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XFDA RULES

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Founder/Chairman: Jerome Price (Kid Curry)
Founder/Sargent of Arms: Timothy King (Gabe Garrett)

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Gunsmith: J.L. Hamilton Rawhide

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**Perry Mason, Brad Quick, Jerome Price,
Jim Coffey, Gabe Garrett**

***If you have any questions, these are the people with the answers.
If they don't have an answer they will get one and get back with
you.***

A Note from our founder...

This organization was started because a few people wanted to go beyond the regular style of fast draw that would require each participant's absolute best effort and would require everyone to perform at their best and not just slow down when someone misses a shot. So, we developed the XFDA where everyone has a KPI and must perform at the top level. The information contained in this publication is the result of many different shooters with vast knowledge in the fast draw shooting sports. Our goal is to provide a safe and fun environment for our love of the old west and fast draw.

Jerome Price (Kid Curry), Founder and Chairman

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XFDA Rules

Mission Statement:

To provide a safe learning platform for shooters of all abilities to excel.

XFDA recognizes and adheres to the safety rules set forth by the NRA.

General NRA Gun Safety: Rules when handling a firearm.

1. Always point the muzzle in a safe direction. Whether you are shooting or simply handling your gun, never point the muzzle at yourself or others. Common sense should dictate which direction is the safest depending on your location and other conditions. When on the range, always point the firearm down range.
2. Keep your finger off the trigger until you are ready to shoot. There is a natural tendency to place your finger on the trigger when holding a gun. Avoid it!!! That is what trigger guards are made for, to enable you to hold the gun comfortably with your finger off the trigger.
3. Keep the action open and gun unloaded until you are ready to shoot. Whenever you pick up any gun, immediately open the action and check (visually if possible) to see that the chamber is unloaded. If the gun has a magazine, remove it, and make sure it is empty.

When shooting a gun:

1. Know how the gun operates. Before handling any firearm, learn how it operates. Know the basic parts, how to open and close the action safely and how to safely remove ammunition from the gun or clip. Always remember, a gun's safety device is never foolproof. Nothing can replace safe gun handling.
2. Be sure your gun and ammunition are compatible. Only BBs, pellets, cartridges or shells designed for a particular gun can be fired safely in that gun. Most guns have the ammunition type stamped on the barrel. Ammunition can be identified by information printed on the box and sometimes stamped on each cartridge. Do not shoot the gun if there is any question about the compatibility of the gun and ammunition.
3. Carry only one gauge/caliber of ammunition when shooting. Smaller ammunition can be accidentally placed in a gun chamber designed for larger ammunition creating an obstruction and a hazard. Remove unfired ammunition from clothing when you are finished shooting to avoid accidentally mixing different ammunition the next time you shoot.
4. Be sure of your target and what is beyond. Be positive you have identified your target beyond all doubt. Equally important, be aware of the area behind your target. This means observing your area of fire before you shoot. Never fire in a direction in which there are people or any other potential for mishap.
THINK FIRST - SHOOT SECOND!!!

5. Wear eye and ear protection as appropriate. Guns are loud. They can also emit debris and hot gas that could cause eye injury. Safety glasses and ear protection are MANDATORY. A bit of precaution may save your sight and hearing.
6. Do not mix alcohol or drugs with shooting. Alcohol and drugs are likely to impair normal mental and physical bodily functions and must not be used before or while handling or shooting guns.
7. Be aware that circumstances may require additional rules unique to a particular situation. The basic rules as listed above for safe handling and shooting of firearms may need to be supplemented with other rules. An example would be that different types of ranges, such as pistol or trap, may have specific rules that must be learned and followed. Remember, whether in the home, at the range, or in the field, you are the person that is responsible for gun safety.

