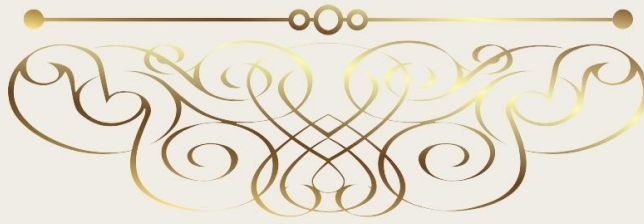


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**World's Fastest  
Professional  
Gunfighters  
Rules**

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# About Us

The World's Fastest Professional Gunfighters was established in 2016 to provide shooters in the sport of cowboy style fast draw a rare opportunity to compete against like-minded opponents with a common goal of progressing in speed and accuracy.

Our motto is, "Let your toughest opponent be YOUR FASTEST SHOT, not your opponent." This means improving ones performance in any true sport is a greater accomplishment than just winning. This motivation is driven by our "INDIVIDUAL SPEED INDEX" or "ISI" which pushes each shooter to maintain a level of competitiveness within their ability. The ISI prevents a faster shooter from slowing down to beat a slower shooter. It also prevents a slower shooter from waiting on a faster shooter to miss before attempting a shot. This is known as "Sand Bagging" and it is not considered to be in the spirit of competition, nor is it welcome in the WFPG.

When it comes to winning, the WFPG has THREE shooting classes/divisions. The Open Division, the Master Class and the .300 Invitational Class. These classes/divisions allow shooters to compete against other shooters of comparable ability. This equals MORE awards, MORE Champions and MORE opportunities to win.

We dress in cowboy apparel ranging from 1880's period to modern rodeo attire. Our firearms are single action .45 Long Colt revolvers with no external modifications staying true to authenticity. Internal work such as polishing and lighter springs are allowed. Our gun belts also hold true to the period with the Mexican Loop style holster in minimal cant with no steel liners. Rawhide liners are allowed. We shoot strictly thumbing style draw, no fanning or twisting. Our projectiles are wax bullets with a .209 shotgun primer for propellant. No gunpowder. We shoot at 20 inch X 40 inch (BLOCKER) steel targets from a 14 foot distance. This distance and target size was chosen for optimal speed competition. Although still very possible to miss, it allows bouts to be decided more often by the fastest hit rather than a hit and a miss. We want shooters to hit the target. A bout is won by the first shooter to get three fastest qualifying hits. An electronic timing system with target sensors determine the outcome of each bout.

The personal goals of our shooters include: new best personal times, improving fastest time averages and earning a .300 pin. The .300 pin is the most coveted award in the sport of fast draw. It is a goal achievable but not easy to obtain. We hope to see many .300 pins presented in the future of our organization.

We are all about the sport of "FAST" draw.



# Mission Statement

The WFPG is a Shooting Sport created to provide a competitive atmosphere with a format that enables all participants to perform at their best, with the highest level of competition in cowboy style fast draw. To push beyond the pre-existing limitations in the sport, with a first class membership of friends and competitors willing to give "EVERTHING, EVERY TIME".

# Membership Dues

1. Annual membership fee is \$50.00
2. Logo conchos are \$40.00
3. Logo patches are \$10.00
4. Dues are payable in January of each year, good through December 31st of the same year.
5. Dues shall not be prorated.
6. Dues must be paid before entry fees will be accepted for sanctioned level events.
7. Dues are not required for club level matches, practice or qualifying for a shooting class/division.

# Amendments to Rules

Amendments and enforcement of new rules shall occur on the next membership cycle of January 1st. These rules along with any amendments can be requested at any WFPG competition.



# Gunfighter Code

Outside of the basic rules shooters will be expected to conduct themselves according to the Gunfighter Code of Fairness, Ethics and Sportsmanship. We police ourselves and each other to be accountable to the Gunfighter Code.

1. Keep safety as your main priority.
2. Give respect and earn respect for yourself.
3. Give your best effort in all you do.
4. Be truthful. If you know you made a violation, say so.
5. If you see someone else make a violation, say so.
6. Keep your equipment in good repair and within legal requirements.
7. Gossiping and shit stirring WILL NOT be tolerated. Violators will be asked to leave or escorted out if necessary. If you don't want to be here, DON'T!
8. Gossiping and shit stirring WILL NOT be tolerated. Violators will be asked to leave or escorted out if necessary. If you don't want to be here, DON'T! We wrote this twice because we mean it.

