

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

## CFDA RANGE MASTER (RM) PROGRAM

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



Only CFDA Range Masters or Range Masters in Training can act in the capacity of a Range Master at CFDA Titled Championships.

**Range Master General - The Executive Director may appoint an Administrator of the RM Program.**

Applicant and Renewal Applications must be completed and submitted to the CFDA Range Master General, or as posted on the CFDA Website in the Range Officer Program section.

Range Officer / Range Master Courses and Renewal Documents can be also downloaded from the CFDA Website. There is no charge for Range Master Pins.

Range Master Cards are not issued, in lieu of a Range Master's Registry List, maintained on the CFDA Website, where expiration dates will also be updated, so that Match Directors all across the sport will have access to this list.

## CFDA HALL OF CHAMPIONS

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

## TOP HAND AWARD

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

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

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

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

## CFDA CLUB OF THE YEAR

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

## GOLDEN SPIKE AWARDS

Each year the CFDA Main Office tracks how many new members each club recruits into Cowboy Fast Draw. We present our Golden, Silver, and Bronze Spike Awards each year at our World Championships with specially made plaques and valuable CFDA General Store Gift Certificates. *(The only way to assure that new members are credited to your club is to make sure that they put the name of your club on their application, or better yet, have the new member fill out the application and send it to CFDA along with the check, which some of our clubs already do.)*

*(Golden Spike Membership Credits - Begin September 1st and End on August 31st, so that awards can be prepared for FGA.)*





## **THE BLACK BADGE**

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

## **CFDA WEBSITE (WWW.COWBOYFASTDRAW.COM)**

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

## **GUNSLINGER'S GAZETTE**

The Gunslinger's Gazette has 4 quarterly issues per year. Beginning in 2022 a new higher quality color magazine is being published. The Gunslinger's Gazette is mailed to all Primary Annual & Life Members of CFDA (USA Only). Due to printing and postage costs, there is a limit of one issue sent to each household. Each edition can also be found online at the CFDA Website.

## **CFDA GUNSLINGER'S TELEGRAPH**

As of 2022 CFDA continues to maintain the Gunslinger's Telegraph, however its use has decreased substantially obviously in lieu of the Cowboy Fast Draw Society - Facebook Page.

It is an outdated technology, which is hard to post pictures on. We are currently assessing alternative social media outlets.

## **CFDA FACEBOOK PAGE**

The CFDA Facebook Page is a company page that is monitored and operated by CFDA Management. Once a Post is created by CFDA Management it can then be commented upon by our over 7,500 followers. Since CFDA has a strict policy of not allowing advertisements on our Cowboy Fast Draw Society - Facebook Group, we plan to expand the advertisement and information about the products we sell on our CFDA General Online Store on this page beginning in 2022.

## **COWBOY FAST DRAW SOCIETY (DISCUSSION GROUP)**

The Cowboy Fast Draw Society - Facebook Discussion Group, is currently the most up to date communication tool that we have in CFDA. It has over 3,200 members at the time of this writing. It is monitored by most of the traveling and active shooters in CFDA. So, it is a great place to make informational posts. There are no commercial advertisements allowed.

## **CFDA MAIN OFFICE**

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

## **CFDA SHOOT FOR THE STARS SCHOLARSHIP PROGRAM**

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

To date, we have raised and awarded over \$200,000 in scholarships. We are very proud of this worthwhile charity. Shoot for the Stars truly gives our young members something to aim for.

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

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

Thank You! Miss Betty & Windmill Kid, and the Board of Directors, please find contact information in our Gunslinger's Gazette!

## **INTERPRETING RULES AND THE SPIRIT OF THE GAME**

**By: Quick Cal, Executive Director**

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

### **Test #1 - Safety**

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

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

To date, in our 20 years of CFDA competition, there have been ZERO serious injuries reported on any competition shooting line in all levels of sanctioned events (Class A through Class D). This is the direct result of the two previous paragraphs. We should all be proud!

## **Test #2 - Necessity**

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

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

## **Test #3 – Enforceability**

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

## **Test #4 – Spirit and Integrity of the Game**

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

**Equipment** - Our equipment is based on period correct guns and general holster designs that were common place in the American Old West. Of course, we will always have many wonderful oxymoron; fancy computerized timing equipment, air conditioned automobiles or comfortable motels didn't exist in the real Old West. They had Boot Hill instead of 4-X's and stables to spend the night in, if they were lucky. But we strive not to cross the line too far and ruin the atmosphere that we all enjoy and the Spirit and Integrity of the Game we pursue and play.

**Integrity** - The Integrity of our Game also includes protecting the "degree of difficulty" of the targets and distances we have set within our rules. CFDA was founded upon and still maintains the basic principle of the proper balance between Speed vs Accuracy. Enlarging targets and decreasing distances may provide a certain but temporary degree of gratification to those who emphasize the word "fast" in Cowboy Fast Draw. However, actual history of the general sport of Fast Draw History proves that when the sport condenses to "all about fast" participation rates also condense, membership of organizations rapidly decrease to just a few hundred or less. Cowboy Fast Draw was designed to be based upon the classical Gunfight in the Old West, which includes the ability to consistently hit a man-sized target at 5 yards, that concept is what separates "Gunfighters" from "Fast Draw Artists".

**CFDA's Future** - This entire section "Spirit and Integrity of the Game" is the very reason that CFDA has grown into the largest Fast Draw organization to ever exist, by far, and why it will keep growing if we can maintain the principles that CFDA was founded upon!

## **Conclusion**

This is how I have come to look at our rules after almost 55 years of competitive shooting; and organizational and administrative experience. Well-meaning folks often suggest a rule or two that they think we need for one reason or another. Being approachable and listening to different viewpoints is important, because not only do I like people, but one can never know where the next great idea might come from. I may not see it your way, but at least you now know what my thought process is and where it comes from when called upon to create, enforce and define the rules. All sides of a rule should be considered along with the intent of the rule itself.

We can not write a rule to cover every situation, nor should we attempt it. Just apply common sense in conjunction with the four tests above and you will likely come to the same conclusions that are printed in this document.

Hit'em Fast!



## **II. COMPETITION RULES & SPIRIT OF THE GAME**

- ▶ **Paying your membership fee and/or contest entry fee will be your agreement with the CFDA to accept and compete under all rules, regulations, and procedures of the CFDA.**
- ▶ **All CFDA members who compete in sanctioned competition are responsible to read our competition rules, know them, and to play by them. Our officials are volunteer members just like you are, they will make calls to the best of their abilities. It is your responsibility to know the rules as a competitor. Please bring this rulebook with you to all events.**
- ▶ **All technical and procedural rule violations must be dealt with immediately after each shot has been fired. Once the next shot is fired it is a moot point unless the violation is repeated or a new violation is committed.**
- ▶ **No photograph or video will be recognized at any time to overrule any call or non-call made by any official.**
- ▶ **Rulings or lack of rule enforcement at any CFDA event does not constitute a precedent, unless CFDA Management posts an Official Definition or Rule Interpretation on the CFDA Website.**

The Executive Director of CFDA has final authority over policy and rule interpretation. Any “Official Clarification” will be posted on [www.CowboyFastDraw.com](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 Rules & Handbook.

### SPIRIT OF THE GAME

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

Our sport by its very nature can be very competitive; that’s a good thing as long as **The CFDA Motto** is kept in mind. Winning a competition does not define a champion; winning the respect of your fellow competitors does.

**Winning a competition while winning the respect of one’s peers defines a great champion and sportsman; that is the ultimate prize we shoot for!**

### CONDUCT VIOLATION

Unsportsmanlike behavior towards the CFDA, judges, fellow shooters, score table officials, hosts, and sponsors will not be tolerated. Taunting opponents or intentionally shooting their target is unsportsmanlike. Bending rules to create an unfair advantage over a fellow competitor, or causing disruption in the contest area for any reason will result in a “conduct violation”. This rule is designed to enforce the “**Spirit of the Game and the Cowboy Way**” concept.

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

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

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

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

## **III. EQUIPMENT (SHOOTER’S & CONTEST)**

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

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

### EQUIPMENT RULES AND VIOLATIONS

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

## SIX-GUNS

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

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

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

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

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

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

The exterior parts of the revolver must match factory stock contours and made of original type material: i.e. hammers must not be bent in anyway, no trigger shoes, no aluminum/titanium barrels or cylinders, no smooth-bored or enlarged diameter barrels, 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 or sharpened. Octagon barrels on single action revolvers are not period correct and not allowed, except on a few percussion conversion reproduction models.

**New Manufacturer Safety Mechanisms:** *For the past few years firearm manufactures have been innovating new style safety mechanisms, due to liability. Importers such as EMF, Cimarron, Taylor’s & Co., and Uberti USA are importing various models of six-guns manufactured mainly by Pietta & Uberti. It has become a challenge for our Equipment Checkers to determine how these safeties work, since some are hard to detect with an exterior examination. Some of these new style actions have eliminated a Safety Notch in what otherwise appears to be a Colt-Style action. In such firearms, CFDA does not consider a Half-Cock Notch as a Safety Notch, according to Technical Rule #10.*

For a complete Explanation of our Gun Rules Go To: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com) (Rules Section)

“Explaining CFDA Gun Requirements”

## TUNING ACTIONS

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

**Factory Designed or Importer Altered Actions, must also conform to CFDA’s standards of “faithful reproductions”.**

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

## GRIPS

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

## COSMETIC EMBELLISHMENT

Engraving anywhere on the revolver is permitted.

## HOLSTERS

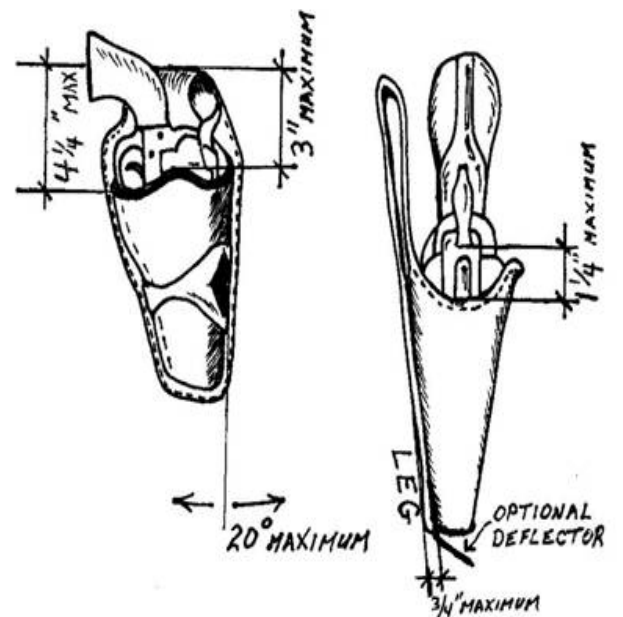
1800s Western-Style (one-piece) Mexican Loop, Drop Mexican Loop, Slim Jim, and California pattern holsters of leather/rawhide construction. The over the belt-style holster will be worn on the side of the hip and leg only.

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

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

CFDA recommends the use of deflector shields (leather or metal) or toe plugs on the bottom of all holsters. Deflector shields are required for Youth Shooters and in any "Try Cowboy Fast Draw" events. A deflector shield may be placed on an existing holster by mounting it between the boot of the holster and the curtain of the Mexican Loop holster. This should be done in a manner that is as inconspicuous as possible to maintain appearances.

A limited amount of internal metal may be used only for the purposes of an internally anchored deflector shield, this does not constitute a metal liner. The metal must be stitched around so that the dimensions can be verified, the stitching must not exceed 2" vertically from the toe of the holster or be more than 1-1/2" in width. Chicago Screws and T-Nuts are allowed.



