

CFDA Range Rules - QUICK REFERENCE GUIDE

(Always Check the latest CFDA Rulebook, if you do not find the answer here!) Updated January 2020

MAJOR SAFETY VIOLATIONS

(Penalty: Match DQ)

- ▶ ALWAYS Keep Firearms Pointed in a Safe Direction, Loaded or Not.
- ▶ Loading or Unloading Ammunition Anywhere Other than the Firing Line.
- ▶ Possessing 45lc Live Ammunition Anywhere in the Contestant Area.
- ▶ Alcohol Consumption or being under the influence Anywhere in the Contest or Contestant Area, before all ranges have been declared closed.

SAFETY VIOLATIONS (Penalties Can Vary)

- ▶ Down Range Rule
Penalty: 1st: Loss of Round; 2nd: Match DQ
- ▶ 170 Degree Rule
Penalty: 1st: Loss of Round; 2nd: Match DQ
- ▶ Unsafe Gun Handling, i.e. Gun Spinning, looking down the barrel, or generally unsafe gun handling.
Penalty: 1st: Loss of Round; 2nd: Match DQ
- ▶ Discharging the Gun in the Holster, Shooting the Holster, or Bullet Impacting Behind Firing Line.
Penalty: 1st: Loss of Round; 2nd: Loss of Round; 3rd: Match DQ.
- ▶ Discharging a Round While Loading, Unloading, or Dry Firing with a Loaded Gun on the Firing Line. Or, Dropping a Gun on the Firing Line.
Penalty: 1st: Loss of Round; 2nd: Match DQ
- ▶ Leaving the Firing Line with a Loaded Gun.
Penalty: 1st: Loss of Round; 2nd: Match DQ
- ▶ Firing a Shot Over the Backstop
Penalty: 1st: Loss of Round; 2nd: Match DQ

TECHNICAL VIOLATIONS (TV) Penalties:

1st: Warning; 2nd: Loss of Shot; 3rd: Round DQ

- ▶ Dry Firing in non-designated areas.
- ▶ Removing gun from holster on the firing line, prior to "Load and Make Ready Command".
- ▶ Starting in a faulted position, i.e., finger in the trigger guard, feet not behind firing line, changing the gun or holster to an illegal position, more than 5 rounds in gun.
- ▶ Gun out of the Holster in non-designated areas.
- ▶ Discharging the Gun with the muzzle behind the Front Cut of the Holster.

Note: Please Refer to CFDA Rulebook, which should be placed upon all score tables for Complete Rules & Enforcement Policies.

PROCEDURAL VIOLATIONS (PV)

All Penalties: Loss of Shot

(The Oppnent Wins the Shot as long as they haven't committed a PV (Hit, Miss, or No-Shot fired))

- ▶ Using opposite hand to fire the gun after it was in front of the body before Start Light.
- ▶ Anticipation (See Rulebook)
- ▶ Moving the Gun or Hammer before Start Light.
- ▶ Firing more than one shot.

BYE-ROUNDS

- ▶ Fastest Shot wins the Bye-Round, two remaining shooters pair to shoot Regular Round.
- ▶ If two shooters tie with winning shots, only those two will re-shoot to break tie.
- ▶ If one or two shooters have a Loss of Shot Violation, they automatically lose the Bye-Round and will shoot in the Regular Round.
- ▶ If all three shooters have a Loss of Shot Violation, they will re-shoot the Bye-Round.
- ▶ Any shooter(s) committing a Loss of Round Violation will receive an "X" in the Regular Round and the remaining shooter(s) will receive a "W" for the Regular Round.

TIMER MALFUNCTIONS

(See Page 25. CFDA Rulebook (10 Edition))

ALIBI FOR HOST SUPPLIED AMMUNITION

A stock gun is supplied by the Host to test ammunition in case it is challenged by the shooter.

- ▶ Round cannot be challenged if opponent missed target.
- ▶ Range Master should confirm that misfire was not caused by a high or backwards primer. There must also be a solid center dent on the primer to confirm it was not a slip-cock.
- ▶ Firing a backup round does not disqualify a shooter from challenging the first round.
- ▶ IF ROUND FIRES - Shooter receives a NT
- ▶ IF ROUND DOES NOT FIRE - Re-Shoot.
- ▶ Defective Rounds can be declared by Range Master if in agreement with Hand Judge(s) that round fractured or had no powder.

RE-SHOOT PROCEDURE

(See Page 26. CFDA Rulebook (10th Edition))

1.25 MAXIMUM TIME LIMIT

(See Page 26. CFDA Rulebook (10th Edition))

SAFETY FIRST, FUN SECOND, AND COMPETITION THIRD!