## Clothing

Below are the required guidelines for sanctioned WFPG matches. Club practices are exempt, however proper foot wear and eye protection are required at all times.

1. Cowboy boots mandatory for all gunfighters (disability exceptions).
2. Cowboy hats mandatory for men.
3. All shooters are to wear period style clothing or modern rodeo attire.
4. Men are required to wear long sleeve western style button or snap shirts.
5. Old West Henleys with sleeves are allowed.
6. WFPG logo patches are allowed and encouraged as well as CFDA and WFDA.
7. WFPG sponsor logos should be displayed small over the left breast and/or large across the back. Any logos in bad taste or offensive with nudity or foul language will not be allowed. Any other questionable subject matter will be deemed appropriate at the discretion of the match director.

# Guns & Ammunition

1. All guns must be .45 Long Colt revolvers.
2. All ammunition must be .45lc casings that accept .209 shotgun primers and .45 caliber wax. NO gunpowder, NO lead and NO live ammo EVER!
3. All guns must be a period correct replica of a Colt Peacemaker, Open Top conversion or a Schofield - this includes Ruger New and Old Vaqueros.
4. Barrel length can be no shorter than 4 1/2 inches and no longer than 7 1/2 inches.
5. A shooter will be allowed to shoot any style gun in any round the meets the requirements of a legal gun.
6. No external modifications except front site removal.
7. No rubber grips, No adjustable sights and No fanning hammers unless it is a special event for multiple disciplines of fast draw.
8. Internal polishing, action jobs and lighter springs are allowed.

# Holsters

1. All shooters must use 1800's style Mexican Loop, Slim Jim or California pattern holsters made of leather construction equipped with a deflector or toe plug. Rawhide liners are allowed. NO steel liners.
2. No twisting or fanning boots allowed.
3. All holsters must be equipped with a hammer latch/strap. Hammer latches should be used at all times when not on the firing line, dry fire or cleaning area, to avoid dropped guns outside the firing range.
4. The side of the holster must cover the cylinder notches.
5. The trigger guard must rest on or in the back of the holster seam.
6. The holster must fit the gun correctly with no excessive slop.
7. The front of the holster at the top may be cut down 1 1/4 inches from where the hammer rests on the frame. Add 3/16" for Ruger Vaquero's.
8. Holster repairs are to be done with leather and/or rawhide.
9. Holsters are not to exceed a negative 20 degree forward cant off the top of the gun belt.
10. Holsters are not to be worn forward of the center thigh.



# Shooting Style

All WFPG competitions are to be held in the "Thumbing" style draw ONLY.  
NO "Twisting" or "Fanning" allowed.

# Gun and Holster Check

Gun and Holster checks will be done before the start of each competition to check for the following things.

1. Primary and backup guns are to be checked prior to the start of a match.
2. All guns must be period correct reproductions in the proper caliber and in working order. Guns are subject to further inspection any time during the course of a WFPG event.
3. All guns have no unauthorized modifications.
4. All holsters are 1800's style made of leather and rawhide construction.
5. All holsters do not exceed the allowed cant and hold firearm securely.
6. Holsters that have damage from boot shots are properly repaired with leather or rawhide. NO modern materials such as metal, tape or epoxies have been used in the repair.

# Major Safety Violations

Any of the following violations shall result in a "MATCH DISQUALIFICATION".

1. Loading or unloading ammunition anywhere but on the firing line.
2. NO live ammunition allowed.
3. NO alcohol permitted until entire match ends, the range has been closed and all firearms have been put away.

# Primary Safety Rules

1. Everyone in proximity to the range is required to wear eye protection.  
NO EXCEPTIONS.
2. Shooters under 18 are required to wear both eye and hearing protection.  
NO EXCEPTIONS.

# Procedural Safety Rules & Penalties

**Target to Target Rule:** While loading and unloading on the shooting line the muzzle of your firearm must always be pointing down range - never pointing side to side further than two outside targets (approximately 45 degrees left, right, up or down).