### HOLSTER AND GUN-BELT SPECIFICATIONS

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

#### Enforcement Policy Rule #1.

- A. Check to make sure that the gun fits the holster. Too much slop or movement of the gun when the gun is placed fully into or onto its resting position in the holster indicates that the gun does not fit the holster.
- B. Test - While holding the holster firmly in place, move the gun back and forth and from side to side, while applying reasonable downward pressure on the gun while the gun is fully holstered on its resting position.  
While holding a measuring tape on the bottom of the grip (butt of the gun) check the full range of movement. If the range of movement exceeds 1/2" on the back and forth (or) side to side movement, the gun does not fit the holster.

*The most common reasons are age of holsters, was molded for a larger framed gun, or the front sight was removed. Sometimes a simple notch can be created on the back rest point, or some spacers can be glued inside the front toe to adjust for removed sights. Equipment Check Officials should make every effort to assist the shooter, if possible.*

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

*In 2006, CFDA drew some pretty clear lines for both holsters and guns that have withstood the test for almost 20 years, with just a very few modifications or definitions needed. Our sport can either repeat the mistakes of the past, or, we can hold the line and stay tied to the American Old West. The choice is ours....*

**SHOOTIST CATEGORY**  
**SLIM-JIM/CALIFORNIA PATTERN HOLSTERS SPECIFICATIONS**

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

**COWBOY FAST DRAW - SAFETY AMMUNITION**

**Wax BULLETS ONLY**

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

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

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

**PISTOL PRIMER LOADS**

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

**SHOTGUN PRIMER LOADS**

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

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

**45lc Only** - For two reasons. At all A & B Class Events, ammunition is provided by the Host. Plus, smaller calibers results in increased velocity, which can cause a safety problem with backstop netting, and since bouts can be decided by a thousandth of a second it is against CFDA policy to give an ammunition advantage over a fellow shooter.

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

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

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

**Cowboy Fast Draw Cartridges** consists of CFDA Approved wax bullets, .45 Long Colt casings with enlarged primer flash holes, large pistol primers, and Hodgdon 777 Black Powder Substitute. **Velocities may not exceed 750 fps.** Powder charges **may not exceed 3.8 grains** (by weight) and may vary slightly depending on the brand of bullet, the primer and how far the bullet is inserted into the casing will also affect velocity.

**(See "Loading Cowboy Fast Draw Cartridges" Article at: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com))**

Contest Hosts should always use the same type of ammunition throughout the competition. However, only in an emergency, i.e. if a contest host runs out of or has defective Cowboy Fast Draw Cartridges, the Host may have no other choice than to change to or another brand of Shotgun Primer Loads to finish the contest. It is a good practice for a host to have components available should this become necessary.

**Important Loading Requirement:** The Match Director of any CFDA Titled Championship will appoint a Cowboy Fast Draw Cartridge Loader, who must be approved by CFDA on a case by case basis.

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

## COWBOY FAST DRAW TIMERS

Contest time clocks must be approved by the CFDA. Contest time clocks must be capable of timing two shooters or multiple shooters simultaneously in elimination competition. Time clocks must have a random start between two and five seconds and must be capable of displaying all shooter's times to 1,000<sup>th</sup> (.001) of a second. Time clocks must record the precise moment the bullet impacts the target. Only timing systems using amber LED start lights are approved. Approved CFDA timers are: Gunslinger Cowboy Fast Draw Timers, Quick Draw Electronics (Original) & (Club Timer), Precision Shooting Timers, or any other timer listed on [www.cowboyfastdraw.com](http://www.cowboyfastdraw.com)

### SENSORS

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

#### **Sensor Calibration Procedure (Recommended)**

1. The recommended method of setting sensitivity is to first tap the target on each lane with a metal object, first starting with a very light tap and then progressively harder, the goal is for a medium tap to register a hit on each target.
2. If target temperature changes more than 20 degrees it may be time to recalibrate your sensors, this can be due to either ambient temperature change or direct sunlight on target.

### IMPACT TARGETS & FIRING LINE DISTANCES

**Official CFDA Impact Targets** - Are 17-3/16" (Most areas of the U.S.) and 24" (Some areas) round discs constructed of light metal or other materials that have the ability to accommodate an electronic sensor to record a hit anywhere on the target. Target stand hits do not count as scored hits. The hole for the start light will be a minimum of 2.5" in diameter (*2" for targets built before 2022*) and be centered on the target; the light will be protected with a polycarbonate (i.e. Lexan) lens. If targets are being used outdoors they must have a sun-shield placed behind the light hole to protect against sunlight from behind the target. Targets are extra large to accommodate slight grade changes and bullet patterns; shoot at the light! Care should also be taken to use targets with similar sizes of start light holes that may be used in a bout or a by-round.

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

### TARGET HEIGHTS AND DISTANCES

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

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

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

### Balloon-Disc Targets

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

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

#### Why are there different targets in Cowboy Fast Draw?

We understand that there are differences of opinions in our sport, which are mostly regional. To understand all of the reasons, please go to: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com), Rules Section and read the article: [Why? 17-3/16" & Balloon-Disc Targets](#)

**All Hosts of Class B & C Events Must Declare Target Sizes, Distances, and Formats on Match Fliers & Schedules  
New Requirement: Class A Championships (World or Nationals) Must use 17-3/16" Targets or Balloon-Disc (Beginning 2023)**

### CFDA Gunslinger Timer System

*Since 2011, CFDA has developed its own brand of Cowboy Fast Draw Timers, including a complete line of accessories to provide our members of our growing sport with the equipment they want and need.*

*In 2015, CFDA began developing a whole new generation of Cowboy Fast Draw Laser Targets and Laser Cartridges. All of these products can be found at the CFDA General Store at [CowboyFastDraw.com](http://CowboyFastDraw.com).*

*In 2021, we finally introduced our full size 17-3/16" Laser Targets, that are proving dependable enough to consider establishing Cowboy Fast Draw Laser Competition & Future Championships. Watch for more information, including Laser Competition Rules in the near future.*

**We suggest reading the Article: Why CFDA Developed its Own Brand of Timing Equipment  
(Available at [CowboyFastDraw.com](http://CowboyFastDraw.com))**

## IV. CFDA ELIMINATION CONTEST -PROCEDURES

### APPLIES TO ALL CLASS A THROUGH C EVENTS

1. Elimination is contestant against contestant competing in a round of elimination, each having one target. Both contestants react to the start lights, which illuminate simultaneously. The contestant with the fastest shot hitting their target is awarded a “winning hit”.
2. All ties must be re-shot, regardless of the blinking light.
3. Contestants stand side-by-side, facing their targets, at the specified distance. (See Page 15 - Targets)
4. A round is normally one bout between two contestants, except a bye-round.
5. A round can be best two out of three (2 Winning Hits), or best three out of five (3 Winning Hits), at the host’s discretion. **Titled Matches are best three out of five (3 Winning Hits).**
6. Each contestant must have an opponent – If the opponent does not show up, the present contestant will win by default and will not be allowed to shoot uncontested. Shooters who do not show up, will be left in the contest draws until they have reached the Elimination Factor.
7. If Shooters withdraw from the contest, we ask that they notify the Host, to avoid defaulted rounds from being drawn.
8. If a contestant fails to show up for a round, after they have been called as the shooter on the firing line, it shall be announced that they have 3 minutes to report, if they fail to report to the firing line, they shall forfeit the round.
9. 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.
10. Elimination Factor - A match can be single (1-X), double (2-X), triple (3-X), quadruple (4-X), or more, at the discretion of the host. For example, in a (3-X) contest; a shooter must lose three times to be eliminated from the contest, this is also called an Elimination Factor of three.
11. A host should always run a contest as advertised.
12. A host may add X’s to an advertised contest if attendance is low or increase from (two winning hits) to (three winning hits), but must do so and announce it before the start of the contest.
13. 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.
14. There is a **1.25 Time Limit** to record a “winning hit” in Men’s & Ladies Division in Titled Championships. (See **Time Limit - Page 26**).
15. In matches without Time Limits, a shot that hits the target after the time clock runs out does not count. A shooter cannot begin to reload (open the loading gate) on the line while a timed shot is in progress to record a hit.
16. Ricochets do not count as hits. A ricochet is defined as a shot that hits the front or the back of the target, after first coming in contact with another object; i.e. the ground, side walls, backstops, etc..
17. Contestants are paired only by random drawing, by cards or computer randomizer, for each round, therefore multiple rounds with the same opponent are possible.
18. Until the Elimination Factor (See #9 above) is met, rounds will be drawn by matching winners with winners and losers with losers, from the previous round (this helps to keep contestants from being matched with the same person until the Elimination Factor is met, however, since the drawings are random, it is still possible to be matched with the same person after the 2nd Round). All rounds after the Elimination Factor is passed are random drawing only.
19. The CFDA Basic Computer Scoring Program is now available through [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com). All scoring systems must be approved by CFDA to be used in Titled Championships.
20. As contestants receive enough “X’s” to reach the Elimination Factor, which eliminates them from the overall match, they are ranked in an overall place. Ties from contestants being eliminated from the match in the same round are broken by the fastest shot they fired in their last round. If a tie still exists, tie will be broken by the fastest shot in the previous round, or previous rounds until the tie is broken.
21. “Last Man Standing” is where the elimination rounds are carried out to the last shooter has not reached the Elimination Factor.
22. “Championship Shootoff” is where a set number of qualifying places have not reached Elimination Factor.
23. If the amount of competitors that are eliminated in the last regular round leaves available spots in the shoot-off, then a “luck of the draw” 1-X tie breaker shoot will be conducted among all competitors eliminated from the last regular round to determine final overall placing, except that the top places in that tie-breaker shoot will qualify and be resurrected for the available spots in the final Championship Shoot-off.
24. In all Championship Shootoffs Seedings shall be established by first ranking the competitors by the amount of X’s they have received in the regular rounds. **Ties for seeding will be broken by the fastest shot fired in the 3 previous regular rounds.**
25. In Main Matches all contests ties for recognized (trophies or money) places, will be broken by a 1-X shoot-off.
26. In contests using multiple shooting ranges, Lane Assignments shall be posted which shows the Range, Group, Lane, X-Count, and Opponent for each round. Contestants then must be notified. Announcers should wait a few minutes before calling the Shooters/Hand Judges to the firing line.

### BYE-ROUNDS

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



## **TIMER MALFUNCTION PROCEDURE**

**Note: 1.25 Maximum Time Limit Rule (See Page 26.) “Match Official Note” applies.**

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

## **ALIBI FOR HOST SUPPLIED AMMUNITION**

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

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

### **Notes:**

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

## **RE-SHOOT PROCEDURE**

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

## **1.25 SECOND MAXIMUM TIME LIMIT**

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

**There is No Time Limit for Youth Division at any level, except Level 4 Youth.**

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

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

# **V. MATCH FORMATS**

## **LAST MAN STANDING FORMAT**

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

## **SHOOT-OFF OPTIONS & DECLARATIONS**

Championship Shootoffs are required for Class A and optional Class B - D Contests. Hosts must designate how many shooters will qualify for the Shoot-offs before the start of any contest, and must advertise it in advance at all CFDA Titled Class B & C Championships & Contests.

## **(CLASS A) NATIONAL & WORLD CHAMPIONSHIP FORMAT**

1. All National & World Championships will shoot a 4-X contest with regular rounds ending when the Magnificent 7 Finals are established.
2. There shall be an overall cash prize structure for a minimum of the Top 20 Men and Top 15 Ladies Divisions.
3. At Host’s Option, certain Categories may be conducted as part of a Main Match as Sub-Categories or be held independently, if held as part of the Main Match, contestants who qualify for the Overall Championship Shoot-off shall not compete in Category Shoot-offs, if held on the same day as the Overall Championship Shoot-off.