Cleaning:

Before cleaning your firearm, make absolutely sure that it is unloaded. All ammunition should be stored away from the cleaning area. The gun action should be open during the cleaning process. Regular cleaning is important. Your gun should be cleaned after each use. A gun brought out of prolonged storage should be cleaned before shooting. Accumulated moisture, dirt or grease can interfere with the gun's safe operation. The cleaning of firearms on club property is permitted in designated areas only.

Storage:

Several factors should be considered when you decide on where and how you intend to store your firearms. Your needs will be a major part of the consideration. Safe and secure storage requires that all untrained individuals (especially children) be denied access to your guns. Massachusetts Law (M.G.L. c. 140, s.131L) requires that all firearms be stored in a locked container or equipped with a tamper resistant lock.

Range Rules:

1. No live 45 LC ammo is allowed in the shooter's area or on the range past the parking lot.
2. Concealed or open carry firearms of any caliber are prohibited on the range.
3. All shooters are Range Officers for safety. If you see anyone engaging in unsafe behavior on or near the line do something to stop it or get a Range Master to help.
4. Range Masters direct and oversee the activity on the shooting line.
5. Obey all directions and instructions from the Range Master even if you don't agree with the direction or instruction. Range Masters are there for everyone's

safety. They may know something you are not aware of about the direction or instruction at that moment. Certified Range Masters only on the shooting line directing safety of the match.

6. Certifications from other clubs, groups, associations, organizations, or other designations will be recognized with reciprocity. At this time, you do not need XFDA Range Master certification to direct the line if you are otherwise certified as a competent Range Master with a certification from another organization or club (This will change in the future)
7. XFDA reserves the right to revoke or deny any certification as it pertains to the safety on or around an XFDA range.
8. Shooters will sign a waiver of liability for each event at entry registration and check-in. Shooting can be a dangerous activity and all shooters acknowledge and assume all risk and responsibility of voluntarily engaging in an activity that could potentially be harmful to yourself or your health. By signing the waiver of liability, you agree to hold harmless and indemnify the XFDA, host, property owner, match directors, officers, and volunteers.

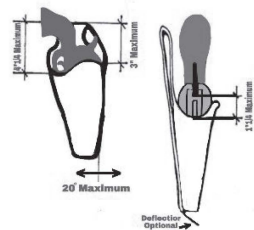
Procedural Rules:

Guns:

1. Only Single action Long Colt .45 Revolvers with fixed sights are allowed for competition.
2. Only internal action modifications are allowed.
3. No exterior or structural modifications allowed, and all parts must be factory stock for the model. The only exception would be that you can reduce the size or remove completely the front blade sight.
4. Race guns with altered parts are not allowed.
5. No shorter/wider hammers.
6. Gun barrel to be no shorter than 4.5".

Holsters:

1. Only loop style holsters that slide over a belt are allowed.
2. The boot may be permanently affixed to the belt but must be the type that will slide onto the belt and rest on the top edge of the belt.
3. The boot cannot be more than 20-degree Kant in the upright standing position.
4. The boot must fit your gun with minimal play or movement.
5. The holster must have a hammer tether to hold the gun in the boot when off the line.



6. It is recommended that the boot have a deflector or plug for safety.

Ammo:

1. All shooters will supply all their own ammo for all events unless previously advertised that the host will provide ammo.
2. Shooters may use any brand of wax or primer combination of their choosing so long as it is approved by the host of the event. Some ranges may have restrictions on some brands for health or other concerns.
3. All projectiles are to be XFDA approved .45 caliber wax bullets only. Approved bullets must be .402 in length. Short loads are illegal. 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.



Dress Code:

The objective of this clothing guideline is to create an atmosphere that is as exciting for the public to see as it is for them to watch the shooters. When you select your shooting outfit keep in mind that you are representing XFDA.