1st Offense: Warning

2nd Offense: Loss of round

3rd Offense: Match Disqualification

## Penalty - Loss of round

1. Failure to holster ones gun after the "Holster guns, down range" command has been given.
2. Turning ones body from side to side while holding an unholstered gun loaded or unloaded. First time warning. Second time loss of round.
3. Dropping the firearm on the line.
4. Discharging a round while loading or unloading.
5. Failure to properly verify the cylinder is empty, the gun has been hammered down and holstered prior to leaving the firing line.
6. **ABSOLUTELY NO RECOVERY SHOTS:** A qualifying shot must be at or under a shooters ISI to count. Only "ONE" shot attempt per light to do so.
7. **Master Class & .300 Club:** Any shot over 1.0 second is a loss of round.
8. **Open Division:** Any shot over 1.5 seconds is a loss of round. \*Youth shooters 12 and under are exempt from a time limit if they are competing in the Open Division. Master and Invitational youth shooters are not exempt.\*

## Penalty - Loss of shot

1. **Boot shot:** Discharging the firearm while in the holster, shooting through the top of the holster or shooting behind the line.
2. **Loss of balance** on the firing line during a shot. Falling down or backwards away from the line before the start light. **Exemption:** A step back away from the line after a shot has been fired to regain balance will not result in a penalty as long as no safety violations have occurred during this action.



3. Firearm may be touched while in the holster prior to shot. This is known as the "Lawman Ready" position. You may grip the handle with your thumb on the hammer. Any movement of the gun or cocking (rocking) of the hammer after the "Set" command and before the starting light will be considered a flinch resulting in a loss of shot.
4. Flinch: A flinch is when a shooter moves any part of their body or gun after the set command and before the starting light. The violator will lose the shot and their opponent will receive a point. If the flinch results in the reaction of other lanes it will be considered a "False Start".
5. False Start: A full draw and/or shot prior to the starting light. The violator receives a loss of shot and their opponent receives a point. The rest of the lanes are a "Dead Line". Any hits from any lanes will be null and an extra shot will be added to the 10 shot limit for the remaining shooters, not the violator and their opponent. Physical afflictions such as nervous shaking or medical conditions are not considered a premature attempt to draw and should not be penalized.

## Technical Rules & Penalties

Finger must be outside the trigger guard once "set" command has been given.

- 1st Offense: Warning
- 2nd Offense: In the same round "Loss of shot"
- 3rd Offense: In the same round "Loss of round"

No more than five rounds/shells shall be loaded in the firearm.

- 1st Offense: Warning
- 2nd Offense: In the same round "Loss of shot"
- 3rd Offense: in the same round "Loss of round"

Guns are to remain holstered until the "Show Clear, Load and Make Ready" command has been given. This includes dry-firing before loading.

- 1st Offense: Warning per match
- 2nd Offense: In the same match "Loss of round"
- 3rd Offense: In the same match "Match Disqualification"

Firearms are to be holstered at all times: Exceptions being the designated dry fire area, cleaning area and firing line.

1st Offense: Warning per match

2nd Offense: DQ from the next round

3rd Offense: Match disqualification

## Standard Range Commands

"SHOW CLEAR" - Shooters will show a clear gun each round prior to loading.

"LOAD AND MAKE READY" - Shooters may dry fire and load once this command is given.

"LINE IS READY" - Command given by the Range Master to inform the time operator that the shooters are ready for the shooting commands.

"SHOOTERS ON THE LINE, SHOOTERS SET" - Given by the time operator, at which point the timers are started.

"HOLSTER GUNS, DOWN RANGE" - All guns are holstered, thereby allowing range officers to check or clean the targets. NO one shall cross the firing line until this command has been given.

"STAND EASY" - This command is given for shooters that have completed a bout but not yet left the line, to stand still as the remaining shooters execute the next shot.

"UNLOAD AND SHOW CLEAR" - Given to indicate your match is over and you are to begin the unloading procedure.

"GUN CLEAR, HAMMER DOWN AND HOLSTER" - Given to indicate the round is over, the gun has been checked clear and you may leave the firing line.



# Match Format

We shoot a "Round Robin" format to allow every shooter the opportunity to compete against the full roster of their class/division. Additional Round Robins or less than one full Round Robin will be determined by the number of contestants, shooting ranges and time available for the competition.

A maximum limit of 10 shots are allowed per round. Both shooters will receive an "X" if three winning shots are not achieved within the ten shots. This rule only applies during the main match not the finals.

Because The WFPG competes in a Round Robin format with an ISI or Individual Speed Index, in the event a shooter is unable to finish an individual round or an entire match (due to injury, an emergency or forfeit) their remaining opponent must continue the bout alone. The remaining shooter must score three qualifying shots within the 10 shot limit or the receive an "X".

For the remainder of the match the forfeited contestant becomes a "Ghost Shooter" and will remain in the draw as to not disrupt the Round Robin. Each shooter that draws the "Ghost Shooter" will be required to compete alone, scoring three qualifying points (shots) within the 10 shot limit or receive an "X" for that round. This "Ghost Shooter" rule will also apply in the case of an odd number of shooters also know as a "Bye Round".