## CLASS B & ABOVE CHAMPIONSHIP SHOOT-OFF FORMAT

(MAGNIFICENT 7 OR TOP 5, ETC)

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

**Note:** Think of it as Winner's Bracket are Lane 1 & 2, 1-X Bracket are Lanes 3 & 4. When Shooters lose on 3 & 4 they are out.

**Round 1:** Lanes 1&2, 5th Seed is paired with 4th Seed. Loser moves to Lanes 3&4 to awaits results of Round Two.

**Round 2:** Lanes 1&2 Round 1 Winner is paired with 3rd Seed.

**Round 3:** Lanes 1&2 Round 2 Winner is paired with 2nd Seed / Lanes 3&4 Round pairs 1&2 Losers. (Loser is awarded 5th Place)

**Round 4:** Lanes 1&2 Round 3 Winner is paired with 1st Seed / Lanes 3&4, Round 3 Winner paired with Lanes 1&2 Round 2 Loser.(Loser is awarded 4th Place)

(Lane 1&2 Winner awaits results from Round 5 to determine Final Championship Rounds)(Often referred to as the "Catbird Seat")

**Round 5:** Lanes 3&4 Round 4 Winner paired with Loser from Lanes 1&2. (Loser is awarded 3rd Place)

**Round 6:** Lanes 1&2 Round 4 Winner paired Round 5 Winner on Lanes 3&4 for Final Championship Round(s)

(Round 4 Winner has 1-X, and Lanes 1&2 Round 4 Winner has 0-X's)

(If Round 5 Winner Loses and reaches 2-X Elimination Factor, they are awarded 2nd Place, if not, Shooters switch lanes for Round 7.)

**Round 7:** (If necessary) This is the last Round to Determine the Championship.

**Note:** The above description will apply also to the Magnificent 7 but starting with 6th & 7th Seeds and so on.....

### Additional Procedures:

1. The highest Seed always gets choice of lane in any Shoot-off bout, except in Round 7 (If necessary).
2. Since Shoot-offs are especially watched by spectators and fellow Shooters, keeping them flowing is very important. A cleaning table shall be placed in close proximity to the Shoot-off range. Competitors are expected to be ready and not delay when called to the line.
3. **SHOOT-OFF GUN CLEANING TIME LIMIT (See Technical Rule #16.)** Shooters in a Championship Shoot-off Format who wish to rod out their barrels between rounds, should immediately leave the firing line and proceed to the cleaning table. Once all of the times have been recorded, targets tended, and shooters initially called to the firing line, shooters must report back to the firing line within 30 seconds after the "Final Call" to report to the firing line.

## **ADDITIONAL CLASS C & D, OR SIDE MATCH FORMATS**

### "NEVADA EIGHT" FORMAT

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

**Note:** The Nevada Eight format has been successfully used to run 250+ Shooters in Sunday Bracket Matches at the FGA, the matches run on time and all brackets finished at roughly the same time. This format has caught on across the nation and is very popular for Category & Bracket Matches.

**Nevada Eight Procedure:** The Nevada Eight format is a 5 Shot Round, but with a limit of 3 additional tie-breaker shots, as follows:

1. A round normally consists of only 5 shots fired by each competitor.
2. If a competitor wins 3 shots anytime within the initial 5 shots, they are immediately declared the winner of the round.
3. After 5 shots are fired, and neither competitor has won 3 shots, but one is ahead by 1-0, 2-0, or 2-1, they are declared the winner of the round.
4. If a competitor is ahead 2-0 after 4 shots, they are declared the winner of the round, since the bout cannot be tied with one shot to go.
5. **Tie Breakers** - If both shooters are tied after the 5th shot, 0-0, 1-1, or 2-2, then the first winning hit shall break the tie. In regular rounds there is a maximum of three additional "tie-breaker" shots, if neither shooter records a winning hit by the 8th shot, they both receive an "X".
6. Once the shooter count for the match is down to or below recognized places, the format automatically changes to "3 Winning Hits".

### Clarification:

- A. **Tie Shots** - (both contestants hitting their targets with identical times) that occur during this format must be re-shot, according to CFDA Rules, and do not count towards either the initial 5 shots, or the 3 additional tie-breaker shot limits.

### "NO X OUT OPTION" FORMAT

**Important Note:** CFDA Strongly urges clubs to use the No X Out Format and discourages Elimination Factor for Class C & D Club Matches. Elimination Factor leaves newer shooters eliminated early, it does not encourage new members and build club unity.

This system has become very popular in Class C & D contests, which are mainly club level shoots. It cannot be used in Titled Championships Class A or B, and is optional in Class C contests, if advertised in advance. The concept is that it allows all competitors to compete in all regular rounds of the competition without being eliminated, shoot-offs for top places are encouraged.

1. When the regular rounds end, X's will be added together to determine overall standing. In the last round of the regular contest, the fastest shot fired by each competitor is the tie-breaker for shooters who accumulate the same amount of X's.
2. The Match Director picks and declares a time to finish regular rounds before the beginning of the contest.
3. Men, women and youth shooters can compete together in this format.
4. If the club decides to hold Championship Shoot-offs which is recommended by CFDA, because it better prepares Shooters for large matches. The Match Director will announce the number of shooters who will participate in the Shoot-offs before the contest begins. This can be any amount decided like a Top 5, 7, 10, or everyone.
5. Separate Shoot-offs can also be set up for the Top Men, Women, and Youth, i.e. Top 7 Men, Top 5 Women, and Top 3 Youth. This is the format that would be used in Class C contests in which there must be separate recognition for Men, Women, and Youth. The top shooters from each division would be based upon their overall finish in the regular rounds that were shot with everyone mixed together.
6. The Official CFDA Basic Scoring Program has a No "X" Out Format built into its system, which automatically ranks the shooters by the number of X's while using their fastest time in the last regular round as a tie-breaker.

## **CFDA Bracket Match**

Bracket Matches have become extremely popular at all levels of CFDA Competitions, because it gives Shooters of all abilities a competitive opportunity. They are not predetermined “classes”, instead they use current proven shooter ability to determine which bracket a shooter will compete in. Because of this a Bracket Match cannot be the first competition at any event, there must be a current qualifier event.

### **Procedure:**

1. After a sufficient number of rounds have been completed, a Bracket Report is generated using the CFDA Scoring Program. The Bracket Report ranks Shooters by the 2nd Fastest Time available, from the “Fastest Shots Per Round”, that were entered for each Round into the program. We do this because Fastest Time Reports from the Scoring Program often do not match a Shooter’s true ability.
2. Using the Side Match Setup, setup a Bracket Match. Then register Shooters according to the Bracket Report.
3. Bracket Matches can be setup for 2 to 5 Brackets, this decision should be based on how many Shooters and Ranges are available.
4. Elimination Factors are recommended for Bracket Matches. Be careful to consider the time you have to run the event. 2-X are the most popular, because a 3-X Match will take twice as long as a 2-X.
5. Nevada 8 Format is most popular since it keeps Rounds and Bracket Matches in better synchronization time wise.
6. Recommend limited recognized places to avoid too many time consuming tie-breakers.

Many CFDA Championships now use Bracket Matches to start out the final day of competition. Then either conclude the Main Match with Last Man Standing or Championship Shoot-offs. CFDA recommends including Bracket Match Fees as part of the Main Match Entry Fee. When using Bracket Matches on a final day, we highly recommend not having a Second Chance Match.

## **Second Chance Match**

Second Chance Matches are a popular format that provides Shooters that are eliminated from a Main Match on the 1st day, a fun event to look forward on the 2nd day. Also popular is running a Second Chance Match at Exhibition Target Distance (11’-17 3/16” or 15’ - 24”). Second Chance matches are also referred to as “Resurrection Matches” in some parts of the county.

### **Procedure:**

1. Using the Main Match Setup, setup both Men’s & Ladies Divisions.
2. Elimination Factors are recommended for Second Change Matches. Be careful to consider the time you have to run the event, running a Second Chance Match too long, may results in conflicting with the Main Match Finals. 2-X are the most popular, because a 3-X Match will take twice as long as a 2-X.
3. Nevada 8 Format or 2 Winning Hits are most popular since it keeps Rounds running much faster and in better synchronization time wise.

## **Category Match**

Beginning in 2007 Category Matches began as Sub-Categories of Main Matches, where Shootoffs were held for each Category. Currently they are only being used as opening events at some CFDA Titled Championships. They are mainly age-based categories, with the exception of Shootist.

### **Procedure:**

1. Using the Side Match Setup, setup a Category Match. Then register Shooters according to their Category.
2. Elimination Factors are recommended for Category Matches. Be careful to consider the time you have to run the event. 2-X are the most popular, because a 3-X Match will take twice as long as a 2-X.
3. Nevada 8 Format is most popular since it keeps Rounds and Category Matches in better synchronization time wise.
4. Recommend limited recognized places to avoid too many time consuming tie-breakers.

## **Warm-up Match or Jackpot Shoot**

Usually are held as an opening event at CFDA Titled Championships. They are usually 2 or 3-X Contests. Usually the Host provides trophies and often has Prize Money and calls them Jackpot Shoots. They sometimes have both Men’s & Ladies Divisions.

# **VI. ETIQUETTE & GENERAL RULES**

## **What is Expected From Our Shooters**

1. Know what time the Shooter’s Safety Meeting begins and plan to arrive early.
2. Please turn off cell phones or set them on silent mode, they kind of ruin the atmosphere.
3. Please refrain from loud talking, sudden outburst of noise, causing light reflections on targets, or any other disruptive actions that may disturb shooters on the Firing Line. Normal talking and laughter is expected since Cowboy Fast Draw© events are very social environments.
4. If, due to unforeseen circumstances, you arrive late for some contests you might still be able enter. If you are allowed to enter, you will receive an “X” for each round drawing that you have missed. This may not be possible for some large Class A or B contests, where the Host has published a “registration closed” time, and has conducted “mandatory shooter’s meeting”, due to the magnitude of the event. This decision is up to the Host.
5. It is your responsibility to read the entire CFDA Gunslinger’s Rules & Handbook and know the rules and procedures. If you do not know the rules please ask, you have a right to question calls by officials and you cannot later blame volunteer officials for your ignorance of the rules.
6. Keep your guns cased or holstered when entering and leaving the Contest Area. There is NO .45LC LIVE AMMUNITION allowed on the grounds of a CFDA Event by any competitor, leave it in your car. Concealed weapons permits do not exempt our members from this requirement.
7. Remember glasses in the actual shooting area are required and we strongly recommend hearing protection, hearing protection is required for Youth Shooters.
8. Bring a clean gun with tight screws.
9. It is the Shooter’s Responsibility that all of your equipment meets CFDA Specifications.