1. Old West, B Western, Modern or Rodeo and Steam Punk are the best categories to style from.
2. Cowboy or themed hats are required for the men and optional for the ladies. No ball caps.
3. Western or old west style boots are required for all shooters. No athletic shoes.
4. Men:
Shirts should be long sleeved. No T-shirts. You may have sponsorship on the sleeve and your name, club name or XFDA on the front. XFDA may also be on the back. Keep in mind that KPI BIBS are now required during a sanctioned event. Pants should be old west or denim style.
5. Women:
Ladies may wear short or long-sleeved shirts. No tank tops, T-shirts or plunging necklines. Skirts, pants, and dresses should follow the old west or western themed categories previously mentioned. No shorts except under a skirt or dress.

It is the responsibility of each club's owner or president to ensure that all their members are familiar with and follow XFDA's required dress code.

Any questions regarding clothing may be directed to an XFDA founder or an officer. If you are unsure just ask. Some of our shoots may be televised or streamed so put some thought into how you want to represent yourself.

XFDA reserves the right to change or make amendments at any time.

XFDA has the right to refuse membership.

Announcers/Range Masters:

1. Scorekeepers, Announcers, and Range Masters are the most important people in keeping the match going. The Range Master should provide the range commands, and the announcer should provide the shooting commands. Announcer should also repeat Range Masters commands.
2. Announcer should call shooters & hand judges to the line as quickly as possible to keep a quick pace, and call shooters by name & lane assignment.
3. Announcer should be aware of the operation of the timing system in use. This ensures the proper timing of the lights so shooters are assured they will not have short or long lights.
4. Scorekeeping is the responsibility of each club. Clubs must make arrangements with XFDA for help if needed. Scoring team members are Jerome Price, Kim "Bunny" Bundy, Christie Wright, and Kellie "Kel Belle" Mason.

Commands:

1. "Line is ready", used by range master to convey to the announcer the line is ready.
2. "Shooter on the line.....shooter, set!" used by announcer to let shooters know to be ready to shoot.
3. Shooters should be aware of all commands and should be always listening for their names. Rounds will be posted at most matches in advance, so shooters know what to expect.

Shooting Procedures:

1. Shooter gets one attempt per light to hit the target. No recovery shots allowed. Recovery shots are considered unsportsmanlike conduct.
 - a) Penalty for recovery shot or second attempt on the same start light will result in Loss of shot point to opponent.
2. There must be a qualified Range Master directing the action and actions on the shooting line during competition. All shooters must follow and obey immediately any, and all instructions on the line.
3. No guns can be removed from the holster on the line until the Range Master has determined a safe environment to load guns for the round. The penalty for removing your gun from the holster before the load and make ready command is a safety violation. If no one is down range 1st offense Warning, 2nd offense loss of shot. Directly pointed at an individual Match DQ.
4. After the load and make ready command, shooters may remove their guns and safely load up to 5 shells in their gun in any order or method deemed safe

5. When all shooters are ready the Range Master turns over the commands to the announcer to start the shot sequence.
6. Standard Commands will be given from the announcer to start the shooting sequence.
7. **ANTICIPATION** -Guns cannot move out of the holster or twist in the holster after the SET command when the light comes on.
 - a) If the gun is moved in the holster or comes off the resting place before the light comes on will be a violation and ruled an anticipation. Penalty for anticipation is a loss of shot and a point to opponent. A second anticipation violation in the same round will result in the loss of the round and the win awarded to the opponent.
 - b) Anticipation violation is defined as the gun moving in the holster, lifting off the holster, rocking in the holster or moving the hammer before the start light comes on.
 - c) Flinches and shaking are not considered anticipation if the gun or hammer does not move.
8. After the shot shooters unload and reload if they choose but quickly replace the gun in the holster.
9. Mercy Rule: If after 10 shots there are not 3 winning hits the match is called Mercy, and both shooters will receive an X for that round regardless of who was ahead.
10. The fastest time of all rounds, win or lose, will be recorded, and averaged to determine your KPI.
11. When the winner is determined, shooters will unload their gun as the hand judge watches. The shooter will slowly rotate the cylinder for the hand judge to see all chambers are empty. The hand judge will confirm with "Gun clear, hammer down and holster".
12. If a shell is dropped, leave it until the round is over.
13. If a gun is dropped, raise your hand, and get the attention of the Range Master who will come to pick up the gun, safely unload the gun, hand judge or shooter will clear the gun. Range Master will replace the gun in your holster.
 - a) The penalty for a dropped gun is loss of round.
14. Hand judges will be used as safety officers to assist the shooters and Range master in safe operation of the firing line.
15. All shooters will shoot together with no categories, brackets, or divisions. All shooters will shoot according to their own personal KPI rating (Key Performance Indicators)
 - a) Finals will be the top 10 Men. Top 5 Ladies.