E.g., if there were seven shooters, there would be one shooter short of four pairs. Instead of the odd shooter of each draw receiving a free win and moving on to the next round (which would be unfair in the event of an incomplete Round Robin) the odd shooter must score "3" qualifying times out of ten shots against a Ghost Shooter or receive an "X". A "Ghost Shooter" will only be required in the main match not the finals.

# Scoring and Point System

Bouts are won by the first shooter to score three fastest qualifying shots within the ten shot limit during the main match. There is NO "X" out elimination in the main match. All shooters will shoot all rounds of competition determined at the beginning of the main match. Seeding or placement for the finals will be determined by total "X" count from the main match, then by the fastest time. If there is still a tie, a "Shoot Off" prior to the finals will decide the seeding. The top 10 from each class will shoot a two "X" double elimination finals. The higher seed has lane choice during the progression of the finals.

**HIT WITH NO TIME:** If a shooter gets a hit with no time that shot is null for the shooter and their opponent. An additional shot will be added to the 10 shot limit if necessary to settle the bout. If the opposing shooter has a recorded time that is their new personal best, a new world record or a .300 Club qualifying hit, that hit will count as a personal accomplishment but will not count for the round.

**TIE SHOTS:** Tie shots will count as one shot of the ten shot limit. If a tie shot occurs on the tenth shot during the main match, both shooters receive an "X". Tie shots in the finals will be reshot until a winner is determined.

**DUAL PENALTY/VIOLATION:** If two competing shooters commit a "loss of shot" violation simultaneously, the penalty cancels out. However, the violation will count as one shot of the ten shot limit in the main match.

If the "Dual Violation" merits a "loss of round" both shooters lose the round.

## Individual Speed Index (ISI)

An Individual Speed Index (ISI) will be established using a shooter's Fastest Time Average (FTA) plus .020, .030 or .040 of a second. All shooters are required to establish an ISI. Any shot slower than a shooters ISI will not count as a qualifying shot. A shooter's fastest time average can be established through club level jackpots and/or practice prior to a sanctioned championship.



# Shooting Classes

The WFPG has three shooting classes/divisions.

The Open Division, the Master Class and the .300 Invitational Class.

These classes allow shooters to compete against other shooters of comparable ability. This equals MORE awards, MORE Champions and MORE opportunities to win.

## Open Division

Open Division shooters have fastest time averages of .381 and above.

Once an Open Division shooter's fastest time AVERAGE reaches .380, the shooter will move up to the Master Class. This is based on a .030 index.

Open Division shooters with a fastest time average of a .500 or above will compete with a .040 index.

## Master Class

All Master Class shooters must maintain an ISI .030 over their fastest time average; no Master Class shooter's ISI will exceed a .410...

Master Class shooters are eligible for World Record shots and entry into the .300 Invitational Class.

## The .300 Pin

The .300 pin is the highest honor awarded to a Master Class shooter. It allows them entry into future .300 Invitational Class competitions and it establishes them as part of an elite group of accomplished shooters. If a Master Class Shooter scores a time of .300 or below in a sanctioned competition, they must back up the shot within .020 in the same round or within three shots after the round. If the shot is not backed up the round returns to the previous score before the shot was fired, the shot is ruled anticipation and the opponent receives the point.

If the shot is backed within .020 of a second the shot stands as a qualifying point and the shooter receives a .300 pin and entry into the .300 Club. To maintain the integrity of our .300 Club and the fastest times of its members, a back up shot faster than .020 of the initial shot must also be backed up either in the round or during the 3 additional shots. It is very important that the fastest times and World Records of our organization are backed by ability not luck. Video will be allowed for .300 pin back up shots. There are additional pins awarded within the .300 Club. The .290, .280, .270 and the .260 pin. To receive these additional pins a .300 Club shooter must hit the number on the pin or below.

## **.300 Invitational Class**

The .300 Invitational Class / .300 Club is comprised of Master Class Shooters that have earned a .300 pin and are no longer eligible to compete in the Master Class. Shooters in the .300 Invitational Class are required to maintain a .03 ISI (Individual Speed Index) over their fastest time average when competing in a .300 Class Championship. Once an Invitational Class shooter's fastest time average reaches a .300 or below the shooter will compete with an index .020 over their fastest time average. (NO INDEX WILL BE SET BELOW A .300).