10. Go directly to the registration table and promptly fill out contest paperwork. Waiting until the last minute delays contest starting time.
11. Please volunteer your help in Judging or Scorekeeping, this is everyone else's day-off too and we all appreciate it.
12. Learn how to read a "Lane Assignment Sheet", then check with the "Round Posting Board". Be where you are supposed to be, and be ready when called.
13. Do not approach the scoring table to ask questions, as you might distract them and cause them to make a mistake. Check with firing line officials if you have questions.
14. On the firing line keep your gun holstered until receiving the "Load and Make Ready" command.
15. Use the assigned "Dry Fire Area" to warm up or to practice your draw, not the firing line. After the command to "Load and Make Ready" is given, you may dry fire your gun a few times, but no more. After the gun is loaded no dry-firing is permitted, drawing your gun for alignment purposes a few times between shots is not considered dry-firing.
16. Listen to the Range Master and follow their instructions for loading and unloading, and please do it promptly. Do not load before being instructed to do so.
17. Whenever a Range Master says, "Down Range" or you notice someone in front of the firing line, immediately holster your gun.
18. Whenever anyone is down range, you will be asked to keep your hands off of your gun. Please obey the "Hands Off Guns" command.
19. Never turn or walk off the firing line with the gun in your hand. This is a Safety Violation.
20. Do not break the 170 degree rule! The muzzle of the firearm must always be pointed straight down-range (plus or minus) an extreme maximum of 85 degrees, whenever it is out of the holster. Please stay well within those limits and keep your gun pointed as close to center as possible.
21. Know all Range Commands written in this Handbook. (See the Standard Range Command Section). "Unload and Show Clear", after unloading the gun, keep the loading gate open, and slowly spin the cylinder to show the Judge that your gun is empty. After the Judge observes your empty gun, they will say, "Gun Clear, Hammer Down, and Holster," holster your gun before you turn around to leave the line.
22. Be courteous and congratulate your opponent if they should win. If you should win, be gracious.
23. In the event that you have a question or wish to protest an official's decision, raise your hand, when acknowledged, politely voice your concern to the Range Master before the next competition shot is fired. After that, the point is moot.
24. In many contests you will be required to Hand Judge normally before shooting. If you are not comfortable being a Hand Judge, please ask for assistance. You should know the rules since you are reading them here!
25. If the Host or community allows you to wear guns outside the shooting area, respect the right, and be gun safety conscious. AND REMEMBER, you are responsible for your actions.
26. All guns in the shooting area must be put away before any alcohol can be present.
27. Thank your Host, Contest Staff and please support our Sponsors. If you win a nice prize that a sponsor has contributed, consider writing or calling to thank them for supporting Cowboy Fast Draw©.
28. Smile a lot, and HAVE FUN!!!!

## WELCOME TO OUR CFDA FAMILY!!!

### KNOWING YOUR MATCH OFFICIALS & HOW TO BECOME ONE

Cowboy Fast Draw is unlike most other sports in which competitors compete for prize money and titles. In our sport competitors actually judge one another, and must do so with the Spirit of the Game in mind.

#### Quoted From the Founder's Letter

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

Executive Director's Comment: *There is no such thing as perfect officiating, as anyone can learn from professional sports like Baseball, Football, Basketball, etc. We do the best we can to make the correct calls, and we have procedures in place that shooters have the responsibility to learn which ensures they always have the right to be heard and receive fair consideration. If a shooter fails to learn our rules and procedures and do not exercise those rights, once the next shot is fired, it is a mute point, and they are wrong to blame anyone else.*

### (DEFINITIONS OF MATCH OFFICIALS)

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

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

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

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

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

**LINE JUDGE** – Is a person or persons that the Range Master may appoint to help manage the firing line. This position is required when there is more than 6 lanes on a range, or whenever called by the Range Master for any purpose, including rule enforcement, especially (TV #17).

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

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

**HAND JUDGE** – Is usually the next shooter and is a Line Official. Their duties are explained in detail (*Please See Pg. 31*) since all shooters are expected to have this basic knowledge.

### (FOR CFDA RANGE OFFICER TRAINING PROGRAMS)

**CFDA RANGE OFFICER** – is a person that has completed the CFDA Range Officer (RO) Program, through their local club, and has been awarded an RO Pin. ROs have learned General Range Operations, including some training at all positions.

**CFDA QUALIFIED RANGE MASTER** - is a person that has completed the CFDA Range Master (RM) Program that has been taught by a CFDA Regulator or Approved Instructor. They have been instructed in more focused methods of running the entire Firing Line, and interacting with the Timer Operator/Announcer. It is required to have either a Qualified Range Master or a Range Master in Training to serve as Range Masters at CFDA Titled Championships. Qualified Range Masters are also Certified to Instruct the CFDA Range Officer Course.

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

### ARBITRATION COMMITTEE

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

The Match Director 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. It is advised that Regulators not to serve on Arbitration Committees.

Once it is established that the Arbitration Committee must decide a matter, the Match Director may appoint a representative to conduct a hearing or conduct it themselves. (*CFDA Regulators are a good choice as an appointee.*)

The person conducting the committee is bound to make sure all sides are heard before the Arbitration Committee is asked to make a decision. The committee may question the contestant or any officials concerning the issue.

The Arbitration Committee will then research the Rules and Guidelines as published in this publication or any CFDA addendums or clarifications. Regulators may assist in this research.

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

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

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

## DUTIES COMPETITORS ARE EXPECTED TO KNOW & PERFORM DURING ANY MATCH

### CFDA HAND JUDGING PROCEDURES

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

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

#### **Their Main Responsibilities Are As Follows:**

- A. Do not allow the Shooter to un-holster their gun for any reason, until the "Load and Make Ready" command is stated by the Range Master.
- B. Check for eye protection; it is mandatory on a firing Line.
- C. No live ammunition is allowed in the entire contest area – take this opportunity to check for live ammunition in the shooter's gun belt.
- D. Check for inspection sticker on the butt of the gun in Class A & B contests.
- E. When Youth Shooters are on the line, check for the distinguishing item for Level 2 (Youth Two-Hand), who must use two-hands and keep their off-hand in contact with the gun throughout the firing process. Level 3 (Youth One-Hand) is not required to keep their off-hand in contact.
- F. **POSITIONING THE HOLSTER ANYWHERE OTHER THAN THE SIDE OF THE LEG** is not allowed: Since holster curtains can be manufactured in various widths and angled rakes can be deceiving, the trigger guard of the gun will be the defining point. A straight object (like a trigger finger) extended through the trigger guard must be able to touch the center of the Shooter's Leg, which is usually the seam of the pants, or behind that point. In the case of unusual pants or no seams such as a dress, the center of the leg prevails. If there are any challenges, the Range Master's Decision is Final.
- G. It is a good idea, at this point, to visually inspect the target from the firing line and look for hit marks on the target that did not get properly rolled with grease.

- H. See that the shooter's feet are positioned and stays behind the firing line.
- I. Once the **"LOAD & MAKE READY"** command has been given, assist the shooter in loading their six-gun. **Note:** When using Host Supplied Ammunition, all shells loaded into guns must be handed to the shooter by the Hand Judge.
- J. If you see the shooter's barrel start to wander, be sure to remind them of the 170 Degree Rule, while loading, unloading or shooting. Be prepared to control them if you are in position to do so.
- K. **NO MORE THAN 5 ROUNDS MAY BE LOADED IN THE GUN.** The hammer must always be down on an empty or fired chamber. Hammer down is defined as either fully down against the frame or on the safety notch, which is the first notch in Colt Clone actions.
- L. The shooter's six-gun must be indexed, and placed on the safety notch (if used) and ready to fire before their Final Holstering. Once this is completed, please seat yourself on the Hand Judge stool, so that the Range Master can easily identify that your shooter is ready for the **"LINE IS READY COMMAND"**.
- M. Position yourself so that you can clearly see that after the shooting commands have been given, the shooter does not move the gun in the holster or begin to cock the hammer before the start light comes on.
- N. The hand can be touching the gun but the trigger finger must not be inside the trigger guard after the **"SET"** command and until the start light comes on.
- O. In the case of a Technical, Procedural, or Safety Violation and immediately **AFTER** the shot is fired immediately bring it to the attention to the Range Master, by standing and raising your hand. Please do not yell loudly, it's not necessary and can disrupt procedures and announcing.
- P. After each shot is fired check both your shooter and their opponent's target for hits. If you do not see a hit, stand up and raise your hand.
- Q. If a downrange is called to verify target hits, both Hand Judges will go downrange as directed by and with the Range Master. **Do not touch and stay at least 12" away from the target in question**, only the Range Master can carry out an inspection closer than 12".
- R. Try to keep track of the shot-count of the bout, if possible, you may ask for a shot-count, if one has not been called by the Announcer.
- S. When a bout is completed give the command, **"UNLOAD AND SHOW CLEAR"** to your shooter. Then stay with the shooter and observe the process. Visually inspect all chambers, and then give the command, **"GUN CLEAR, HAMMER DOWN AND HOLSTER."** **Important! Stay with the shooter until the gun is holstered before allowing them to turn up range, as you may save inexperienced shooters from receiving a serious penalty.**
- T. If other bouts are still in progress, and the next shot is ready to be fired and the shooters in the finished bout have not finished clearing the line, ask them to **"FREEZE"** so that the firing line is not disrupted, they then can finish clearing the line after the next shot is fired.
- U. Always be aware of activity down range – be prepared to give clear commands **"HOLSTER YOUR GUNS" or "HANDS OFF GUNS"**, if there is any person down range and that command has not been given previously.
- V. Be Courteous to Your Fellow Shooters; Be Firm, But Fair; and Call Them the Way You See Them. The Hand Judge may be asked to testify in the case of an Arbitration.

#### ASSISTING THE SHOOTER

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

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

#### TARGET TENDERS

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

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

#### Hand Judge Notes:

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

***To have the most fun at a CFDA Event, get really involved in helping to run it. If you have not taken the CFDA RO Course, consider downloading and studying it. Try to attend an RO Course at your nearest CFDA Affiliated Club. You will become a better shooter because you will have a better understanding of our sport. As a CFDA Competitor you are expected to know and play by the rules.***

## KNOWING - STANDARD RANGE COMMANDS IS IMPORTANT!

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, in many countries English is not their first language. However, participants of CFDA in those countries will know the Standard Range Commands in English and will be able to understand and comply with all contest procedures.

### The Standard Range Commands are:

1. **“HOLSTER YOUR GUNS”** Someone is or is about to be in front of the shooting line. You must holster your gun immediately.
2. **“DOWN RANGE”** All Guns are holstered and the line is safe and people can go down range for whatever purpose.
3. **“HANDS OFF GUNS”** Used only during an active Round while Shooters are loaded and in conjunction with a Down Range command. It an extra level of safety when someone is Down Range and the Shooters must keep their hands off their guns, even if they are holstered.
4. **“FREEZE”** Means to stand perfectly still on the line even if you are in the process of unloading so as not to disturb a bout in progress.
5. **“STOP! FIRING LINE”**: Means ALL Activities on the Firing Line “Freeze”.
6. **“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.
7. **“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.
8. **“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.
9. **“GUN CLEAR, HAMMER DOWN, AND HOLSTER”**: This is the command that the Hand Judge will give after they have inspected that your gun is empty. Make sure that you holster your gun before turning around on the line.
10. **“RANGE IS HOT, CLEAR TO HANDLE YOUR SIX-GUNS”** This command is used whenever Range Officers or personnel have been downrange and have returned across the Firing Line, while Shooters remained loaded, ready, and holstered on the Firing Line. *(Please do not use this command after targets are greased or before “Load and Make Ready Command”).*

## VII. TECHNICAL & PROCEDURAL RULES

**Director’s Comment:** For the most part everything up to this point describes who we are, the equipment we use, the procedures use, and of how we run our events. The following few pages is actually our Rules of Competition. Rules really do not become rules until penalties can be applied. None of us want to penalize a fellow competitor, and none of us are perfect as competitors or officials. Things happen quickly in Cowboy Fast Draw! We just Cowboy Up and do the best we can in whatever role we are playing, and apply common sense wherever we can.