- 1) Top 10 Men awards: cash & buckle, to 1st, cash & concho to 2-5, trophy to 6-10 (cash to 6-10 with 30 plus entries).
 - 2) Top 5 Ladies awards cash & buckle to 1st, cash & concho to 2-3, trophy to 4-5 (cash to 4-5 with 30 plus entries).
16. KPI (Key Performance Indicators) This rating is determined by the average of the fastest time of at least 8 rounds from your previous event or club practice. All rounds including the top 10 finals will be counted for your KPI. Once the average is determined for that shooter .030 will be added to establish your KPI.
- a) If your KPI is exceeded in a round that shot does not count and is scored as a miss. (Example) Average = .450 KPI = .480 Any shot .481 and over is scored as a miss.
 - b) KPI will be adjusted down after each event for a new KPI rating. KPI ratings will never be adjusted back up (except for medical reasons at the board's discretion). In this example if your average for the shoot drops to a .460 your KPI remains the same at .480 and will not be adjusted to .490 for the next event. If you improve your average fastest time for each round to .440 your new KPI will be set to .470.
 - c) If you are a new shooter and do not have an established KPI before the contest starts the match director will watch you shoot 10 shots and average all hits on target to establish an initial KPI. During the match your scored rounds will determine your actual KPI rating. If during the main match you shoot .060 below your initial KPI, your KPI can be lowered during the match.
 - d) If you have not shot in a match for a length of 12 months you must renew your KPI before shooting in a match, it will not go up unless there is a health reason.
17. Rounds will be run using Round Robin format. Rounds for a complete match to be determined by the match director. No shooter will shoot another shooter twice in a match unless the match is run a second time based on the number of entries or in case of a bye. If the match director determines a complete match will consist of 12 rounds and there are more than the number to make a complete match the contest will end at that determined number of rounds with no shooter shooting another shooter twice. It is not necessary to shoot all entries through Round Robin for a complete match as determined before the shoot by the match director or host. In most contests the luck of the draw is part of it.
18. The match director has the option of changing the number of rounds advertised by the number of entries at the final roll call during the shooters meeting before the first shot goes down range. Example: if the shoot is advertised as a 12-round guarantee and 13 or more shooters show up the match director has the option to extend the match to include a full Round Robin match. If there are fewer entries than the guaranteed rounds the match director has the option to end the match at the number of entries or extend the match to include the guaranteed number of rounds in which case some shooters will shoot other shooters more than once.

19. Fanning is only allowed for youth shooters ages 8-12, or for adults with medical conditions. The fanning hand must always start outside of the body on the set command.

MISCELLANEOUS:

1. Some contests will include meals, some do not. Fliers of the contest should make it clear what is included or not with a basic understanding of the contest schedule. This should include meal availability, meet & greet locations & times, and what meals if any are provided.
2. Open practice times should be announced for people without a KPI to establish one in open practice times or a KPI shoot.
3. Warm up jackpots before the contest are allowed and run at the hosts discretion.
4. Ammunition for all matches is to be provided by the shooter unless the host announces otherwise. This keeps cost, prep, and expenses down for contest hosts. Some ranges may restrict the kind of wax allowed on the range; any restrictions must also be announced on the flier.
5. The XFDA range can be used for some contests if available at the expense of the host club. Contact Gunbelt for more information.
6. Ghost rule -when an opponent drops out the shooter will shoot alone.
7. Targets should be painted after a bye.
8. Any unsportsmanlike or unsafe conduct on or around the range will not be tolerated. If you have a problem, we will form an arbitration committee to solve any issue not covered in the rule book or other disputes. The decision of the arbitration committee of not less than 3 and no more than 7 will be final and binding. Violations for immediate match disqualification includes but are not limited to:
 - a) Foul language of any kind
 - 1st violation - verbal warning
 - 2nd violation Match DQ
 - b) Arguing with Range Master
 - c) Arguing with Match Director
 - d) Throwing guns or equipment
 - e) Handling guns in an unsafe manner that endangers others.
 - f) Having live ammo on the range of any caliber
 - g) Having a loaded firearm of any kind on the line concealed or not.

.60 Rule

If any anticipation occurs during a shot down the entire line, and any shooter shoots under .60 of their KPI, they have one shot to back it up, or it will be considered an anticipation.

ANY shot faster than .1 of a shooters KPI must be immediately back up within 3 shots.

WORLD RECORDS

World records are eligible to be broken at ANY XFDA point shoot! A new World Record can be obtained if there is NO anticipation (see the .60 rule on page 8), and the shooter shoots below the World Record time. The shooter must back up their time in 3 shots, or it will count as an anti-ception.

As of February 2024, XFDA has purchased World Record Buckles for Men & Women. These buckles will remain the property of XFDA and shall be in the possession of the current record holders. If the record is broken the buckle will then pass on to the new record holder. Buckle holders MUST be a paid XFDA member, if the holder retires or leaves XFDA, buckle must be returned to XFDA.

Competitors dropping out of a shoot will forfeit all points from that shoot, entry fees are non-refundable.

Spectator sections should be clearly identified and 30' from targets where space allows. Spectators are not allowed on the shooting range at any time during the contest. Match directors are responsible for making sure ranges are secure and safe for spectators.

All shooters must sign in and agree to the terms of the waiver for each range for insurance purposes.

Membership Dues:

April 1, 2025, there will be an annual XFDA membership fee of \$45 per member. Yearly membership will be from April 1st-March 31st.

Membership must also be paid by voting members.

Membership fees will be used to help pay for rule books as well as buckles and conchos for any qualifying point shoot. *XFDA will reimburse up to \$150 each for the two first place buckles (man & lady), and up to \$50 per concho up to 7 conchos (men & ladies) for a total of no more than \$650 total.* XFDA is not responsible for designing or ordering buckles or conchos. If you need help or direction, please contact Brad Quick three months in advance so they have the proper amount of time to be made. There is no lifetime membership offered at this time.

If membership isn't renewed within one year of expiration, your alias will become lost to you, and free for another to use.

Entry fees:

1. Entry fees will be a minimum \$45 for a point shoot (\$10 to XFDA), of \$85 for State and District Championships, \$120 for the National Championship, and \$145 WFC (World Finals Champion-ship). Fifty/fifty matches will be split between XFDA, and the shooters. The Match director has the option of increasing the entry fee per event and must be advertised.
2. In addition to the entry fee the match host/director may charge no more than \$10 per entry for expenses of the contest.
3. \$15 of each entry will have mandatory insurance, and expenses fee that is not part of the prize purse.
4. \$5 of each entry will be held for WFC top 15 men and top 7 women awards.

Event Types

All events must be posted 120 days prior to the event start date, and all state and above must be at least 2 weeks apart.

1. City/County
2. State Championships
3. District Championships
4. National Championship

World Finals Championship (WFC)

1. There will be two different championships. Friday and Saturday Invitational WF Championship and Sunday will be the World Finals Championship Top 15 men, and Top 7 ladies. Friday and Saturdays bout (WFC Invitational) will have no bearing on the WFC finals.
2. Invitational Championship: To qualify for the WFC Invitational you must have a minimum of one point on the leader board. This will be shot like a regular championship. Nine rounds on Friday, and the 3 final rounds on Saturday morning, then into the finals. Men: Buckles & cash to 1st place, concho & cash to 2nd - 5th, and plaque 6th-10th (cash to 10th place if 30 or more shooters) Ladies: Buckles & cash to 1st place, concho & cash to 2nd - 3rd, and plaque to 7th place.
3. World Finals Championship: This will be the top 15 men, and top 7 ladies on the leader-boards. If an invitation is declined the spot will be opened to the next number, and so on. This will be shot on Sunday like any other finals as a 2x elimination. The winner will be that year will be that years XFDA Men's & Ladies World Champions. Buckles and cash to 1st-15th for men, and 1st - 7th ladies. The actual days of these events could change depending upon the venue but will be clear on the website & flier.
4. All timer systems need a buzzer/sound at sanctioned events.
5. Points System
Points will be earned by competing in 4 types of championships. Starting with first place place seeding and diminishing each place until all points have been given. The yearly season starts After WFC and will end at the beginning of the WFC.
 - 1) City/County Points Shoot 1st place = 20
 - 2) State Championships 1st place = 30
 - 3) District Championships 1st place = 40
 - 4) National Championship 1st place = 50

XFDA Range Master

The Range Master (RM) will be in charge of the firing line and hand judges. They must know the rules to a higher standard and be committed to running an efficient line. The RM will be courteous and considerate of all competitors, remaining firm but fair in all duties on the line. The RM has the authority to stop a round on behalf of the shooter's and public's safety and must be aware of all activity on the range at all times.

Duties:

- The RM has the final authority on the line regarding hits/misses and the assessment of penalties, unless formally protested by an arbitration committee.
- Verifies that all shooters, hand judges, scorekeepers and callers have on safety glasses and that youth are wearing ear plugs. This includes anyone the RM has allowed on the line such as photographers or extra line judges.
- Uses and understands official commands while running the range.
- Once all shooters and hand judges are in place, issues the "load and make ready command"
- RM verifies that all shooters are loaded with guns holstered and hand judges down before giving the "line is ready command". RM should make eye contact with the caller.
- RM will position themselves to oversee the entire line.
- Stops all line activity with the "FREEZE" command in the event of a safety violation.
- RM will properly retrieve a dropped gun, not the offending shooter.
- Gives the "hands off guns, down range" command before anyone steps across the firing line.
- Gives the "range is hot" command once down range is cleared.
- Once a round is over, the RM must give the "hands off guns, down range to paint" command. The RM will verify that all targets are grease and ready for the next round.
- Always refer to the official XFDA Rule Book with any questions.
- If an RM needs to penalize a competitor, it must be done in a professional manner but not allow themselves to be intimidated by the competitor.
- If an RM is overruled in the case of an arbitration, don't take it personally, learn from the experience.
- Never allow a competitor to badger, abuse or argue with you. Bring this type of behavior to the attention of match officials.
- The RM must verify that the range is ready and communicate with the caller before turning over the range to the next RM.

XFDA HAND JUDGING GUIDELINES

The Hand Judge is a vital part of the safe and fair operation of a XFDA match. The Hand Judge in most contests will be the next shooter on the line they are called to hand judge. Sometimes the importance of hand judging is overlooked or considered to be a menial task when in fact each Hand Judge is the first line of safety as well as ensuring fair competition between shooters. It is OK for a new shooter to Hand Judge even at their first XFDA contest. However, the Range Master should make sure that new shooters know what the responsibilities of a Hand Judge are. New youth shooters should be accompanied by an experienced adult until they are deemed capable of solo hand judging.