### Violations Do Not Carry Forward:

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

### Definition of Penalties:

**Loss of Shot:** The Opponent Wins the Shot (Hit or Miss). **Loss of Round:** Round DQ -Opponent Wins the Round.

**Match DQ:** Disqualification From Match. (Going Forward)

## CONTESTANT TECHNICAL VIOLATIONS (TV)

Technical Rule Violations (TV)	1 <sup>st</sup> Violation	=	VERBAL WARNING
Result in these Penalties	2 <sup>nd</sup> Violation	=	LOSS OF SHOT
	3 <sup>rd</sup> Violation	=	LOSS OF ROUND

1. **HAND RULE:** You may touch the gun or holster. This is called **“Lawman Ready Position”**, it was commonly used in the Old West by Law Enforcement Officers and still is today. Hands being held clear of guns, is an invention of Hollywood.
2. **NO FINGER IN THE TRIGGER GUARD:** You may not have your trigger finger in the trigger guard after the Set Command and before the start light comes on.
3. **NO MORE THAN 5 ROUNDS MAY BE LOADED IN THE GUN.** No more than 5 rounds may be loaded in the gun. The hammer must always be down on an empty or fired chamber. Hammer down is defined as either fully down against the frame or on the safety notch, which is the first notch in Colt-Style actions.
4. **CHANGING THE GUN OR HOLSTER, OR THE POSITION OF THE GUN OR HOLSTER, OR LIFTING THE GUN TO AN ILLEGAL POSITION IN THE HOLSTER** To Gain a Competitive Advantage on Your Fellow Competitor is Not Allowed.

#### **RULE 4. ENFORCEMENT POLICY:**

- A. An Angle Gauge will be stationed along with a copy of the Gunslinger's Rules & Handbook on all scoring tables at all CFDA Titled Championship ranges.
- B. If in the opinion of any tournament official such as the Hand Judge, Line Judge, or Range Master, a shooter is in violation of Technical Rule #4., they must report it to the Range Master.

This can apply to altered guns or holsters, or changes made in how holsters are worn by competitors. In most cases this is due to sliding the back of the belt down, or physically changing the cant of the holster upon their belt, to an angle that exceeds "Holster & Gun Belt Specification" #2. "There shall be no more than a 20-degree (front or back) holster cant while the shooter is in a normal standing position."
- C. The Range Master will, before the first shot is fired or at any time between shots during a round, ask the shooter to stand in a normal standing position without re-adjusting their belt position or the position of the holster upon their belt.

The Range Master will then check the holster cant with the host provided angle gauge. If the cant of the holster is found to exceed 20-degrees, Technical Violation Penalties will apply for that round. i.e. Warning, then Loss of Shot, and then Loss of Round.
5. **POSITIONING THE HOLSTER ANYWHERE OTHER THAN THE SIDE OF THE LEG** Is not allowed: Since holster curtains can be manufactured in various widths and angled rakes can be deceiving, the trigger guard of the gun will be the defining point. A straight object (like a trigger finger) extended through the trigger guard must be able to touch the center of the Shooter's Leg, which is usually the seam of the pants, or behind that point. In the case of unusual pants or no seams such as a dress, the center of the leg prevails. If there are any challenges, the Range Master's Decision is Final.
6. **BOTH FEET MUST BE BEHIND FIRING LINE**, stepping over the firing line into the shooting range is not allowed until the "Down Range" Command has been given.
7. **SHOOTERS TO REMAIN IN THEIR SHOOTING LANE.** A Lane Separation Safety Encroachment Line may be placed by the Host. If placed, no part of the competitor's body may cross the line. Whether there are Lane Separation Lines or Not, if in the opinion of the Range Master, that competitors are standing too close, the Range Master may insist that competitor's maintain a safe separation. Shooters may not switch from assigned lanes.
8. **GUNS MUST REMAIN HOLSTERED** on the firing line until the "Load and Make Ready" command is given by an official.
9. **DRY FIRING ON THE FIRING LINE** is allowed, but only **after** the command "Load and Make Ready" is given, but only a few times. You may also draw your gun a few times between shots for alignment purposes. Dry firing or cocking the hammer during practice draws is not allowed after the gun has been loaded.
10. **SAFETY NOTCH ENGAGEMENT.** It is the competitor's decision to use the safety notch in a colt style action six-gun. If used, the six-gun must be placed in the safety notch before the Final Holstering of the pistol, before the "Shooting Commands" commence.
11. **DRY FIRING OFF THE FIRING LINE** may only be conducted in an official "Dry Fire Area" designated by the host.
12. **NOT BRINGING ENOUGH SHOTGUN PRIMER LOADS TO THE FIRING LINE.** In contests where shooters supply their own shotgun primer loads, they are required to bring enough loaded ammunition to the firing line to complete a round.
13. **GUNS ARE TO BE HOLSTERED OR ENCASED AT ALL TIMES.** Treat all firearms as if they are loaded at all times. The only time that you may have a pistol out of a holster is on the firing line, in the approved dry fire area, in a gun case or bag, or at an approved contestant area for cleaning and inspecting. No one may walk around the range with a gun in hand. You may not sweep anyone with your firearm. *(See Major Safety Rule #1.)*
14. **IN CLASS A & B TITLED CHAMPIONSHIPS CONTESTANTS MAY NOT SOLICIT OR RECEIVE COACHING WHILE THEY ARE ON THE FIRING LINE.** Words of encouragement or the Hand Judge spotting hits or misses is not considered coaching. Any penalties concerning coaching will be assessed to the shooter on the line.
15. **SHOT REFUSAL** Once a competitor fires a shot that hits or misses the target, they may not refuse the results of that shot, unless the Range Master deems and explains that there were extenuating circumstances.
16. **SHOOT-OFF GUN CLEANING TIME LIMIT** Shooters in a shoot-off format who wish to rod out their barrels between rounds, should go to the cleaning table immediately, they are required to report back to the firing line within 30 seconds after the "Final Call".
17. **DISCHARGING THE GUN WITH THE MUZZLE BEHIND THE FRONT HOLSTER POUCH CUT IS NOT ALLOWED.**

#### **Rule 17. Enforcement Policy: (Re-written)**

If a Hand Judge, Line Judge or Range Master can **clearly** determine that a competitor has discharged their gun with the muzzle behind the front holster pouch cut, the competitor shall be given an "Official Warning". If the violation occurs again in the same round, then the competitor shall be penalized with a "Loss of Shot". If the violation occurs again in the same round, then the competitor shall be penalized a "Loss of Round". If the competitor repeatedly receives warnings in the same contest, a Spirit of the Game Penalty may be applied.

If a Line Judge has not been assigned, the Range Master may appoint one that may position themselves at a better angle to follow the above enforcement procedures.

**Just like any other rule enforcement, when acting as an official, if we see an infraction, we are obligated to call it. We must play our part to provide fair competition on behalf of all of our fellow competitors. If we do not clearly see an infraction, it is a NO CALL!**

18. **WHILE TECHNICAL PENALTIES DO NOT CARRY FORWARD TO OTHER ROUNDS, ANY SHOOTER THAT REPEATEDLY HAS TO BE WARNED OR RECEIVES REPETITIVE PENALTIES IN MULTIPLE ROUNDS, CAN BE ASSESSED A CONDUCT VIOLATION PENALTY. (See Page 11.)**



## CONTESTANT PROCEDURAL VIOLATIONS (PV)

### All Procedural Violations Will Result in Loss of Shot

- FANNING OR TWO HANDED SHOOTING IS ALLOWED:** If fanning or using the opposite hand for recoveries, the contestant's opposite hand must not be moved in front of the body until the start light comes on. Where the opposite hand is placed is not relevant unless it is being used to actually operate the hammer. **Definition:** (The opposite hand cannot be placed directly in front of the body, whereas, it breaks a plane from the side of the shooter's torso to the edge of the target.)  
**Warning:** Fanning is very hard on your hammer notches, cylinder notches, and trigger. Revolvers with firing pins attached to the hammers can cause injury to the fanning hand.
- ANTICIPATION:** The Competitor cannot move the gun in the holster after the shooting command "set" and before the start lights comes on. Furthermore, any shot fired that is faster than the current World Record, must be backed up within 3 hundredths of a second before the round is over. If a competitor has not fired a shot within 3 hundredths of a second in the current round, an additional three attempts will be awarded. If the shot in question is not backed-up, then the shot will be considered "anticipated" and will result in a Procedural Penalty (PV), which is a Loss of Shot.  
**Note:** If a competitor successfully backs up a time faster than the Current World Record in a Class A or B CFDA Titled Championship, then they shall be declared the New World Record Holder, which shall be kept up to date on the CFDA Website. There shall be separate World Records for Men's and Ladies Division. Hosts must notify CFDA immediately in case a New World Record is set.  
**World Record Note:** If the Titled Championship is being shot at 15' on the 17-3/16" Impact Target or the Balloon-Disc Target, then an adjustment of .008 will be deducted to compensate for six feet less wax bullet travel time. i.e. (.281 = .289.) and (.314 = .322). There will not be separate World Records established for these targets, since the degree of difficulty is equal.
- ANTICIPATION (PART B.)** Any shot fired that results in a time faster than .275 @ 21' or .267 @15', will automatically be considered anticipation, no back up attempts will be considered. (This data was confirmed at the 2021 FGA) Note: Any CFDA member may request an official Triple 7 Test. The Triple 7 Test must be conducted by a CFDA Representative or Regulator (**See: Triple 7 Test - CFDA Website - Rules Section**)
- NO CONTEST:** If both competitors move and draw the gun before the light comes on, it is a no contest.
- TO MOVE THE GUN OR ACTIVATE THE COCKING OF THE HAMMER BEFORE THE START LIGHT** is not allowed.
- 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.
- FIRING MORE THAN ONE SHOT PER DRAW IS NOT ALLOWED.**
- CONTESTANTS MUST REPORT TO THE FIRING LINE ON TIME**, Shooters are expected to report to the firing line in a timely manner. After being called to the Firing Line, if a Shooter fails to report, the Announcer will begin a 3-Minute Time Period. It should be noted that except in 1st Groups the Shooter was also called to the Firing Line to Hand Judge. If the Shooter has not reported to or seen approaching the Firing Line in 3 Minutes, **they shall forfeit the round.**

## VIII. SAFETY RULES "Our Most Important Rules"

**CFDA SAFETY RULES ARE THE MOST IMPORTANT RULES THAT WE HAVE.** Education in the safe and proper use of firearms is one of our primary goals. Having a good time at a match will always take second place to safety.

**ANY GUN SPORT HAS THE POTENTIAL TO BE DANGEROUS!** Wax bullets can cause serious bodily injury. All contestants must treat their firearms with the same respect as if they were firing live ammunition. **All contestants are considered Safety Officers** and are expected to stay alert for unsafe actions of others. **Any official or contestant can confront anyone on our range over a safety issue.**

### THE NRA GENERAL FIREARM SAFETY RULES

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

### CFDA ADDITIONAL PRIMARY SAFETY RULES

- Everyone on the range must wear eye protection, ear protection is strongly recommended for adults and required for all Youth & Juniors (Under age 18). Those who are not wearing eye protection must put it on prior to the next shot being fired.**
- Only registered contestants may wear firearms in the "contestant areas". Exceptions are performers or guests, requested by the Match Director, CFDA Officials, police and assigned security personnel, all others may be required to leave the area. The public may have carry rights, but they must remain in "public areas".**

**STANDARD SAFETY VIOLATIONS (SV)**

- 1. Down Range Rule:** Holster or keep the gun holstered, when anyone is in front of the firing line on that entire range, or immediately after a Judge gives the command, **“Holster Your Gun, Down-Range”**.  
**Penalty:** 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Match DQ.  
**Note:** If a firearm is pointed directly at anyone, Major Safety Rule #1 Applies.
- 2. The 170 Degree Rule:** The muzzle of the firearm must always be pointed straight down-range (plus or minus) 85 degrees, whenever it is un-holstered, loaded or not. (See Muzzle Safety Zone Diagram - Page 38)  
**Penalty:** 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Match DQ. **Note:** A holstered gun is considered a safe gun.
- 3. Unsafe Gun Handling:** The firing line is no place for fancy gun handling or spinning, because it violates the 170 Degree Rule. This also includes looking down the barrel. **Penalty:** 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Match DQ.
- 4. Accidental Discharge of the Gun in the Holster, Shooting the Holster, a Bullet Impacting Behind the Firing Line, or Outside of a Shooter's Lane.** **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 Dry Firing With a Loaded Gun 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.  
**Unserviceable Gun on Firing Line Procedure**  
If a competitor's gun becomes unserviceable on the firing line, to the point it cannot be unloaded. The Range Master shall appoint an official to move the gun from the firing line directly to a “cleaning area” table. The gun must be moved safely in either a holster or encased. The loaded and unserviceable gun cannot be left unattended until the shooter or an appointee reaches the cleaning table and unloads the gun and has the appointed official verify that it is empty. In the case that the gun cannot be unloaded at the cleaning table, then the Chief Range Master or Match Director must approve further action.
- 8. Firing A Shot Over the Back-Stop. (As Determined by the Match Director)**  
**Minimum Penalty:** 1<sup>st</sup> Loss of Round, 2<sup>nd</sup> Match DQ. (Also See below, MSV #5.)
- 9. ANY COMBINATION OF 3 STANDARD SAFETY VIOLATIONS.**  
**PENALTY:** MATCH DQ.
- 10. If a Competitor Receives a Match DQ, or Does Not Finish a Match (DNF) for Any Reason, They Will Receive Credit For up to the Point That the DQ or DNF Occurred.**

**MAJOR SAFETY VIOLATIONS (MSV)**

**MAJOR SAFETY VIOLATIONS**

- 1. ALWAYS Keep Firearms Pointed in a Safe Direction, Loaded or Not.**  
A Safe Direction means that the firearm is pointed so that if it were to discharge, it would not cause injury or unintended damage. **“Never Point A Firearm At Anything, Unless You Are Willing To Destroy It!”**  
**Penalty:** Match DQ.  
**Exceptions:**  
A. Guns **that have cylinders removed** for servicing/cleaning at a cleaning table.  
B. Entertainment or gun handling demonstrations approved by the Match Director, but must be certified as unloaded by an official.  
**This Applies to ANYWHERE at a CFDA Event!**
- 2. Loading or Unloading Ammunition Anywhere Other Than the Firing Line.**  
**Note:** Shotgun primer loads are not considered ammunition until the shotgun primer has been inserted.  
**Penalty:** Match DQ.
- 3. .45LC Live Ammunition is NOT Permitted Anywhere in the Contestant Area, by Any Registered Contestant.**  
**Penalty:** Match DQ.
- 4. Alcohol Consumption or Being Under the Influence in the Contest Area is Strictly Prohibited. (Guns and Alcohol Don't Mix!)**  
**Penalty:** Match DQ.
- 5. A Match Director has the authority to declare that any shot fired over a Backstop will result in a Major Safety Violation (MSV).**  
**Penalty:** 1st Shot - Match DQ .  
**Note:** Such a declaration must be made no later than the Shooter's Meeting, when Hand Judges & Range Masters, should be instructed to be particularly observant, plus 1 or 2 Line Judges should be appointed for every round. If not declared (SV #8.) still applies.  
**When it Should Be Used:** When a shot over a backstop could cause injury or unintended property damage.

## 170 DEGREE RULE

### Muzzle Safety Zone

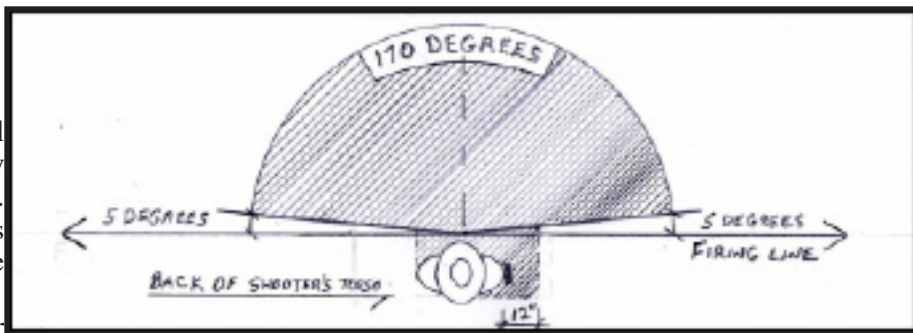
#### (Shaded Area)

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

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

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

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



## **IX. RANGE SET-UP REQUIREMENTS**

### REGISTRATION TABLE

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

### EQUIPMENT INSPECTION TABLE

Place this table close to the registration table and have at least two officials working together. Contestants must wear their holster and gun, plus bring shotgun primer load components (if applicable) to the Inspection Table. **Equipment Inspection Tables must be set up next to a wall or other backstop, and muzzles must be pointed in a safe direction at all times by competitors and officials.**

### TIMER/ANNOUNCER SCORE TABLE

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

### CENTRAL COMPUTER SCORING AREA

Whether it is a large tournament with multiple shooting areas where a central area is necessary, or a local match it is important to have a place to carry out data entry and drawing of rounds. This area is **OFF LIMITS** to everyone, except appointed Match & CFDA Officials.

### CONTESTANT AREA

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

### ROUND POSTING BOARD

One or two 4' x 8' sheets of plywood or particle board works fine for this important posting board. A staple gun works well for posting and keeping paperwork from blowing away. It should be located near the contestant area. This board displays shooter's information, such as start time, rounds, X roster, and the rules. **We recommend multiple Round Posting board locations in larger matches (over 100 shooters).**

### 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 11', 15', or 21' (or other stated distances depending on the contest) from the front of the targets. No one is allowed to cross the firing line, unless instructed to do so by the Range Master. A line made of pinned down rope or other material works well.

### GUN CLEANING TABLE(S)

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

**Note:** Gun Cleaning Table must be set up next to a wall or other backstop, and muzzles must be pointed in a safe direction at all times. Once cylinders are removed muzzle rules do not apply.

### TARGETS

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

### SMOKING

There is **NO SMOKING** allowed around Score Tables, Firing Lines, Contestant Areas, or any other area that requires the presence of match officials, shooters, or volunteer help.

## BACK STOPS, SIDE WALLS, & SHOOTING LANE REQUIREMENTS

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

## TRY COWBOY FAST DRAW GUIDELINES

**Complete (8 Page) Try Cowboy Fast Draw Guidelines, Staffing and Procedures (Including Diagram)  
Download is Available at: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com) (Rules & Range Officer Training Section)**

## CFDA - YOUTH SAFETY & TRAINING PROGRAM

**CFDA - Youth Safety & Training Program (Pages 31 & 32)**

**Plus Download Available at: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com) (Rules & Range Officer Training Section)**

## X. CFDA AFFILIATED CLUBS

**AFFILIATED CLUB BENEFITS:** Affiliated Clubs shall receive the following benefits as being a CFDA affiliated club in good standing:

- A. CFDA Logo use in club advertising, promotion, and awards. (CFDA Logo may not be altered in any way).
- B. Club Listing and contact information on the CFDA Website, and Gunslinger's Gazette.
- C. Club Banner with Club Name, Location, and CFDA Logo.
- D. Access to CFDA/NRA Insurance Shooting Club Liability Insurance Program.
- E. Opportunities to Host State and Territorial Championships
- F. Appointment of U.S. Marshal to CFDA Advisory Board. (Must be a Lifetime member to serve as a U.S. Marshal.)
- G. One Complimentary CFDA Basic Scoring Program, with Free Updates.
- H. Nominations of up to 2 Club Members to receive CFDA Annual Top Hand Awards.
- I. May Order Wax Bullets and CFDA Brass in bulk quantities and receive discounts.

### CFDA AFFILIATED CLUB STANDARD RENEWAL FEE AND PAYMENT:

*(Please Download CFDA Club Affiliation Agreement & New Club Addendum at: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com))*

### PRORATED FEES FOR NEW CLUBS AFFILIATING DURING THE YEAR:

There is really no reason for any club not to affiliated anytime during the year. CFDA welcomes new clubs at any time, by submitting the Club Affiliation Agreement & New Club Addendum.

### CFDA / NRA LIABILITY INSURANCE PROGRAM:

This is a unique program only available to CFDA Affiliated Clubs, that shoot exclusively CFDA events. All CFDA Affiliated Clubs in the United States must have \$1 Million of liability insurance. If clubs are not participating in the CFDA Insurance Program, they must name CFDA as an additionally insured on their policy and provide a certificate (see details on application). CFDA Insurance covers Liability Only that provides legal protection to both club members and property owners.

### INTERNATIONAL CLUBS:

Members outside the U.S. who wish to form a CFDA Affiliated Club and conduct sanctioned events in countries other than the United States, cannot access the CFDA/NRA Insurance Program. CFDA assumes No Liability for Clubs outside of the U.S.

### NOT A FRANCHISE:

CFDA Affiliated Clubs are not franchises of CFDA, they have no guaranteed area in which to operate. They may conduct their affairs across State lines as they see fit. There is no limit to how many CFDA Affiliated Clubs are in a City, County or State.

## CFDA MEMBERSHIP REQUIREMENTS FOR CLUBS

If the only people that joined CFDA were the ones who competed in Titled Championships, then CFDA could not be here to serve the needs of the sport and build it for the future. It is our hope that most people who enjoy the Cowboy Fast Draw and what it stands for would want to be part of the organization that makes it all possible.

**Many clubs insist that new members join CFDA immediately and find that the more new members are involved with the sport itself, the more that member becomes a solid part of their club.**

**CFDA membership is required to compete in Class A through C Events. It is also required that all CFDA Affiliated Club members be a member of CFDA.**

**Clubs have latitude** in classifying participants of their Class D club activities as, other than members. Clubs may also require CFDA membership for all participants at any of their contests, that's up to each club to determine.

Clubs may have Associates, Supporters, and Sponsors. They may also have a trial period for new (probationary) members. However, once someone decides to actually join a club as a full member, they must also be a member of CFDA, according to long standing CFDA rules.

### WHY ARE U.S. MARSHALS REQUIRED TO BE LIFE MEMBERS OF CFDA?

Life members represent CFDA to their clubs and their clubs to CFDA, they have a lot of influence on organizational decisions and rules. Life Membership illustrates a vested interest in our organization.

## **HOW TO START A CFDA AFFILIATED CLUB?**

### **How to Start a CFDA Affiliated Club**

**Download Available at: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com) (Rules & Range Officer Training Section)(Helpful Articles)**

## **XI. SANCTIONED CONTEST CRITERIA**

1. CFDA Affiliated Clubs shall have the right to hold several levels of sanctioned events as stated previously in this publication. Sanctioned Events are defined as any Class A through D event whether is covered by CFDA's insurance program or not. (See Insurance section) All CFDA Safety Rules must be strictly followed. (See: Event Classifications - Pg. 6)
2. CFDA Affiliated Clubs shall have the right to hold advertised CFDA Non-Titled Matches (Class C), at these contests all CFDA Rules will apply. If a club wishes to experiment with competition rules, upon approval of CFDA, they must advertise them in advance, as long as the basic principles of CFDA are followed.
3. CFDA may approve Qualified CFDA members to host one of the events in the prior two paragraphs. CFDA will consider several factors in approving qualified individuals such as, contest experience, range officer experience and someone serving as a contact for a "CFDA Club in The Works". Insurance may be obtained on a case by case basis, with appropriate fees as determined by CFDA staff.
4. Please See the Sanction Event Agreement on the CFDA Website, for More Details.