The Hand Judge main responsibilities:

- Assist your shooter.
- See that after the set command has been given, your shooter does not commit any violations such as moving the gun in the holster, rocking the hammer or putting the finger in the trigger guard before the light comes on.
- Confirm hits and misses on your shooter's target and their opponent's target.
- You are your shooter's voice.
- Check for hits with no times.
- Load and unload at your shooter's request.
- Watch for anticipation, the gun must move.
- Try to see where the shooter is missing and let them know (high right, low left ect..)
- Stand when your shooter has their gun out of the holster. Do not sit until they give you the ok.
- Hand judges must sit when their shooter is ready unless medically unable. If unable to sit.
- Sitting and standing helps the Range Master know the line is ready.
- Hand judges will accompany the RM down range if a hit is in question for their shooter or their shooter's opponent.
- See that your shooter stays behind the firing line.
- Remind your shooter of the 70 Degree Rule. If you see their barrel start to wander while loading, unloading or shooting, be prepared to control them if necessary.
- When the bout is over, visually inspect all chambers of your shooter's cylinder and then give the command, "Gun clear. Hammer down and holster."
- Any youth shooters must be accompanied by an adult until proven capable by Safety Officers or Range Master.

At the beginning of the round do not allow your Shooter to unholster their gun for any reason until the "Load and make ready" command is given by the Range Master. No more than 5 rounds may be loaded in the gun. The hammer must always be down on an empty or fired chamber. If your shooter is using a Colt or Colt clone and they want to put it on the safety notch, this must be done after the gun is loaded or reloaded but before it is holstered. Check for eye protection. It is mandatory. Ear protection is recommended and required for the kids. No earbuds or headphones playing music are allowed on the line. When your shooter has loaded their gun and holstered it you should sit down. This will let the Range Master know that your shooter is ready. Your position to your shooter will be dictated by where their shooting arm is when they draw their gun. You will need to be in position to see a violation after the "SET" command has been given and before the light comes on. You should position yourself so you can see your shooter's gun hand, thumb on the hammer, trigger finger, front of the holster pouch, and a light. Your position may be directly behind them or maybe slightly to the side of them so that you can see what is happening. The Hand Judge should not encroach on their shooter's area. In other words you shouldn't be visible to your shooter while they are getting ready to shoot their shot. As a Hand Judge you may offer suggestions to your shooter especially if they are a new shooter. You might ask your shooter if they would like for you to spot misses for them. If you didn't see a miss don't make something up. Your shooter may try to make a correction based on what you told them. Just say you didn't see that one. If your shooter has an issue during the bout then you should stand up and raise your hand behind your shooter so that the Range Master knows that there is an issue. Always talk to the Range Master and not the Announcer or Scorekeeper. If there is a question about a hit or miss on the target pair, your shooter and their opponent are on, then both Hand Judges and the Range Master should go down range and inspect the target. Everyone should remain at least 12" from the target while trying to keep their hands from coming into play, while checking for a hit so that the target is not unintentionally touched. Important-Stay with your shooter until the gun is holstered before allowing them to turn around and leave the line. You may save them from receiving a penalty. If other bouts are still in progress, and the next shot is ready to be fired and your shooter has finished their bout but has not finished clearing the line, ask them to "Stand easy" so that the firing line is not disrupted. They can finish clearing the line after the next shot is fired. In the case of a Safety Violation, tend to it immediately and bring it to the attention of the Range Master. Just raise your hand, don't shout out, don't want to disturb the other shooters.

Always be aware of activity down range - be prepared to yell "Down range, holster your guns, hands off guns" if there is any person down range or safety issue and that command has not been given previously Shooters on lane one and the last lane will usually go down range after all bouts are completed to tend to the targets before the next set of bouts begin.

You as the Hand Judge may be asked to testify in the case of a meeting of the Arbitration Committee. Club matches at your local range are a great opportunity to teach both Hand Judging and Range Officer classes. We should be doing the same things at our club matches that we do at all Titled Events.

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