## **CFDA TITLED CHAMPIONSHIPS**

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

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

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

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

**Contest Sanction Fees** are required for Titled Championships as follows: State or Multi-State Championship \$800, (without gun) /\$1,200 (with gun) (Class B), Territorial Championship \$1,600 (Class B), National Championships \$2,250 (Class A), World Championship N/A (Class A). *(All Fees are Subject to Annual Sanctioned Event Agreements).*

### **CFDA will provide:**

- 2 Championship buckles, for overall Men's and Ladies' Champion.
- 2 Prize Guns for Territorial & National Championships. Optional Prize Gun available for State Championships. All CFDA Prize Guns will be shipped directly to FFL Dealers of the Prize Gun Certificate Holders. CFDA reserves the right to determine which firearm(s) are used. Host may award or use the Prize Gun Certificates to raise funds to support their event as they determine.
- 2 Resident Champion Buckles (Man & Lady), which covers the area of the State, or Territory as stated in the CFDA Titled Championship.

- Listing on Events Page in Gunslinger’s Gazette
- ¼ Page Ad (1/2 Page Territorial) in Gunslinger’s Gazette for at least one issue before the contest.
- Published article and photos, subject to space limitations and editing. (*Articles & Photos to be Provided by Host Club*)
- Listing on CFDA Website, with information and application downloads
- CFDA Representative or Designated CFDA Regulator.
- Insurance, unless the club provides their own policy.

**Host Will Provide:**

- An actual ad, or electronic information for Hannah Calder to make your ad to info@cowboyfastdraw.com, State Championship ¼ page, Territorial ½ Page.
- Submit results to info@cowboyfastdraw.com in an electronic format that can be edited, i.e. Rich Text or Word, within 10 days of the completion on the match. We do not re-type results. Simply posting JPEG on Facebook does not meet submission requirements, as we need these for several reasons.
- It is the host’s responsibility to supply an article, along with digital pictures for publication in the Gunslinger’s Gazette. Clubs are encouraged to post pictures from their event on the Cowboy Fast Draw Society/Facebook Group
- The Host Club is advised to use the power of the CFDA Website & Cowboy Fast Draw Society/Facebook Group to promote their event. We recommend preparing a Match Flier, Schedule, and Entry Form and emailing them to info@cowboyfastdraw.com as a PDF or Word attachment, which CFDA will post on the CFDA Website. The Club is responsible for Facebook postings.
- All Match Fliers and advertisements are required to state either 17-3/16” @ 15’ or 24” @ 21’.

**CFDA TITLED CHAMPIONSHIPS & HOST CLUB RIGHTS**

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

**To Retain First Right of Refusal:** A current host club must declare their intention to host the following year’s event within 60 days following a current championship. They must submit the CFDA Sanctioned Event Agreement and the minimum deposit, which will secure their date and titled championship rights for the following year.

If a club fails to submit the Event Agreement within that 60 days, then they shall relinquish their “first right of refusal” for the titled championship for the following year. CFDA will then publicly announce, on the CFDA Facebook Page that the title is available for that state or territory, and declare a 60-day period, inviting all clubs in the subject area, including the prior host club, to submit a CFDA Sanctioned Event Agreement and deposit.

In the event that there is more than one club submitting the CFDA Sanctioned Event Agreement and deposit, then all CFDA Affiliated Clubs in that area will receive one vote to decide which club is awarded the title.

In the event that no club submits the CFDA Sanctioned Event Agreement and deposit within the 60-day time period, then CFDA will accept the CFDA Sanctioned Event Agreement and deposit from the first club submitting it.

Multiple Host Clubs can also enter into an agreement to alternate, rotate, or associate to host Class B Titled Championships from year to year, or multiple years. But, such an agreement shall be done in writing and signed by all cooperating affiliated clubs and submitted to CFDA for final approval and signatures, so that these agreements are recorded and binding. These agreements shall have a stated terms and have provision to allow newer clubs a chance to participate, when they are established and ready. CFDA may limit the number of years that such an agreement can remain in effect.

**CFDA RIGHTS TO SANCTIONED CONTESTS & EVENTS: CFDA RETAINS ALL RIGHTS AND CLAIMS TO ITS INTELLECTUAL PROPERTIES, such as Sanctioned Contests, Logos, Trademarks, Copyrights, including CFDA Titled Championships. CFDA Titled Championships cannot be traded or sold between CFDA Affiliated Clubs. CFDA Also Retains the Right to Refuse the Sanctioning of ANY CFDA Sanctioned Contest - Class A through D, especially in the case of a Host Club’s failure or refusal to conduct contests according to CFDA Rules, Policies, Procedures, and Guidelines.**

**PRIZE PACKAGE REQUIREMENTS**

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

## CFDA U.S. NATIONAL CHAMPIONSHIP BIDDING SYSTEM

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

1. Bids must be submitted by September 30th for consideration for the following year, unless extended by CFDA Management.
2. Bids must include location, shooter's base prize package, date, and \$800 deposit (*refundable if not chosen*). Bids may also include support packages for contest and CFDA officials and staff including travel expenses and accommodations. All aspects will be considered by CFDA Management, before selecting the winning bid.

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

### **CFDA TOP GUN OF THE YEAR - POINT SYSTEM**

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

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

#### THE FOLLOWING POINT VALUES WILL APPLY:

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

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

### CFDA - YOUTH SAFETY & TRAINING PROGRAM (Added)

Youth shooters are the future of any shooting sport. CFDA recognizes the need to properly train and teach our younger shooters the fundamentals of safe gun handling. Our youngsters who become involved in the shooting sports learn discipline and respect for their fellow competitors like in no other form of sport. Learning good sportsmanship at a young age leads to a fair, balanced and successful life.

A Youth Shooter is defined as any participant under the age of 18. Our first mission is always safe gun handling and learning the safe and proper use of firearms.

A Youth Shooter's parent or legal guardian must be present in the general shooting area (not required on the firing line) at all times when the youth is competing in CFDA recognized events.

A Youth shooter must be 8 years of age to draw a pistol from a holster, fire wax bullets. Laser Cartridges & Targets are acceptable. Younger ages (Tenderfoot) may fire the pistols and raise them from the low-ready position. There are no formal competitive categories for youths firing from the low-ready position, but this can be an introductory level in which gives a youth an opportunity to learn basic gun handling and safety skills as shown below.

#### Categories and Levels of Training

##### Youths are split among two major divisions:

1. Junior Category Boy & Girls ages 16-17, plus Level 4 Youth who opt to shooter in Junior Category will compete with adults in Men's and Women's Divisions.
2. Youth Division containing a minimum of two Sub-Categories Billy the Kid (Boys) and Annie Oakley (Girls) ages 8-15.  
Important: Youths may be issued a Training Level completion card by their CFDA Affiliated Club's U.S. Marshal or appointee, which is signed by the Youth Shooter, the Instructing Range Master or U.S. Marshal, and the Youth's Parent or Legal Guardian. This card allows the youth to enter competitions for the learning 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 competitions and events.

#### FOUR DIFFERENT LEVELS OF TRAINING

**I. LEVEL 1-** is referred to as "Tenderfoot" - This is the beginning of the CFDA basic firearm and gun handling safety training. Children of any age can be introduced to the shooting sports in this way; but it is not a mandatory level. Depending on the maturity of the child the parent can decide to place them directly into Level 2. Youths under the age of 8 years old, may not draw a firearm from a holster while shooting any wax bullet ammunition. In the Tenderfoot Level they may wear a holster for safe carrying of their six-gun.

On and off the Firing Line it is more important to teach the Youth safe methods of how to check a firearm to see if it is loaded, how to hand a gun safely to another person, what to do if they find a gun (Don't Touch it and Tell an Adult), muzzle control, loading and unloading techniques, basics of firing a six-gun, and be educated on the destructive capability of any firearm. Lasers Systems can also be helpful for firearm education and introductory competition training.

**2. LEVEL 2 Youth-** is referred to as “**Youth Two-Hand**” – This level teaches all of the items learned in Level 1 “Tenderfoot”. This level shows training in shooting standard CFDA wax bullets, but the youth must use two hands to fire the six-gun. The hammer cannot be cocked until the six-gun is pointed safely downrange at least 45 degrees from the ground. The hammer must be cocked with the thumb of the opposite hand, while maintaining contact with the opposite hand throughout the draw and firing of the shot. Before being signed off to receive a Level 2 Card the Youth must demonstrate knowledge and proficiency in all the items in Level 1. They must also show that they have learned some general knowledge of firearms, including the nomenclature of a six-gun. They must also demonstrate proper two-hand cocking and firing, proper de-cocking, and are required to shoot a 6” group of wax bullets (3 shots) at 15’.

Youth Two-Hand (Level 2) are then able to compete in Billy the Kid and Annie Oakley Categories of the Youth Division, with a two-handed draw.

**3. LEVEL 3-** is referred to as “**Youth One-Hand**”. The Youth Shooter must be a minimum of 12 years of age and have completed Level 2 Training. They must demonstrate the skill, confidence and proficiency of drawing and firing the six-gun with a One-Hand Draw.

Youth One-Hand (Level 3) are then able to compete in Billy the Kid and Annie Oakley Categories in the Youth Division, with a one-handed draw.

**Note:** It is the host’s option of having an additional Sub-Category of Billy the Kid or Annie Oakley for Youth One-Hand. If there is no additional category then one-handed and two-handed youth shooters will compete in the same categories. All Youth Categories will shoot in the same division and if there is an Overall Youth Shoot-off they will all shoot together no matter level, age or gender.

**4. LEVEL 4-** is referred to as “**Advanced Youth**”. The Youth Shooter must be a minimum of 12 years old and have completed and demonstrate proficiency in all previous levels of youth training. They also must be a skilled competitor and understand all shooting line procedures. They must demonstrate sportsmanship and enough maturity to compete in the Adult Division. Before being issued a Level 4 Youth Card they must complete the following requirements:

- A. The Youth writes a letter to CFDA Management for permission to enter Junior Category, Containing the following:
  1. What it means to the youth to compete in CFDA competition.
  2. Why they wish to compete in the Junior Category in the adult’s divisions.
  3. Explanation of what good sportsmanship means to them.
- B. A recommendation of a U.S. Marshal or CFDA Affiliated Club Officer.
- C. A letter from a parent or guardian acknowledging their support of their child competing in Junior Category.

**Note:** Once a Level 4 Card has been issued by CFDA, Level 4 Youths have the option to compete with Junior Boy & Girls, as determined by their gender, which compete with Men’s & Ladies Divisions. *If the Level 4 Youth chooses Junior for a main match, they may not compete in a Billy the Kid or Annie Oakley Category Match that is connected to that event.*

#### **ADDITIONAL RULES THAT APPLY TO YOUTH SHOOTERS:**

1. Must always wear both eye and hearing protection.
2. Must always have a deflector shield on the bottom of their holster.
3. Level 1, 2, and 3 Youth Shooters may not Hand Judge at Titled Championships.
4. Level 1, 2, and 3 Youth Shooters may always have assistance and coaching on the firing line by their parent, guardian or someone that their parent or guardian appointed. Their coach may not also be their Hand Judge at CFDA Titled Championships.
5. May not leave the contest area or shooter’s area with a handgun, even if it is holstered.

#### **COMPLETING THE YOUTH SAFETY TRAINING PROGRAM:**

1. You can either use this book or Go to: [www.CowboyFastDraw.com](http://www.CowboyFastDraw.com), go to the Rules/Range Officer Section, and Print-Out the **YOUTH & BASIC SIX-GUN TRAINING**, and teach this to the Youth Shooter.

**NOTE:** This Program is especially effective for Adults who wish to learn more about shooting a six-gun effectively, even if they have had some firearm experience before.

2. The knowledge in this program can be learned and passed on to the Youth Shooter by the parent, guardian or a CFDA member who they have appointed. They should make themselves familiar with the course and educate their child until they have a total understanding of each level of the course in which the child wishes to participate.
3. After the appropriate education is completed, the parent and youth shooter may ask any CFDA U.S. Marshal or CFDA Affiliated Club Officer to witness the level of education that has been achieved. All CFDA Youth Level 1, 2, and 3 Cards are issued by local clubs. CFDA Youth Cards are available for download on the CFDA Website. The name of the approving Club and Officer must be included on the card. Youth Cards issued by any CFDA Affiliated Club Officer or U.S. Marshal will be honored at any CFDA Sanctioned Event nationwide.
4. There is no standard test. The Officer who is administrating the examination should do a verbal inquiry to the point they are satisfied that the youth is familiar with the required material depending on the Youth Level they are applying for. The youth should be required to shoot the 6” group, explain the firearm (nomenclature) and basic range procedures. They should also be asked some of the basic safety rules and special rules that apply to Youth Shooters as well.
5. Level 4 Youth Cards are only issued by CFDA Management. See requirements under Level 4 Youth.



## **Explaining The NRA/CFDA \$1,000,000 Shooting Club Insurance Program (Added)**

There is a lot of misunderstanding about Shooting Club Liability Insurance, about what it covers and what it does not. The simple answer is, that it does just what its title implies. It protects CFDA, CFDA Affiliated Clubs, Members of CFDA Affiliated Clubs, and Property Owners who grant permission to hold CFDA events on their property, by providing legal defense and coverage from liability of alleged negligence or an accidental occurrence that happens during a sanctioned CFDA event.

It also covers medical costs up to \$5,000, usually without legal action. It also covers up to \$300,000 of property damage. If an accident occurs requiring more than \$5,000 in medical expenses, it may require some level of legal action.

### **Club Coverage**

If an existing club renews or a new club is formed in time for CFDA's Annual Report to our insurance company Lockton Risk, the club qualifies to be covered as a "Named Insured". This means that if legal liability occurs that the club and every member within that club will be supplied with legal defense and covered to the limit of our policy. Clubs participating in the NRA/CFDA Liability Program receive a Certificate of "Named Insured".

### **Property Owners**

CFDA does not recommend that any property owner to invite strangers onto their property to Try Cowboy Fast Draw or hold a CFDA event without having Liability Insurance in place. Standard Homeowner's Insurance Policies may choose not to cover a sanctioned sporting event. Property Owners can receive a Certificate of "Additionally Insured".

### **Member/Competitor Coverage**

Participants of an event are not likely to be exposed to legal liability, since they themselves are just visitors participating in the event and not conducting the event. Members of a Host Club could be potentially named in a lawsuit, which is a strong reason to be a member of a CFDA Affiliated Club that is a "Named Insured".

### **Guests & Family Members**

Guests and family members are also just visitors and not likely to be exposed to any legal liability. However, guests and family members perhaps present the greatest exposure, since they are the most likely to bring legal action due to a trip or fall. CFDA strongly recommends all CFDA Affiliated Clubs to have anyone entering their property sign the new **Guests & Visitor's Release** that is now available for download on the CFDA Website.

### **CFDA Policy Regarding Required Insurance Coverage**

CFDA does not approve of any Class A - D sanctioned events held without an approved Shooting Club Liability Insurance Program in effect. **According to #5. & #6 of the 2023 CFDA Affiliated Club Agreement:**

**5. CLUBS NOT PARTICIPATING IN CFDA INSURANCE PROGRAM:** U.S. Clubs that choose not to or cannot participate in the CFDA - NRA Endorsed Shooting Club Liability Insurance Policy **MUST** provide a \$1,000,000 Shooting Club Liability Insurance Policy and **provide a certificate naming Cowboy Fast Draw Association, LLC as an "Additionally Insured"**. Certificates are due at the time of Affiliation or Renewal and must be renewed if the certified coverage expires during the term of this Agreement, or this Agreement will also expire.

**6. CFDA INSURANCE PROGRAM NON-QUALIFICATION:** No club will qualify for the NRA/CFDA Insurance Program unless they exclusively offer Cowboy Fast Draw according CFDA's Rules, Guidelines, and Goals. Clubs who engage in any other organized form of the Sport of Fast Draw, i.e. WFDA, OFDA, WFPG, or XFDA (See Section 5.)

*In other words, CFDA refuses to be held liable for shooting and/or event activities from other disciplines. We insist on liability protection by being issued an "Additionally Insured" Certificate by a "Named Insured Club", that is hosting a CFDA Sanctioned Event on their premises, from an acceptable Shooting Club Liability Insurance Policy.*

## **TRAVELING ON AIRLINES TO CFDA EVENTS (Added)**

By: *Quick Cal* (Revised: December 3rd, 2022)

After decades of traveling by air since 1970 to many shooting tournaments, I've had to learn to cope with the airline industry and their ever-changing policies. When considering traveling to a shoot, but you've hesitated to travel by air due to concerns over regulatory hassles of transporting your firearms, this article was written for you.

I've been fortunate to have never lost a bag on an airline, although I know folks who have. I've had them misplaced temporarily, but have always gotten them back. Probably because I permanently tape a card with my name, address, and cell-phone number on the outside and inside of my checked luggage.

### **ATTITUDE**

Traveling with firearms is completely legal and proper, but there are rules that must be followed. The best attitude I've found to deal with the challenge of following those rules is to approach it as a game you have decided to play, and you must know the rules in order to win. It may seem strange to think of airline safety as a "game", especially during the times in which we live. So, if you adopt a positive mindset of compliance you will find moving through the system is quite easy.

The key, is to understand that the TSA, Airlines & the FAA makes the rules and policies, and just like any other bureaucratic rules, they don't always seem to make sense. It's only important to understand the rules and be prepared to play their "game". You must go there with a positive attitude and be ready to assist the TSA and Ticket Agents to do their jobs. Whatever you do, don't allow yourself to start arguing with any one of them in a heated manner and always stay calm. **If you start any kind of a heated or emotional exchange, you will not get your way and you will probably miss your flight.**

### **BEFORE YOU GO**

Check your pockets, purses, and carry-on baggage for anything that is not allowed by TSA. This includes things like ammunition, even the smallest of pocket knives, fluids, cigarette lighters and especially your trusty pocket pistol.

### **LUGGAGE TYPES & PACKING**

You cannot transport a firearm in carry-on baggage, it must only be transported in checked baggage. According to FAA regulations the gun(s) must be transported in a hard-locked case separate from any ammunition. In fact, recently some new regulations are taking effect.

**Outer Suitcase-** I would suggest getting a hard lockable Samsonite or similar hard suitcase, they have them now with "TSA Approved Locks", which means TSA has a pass key for it. They seem rather impressed to actually see someone actually use them, plus they know you're not trying to hide anything. Stay away from anything that looks expensive like aluminum cases, camera bags, gun cases, etc. They can become attractive targets for some crooked baggage handlers.

**Inner Gun Case-** get a smaller gun case, big enough to hold your gun(s), that is lockable with those cheap TSA approved combination tumbler locks. Place your six-guns in the smaller case and place it inside of the larger lockable suitcase, along with whatever else you're packing. I suggest, this would be a good time to weigh your suitcase, since airlines will charge large fees for overweight cases, 40 lbs on some 50 lbs on others, like Southwest Airlines. ***Don't forget the interior lock(s), as they recently have been requiring them.***

### **AMMUNITION**

Host Clubs must provide all ammo used in Main Matches, but if you want to bring extra for side matches and practice, it's not really a big deal, if you understand the rules. It's within regulations to transport loaded ammunition. So if you feel compelled to bring some shotgun primer ammo load it all up in the hard cases like CFDA supplies with its brass, complete with wax and primers installed. The regulations do say "factory containers only", but since you load the ammo yourself, the commercial hard plastic containers do qualify. **Do not attempt to transport loose or boxed primers, unless they are preloaded in brass, and packed in a hard plastic container.** Wax bullets and empty casings shouldn't be a problem. You might also check with the Host Club and see if you can purchase the extra ammo you want.

### **At Check-in**

Various airlines have different procedures. You are required to declare that you are traveling with firearm(s). You'll then be asked to fill out and sign a card, they'll always ask you, "Are the firearms unloaded?" I also like to take the cylinders out of my single action pistols. Therefore, I like to say, "Yes, they're unloaded and also disassembled?" Some airlines allow their ticket agents to verify that they are empty, but most don't anymore. The card you filled out will be taped onto the Inner Gun Case, and then placed inside the Outer Suitcase with your other belongings.

### **TSA SCREENING**

This varies depending on what airport you're at. At larger airports they now have an extra bag screening area manned by the TSA. Sometimes you take your bags there yourself from the ticket counter and one of the agents places it on their conveyor to be screened. Stay in that area until it clears the screening machine and is loaded on the conveyor to be loaded on the plane. If your bag sets off the alarm, present yourself as the owner of the bag and stand there while they hand inspect it. Stay calm and be ready to answer any questions, stay an arm's length away and don't put your hands anywhere near the bag. It's probably little things like residue on your holster if you had a boot shot or residue on your pistol if you didn't clean it enough or whatever. They'll just look everything over and that'll be it, after that, you'll be on your way.

### **PLAN EXTRA TIME**

Make sure that you don't cut yourself short on arriving early at airports, especially when you are transporting firearms. All airports are different in regards to how early you should arrive for a flight. Most say 1-1/2 hours, some say 2 hours, some even longer. Whatever time your airport says, add an extra 1/2 hour to that stated time, since it may take some extra time to get checked in a past TSA. It can vary greatly during peak and lull hours. If you are rushed, you are more likely to show pressure and impatience to the TSA agents, which you do not want to do.

### **IMPORTANT**

**If you have a holster with cartridges in the belt, take them out for this trip. I would advise you to put your holster in your checked baggage and do not attempt to pack it in carry-on baggage. Never try to get away with not declaring your firearms in your luggage, it's just super-stupid and certainly not worth the fines, the inconvenience of missing your flight, ruining your trip, or even possibly going to jail.**

### **THE PAY-OFF**

If you follow the rules and "play the game" there is no reason not to fly to CFDA matches that are a long distance. It's really the most economical way for one or two people to travel more than a day's drive. Flying is fun and you can go places that you would not be able to otherwise.

## Notes & Additional Addendums

FOR FURTHER INFORMATION & SUPPORTING DOCUMENTS PLEASE RESEARCH THE FOLLOWING PUBLICATIONS  
(AVAILABLE AT: [WWW.COWBOYFASTDRAW.COM](http://WWW.COWBOYFASTDRAW.COM))

- **CFDA Range Operations Course**
- **Explaining Six-Gun Requirements**
- **List of Approved Six-Guns**
- **CFDA General Store**
- **Rules Section**

- **CFDA Scoring Program (Videos)**
- **Try Cowboy Fast Draw Requirements**
- **How to Start a CFDA Affiliated Club**
- **The CFDA Bracket Match**
- **Latest Issue of the Gunslinger's Gazette**

*Honoring the Romance and Legend of the Old West!*

*Safety First, Fun Second, and Competition Third!*



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**THIS HANDBOOK BELONGS TO:**

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