## **World Records**

A new World Record shot or a World Record tie shot will only be valid in the Master and .300 Invitational Classes. A World Record shot must be backed up within .010 of a second during the round or within three shots after the round or it will be ruled anticipation and the opponent wins the shot. Video will be allowed for World Record back up shots.



# Visiting Organizations

Shooting with other organizations is encouraged by the WFPG. The more time spent competing in different disciplines of fast draw the better shooter you will become. Likewise shooters from other organizations are welcome to participate in WFPG practices, jackpots and sanctioned event.

Shooters from other organizations that compete on blocker targets with an index format will be placed in a WFPG class based on their ability in their chosen organization.

If a visiting shooter has a .2 pin in their organization that shooter will automatically compete in the Invitational Class of the WFPG with an index not exceeding a .350 regardless of their index in their organization.

A visiting shooter with a .3 pin in their organization will automatically compete in the Master Class with their index from their organization not exceeding a .410.

Visiting shooters that have not yet received at least a .3 pin in their organization will compete in the Open Division with their index from their chosen organization.

Likewise WFPG members that participate in other index formatted organizations will progress within the WFPG classes based on their improvement in those organizations as well as the WFPG.

For example; if a WFPG Master Class shooter receives a .2 pin in another organization, that shooter will progress to the Invitational Class at the next scheduled WFPG sanctioned event.

# Guidelines for Hosting a Match

A host must participate in at least one sanctioned WFPG competition before hosting a championship match. The host must be in good standing of the World's Fastest Professional Gunfighters with their membership dues and club/venue insurance paid in order to host a WFPG event. Any club, host or match director operating outside these guidelines is not a liability of the WFPG.

**SUPPORT ROLES:** Target Tenders, Announcers, Scorekeepers, Public Information Officers, Gun/Holster Checkers, Range Officer(s)

Hand Judges are optional in club level practice and jackpots to help new shooters learn proper match and safety procedures.

Hand Judges are not required in sanctioned level competitions as shooters at this level are expected to conduct themselves on the "Honor System" as per the "Gunfighter Code".

**ACCESSORIES:** Blocker targets, electronic timing system, target backdrop and side barriers, ammunition stands, extra eye and ear protection and a United States Flag

**TARGET SIZES:** State, Regional and World Championship matches will require Blocker Targets (20 inches X 40 inches) with the starting light in the center (24 inch round targets are allowed for club level practice and pot shoots). The face of each target is to be 14 feet from the firing line and the centered light set at 44 inches from the ground level of the firing line. A laser level is recommended for proper range setup.

**MATCHES:** Number of rounds will be determined by the number of shooters.

No contestant is to shoot the same opponent twice in the main match unless there is time for additional Round Robins.

**ACCOMMODATIONS:** Close proximity hotel rooms, parking areas, handicapped allowances, restaurants, etc...

**ENTRY FEES:** Club matches/jackpot shoots shall be at the discretion of the host range.

State and Regional Matches: Open Division \$75.00 - Master Class \$100.00

.300 Invitational Class - \$150.00

World Championship: Open Division \$100.00 - Master Class \$150.00

.300 Invitational Class \$200.00



# Payouts & Prizes

**PRIZES:** The WFPG will supply buckles for first place and conchos for second through fifth in each class/division for sanctioned matches. This will be an expense passed on to the hosting club at cost, paid for through shooter entry fees before a competitions payouts are divided. Any additional trophies and prizes will be at the discretion and cost of the hosting club. It is not the wishes of the WFPG for any hosting club to lose money hosting a WFPG Championship. This is why the WFPG charges NO sanction fees for club affiliations or WFPG events. The WFPG was founded as and will remain a "SHOOTERS FIRST" organization .

The hosting club is fully responsible for any additional payouts that exceed the accumulated entry fees including, but not limited to: any large first place jackpots advertised in promotion of the event. This can be done by obtaining sponsorships or holding raffles. Any sponsorships or raffle income accumulated by the hosting club or match director, will be the responsibility and liability of that club/director not the World's Fastest Professional Gunfighters. Large sponsorships/donations made to a competitions payout up to \$5,000.00 must be divided accordingly between the top five places in the three classes/divisions. Payout to 1st place in the Open Division is not to exceed 1st place in the Master Class. First place payout in the Master Class is not to exceed 1st place in the .300 Invitational Class. Sponsorship money after the first \$5,000.00 may be divided out to the top 5 in each class/division or divided out to award additional places in each class/division.

Any sponsorships or donations made to the WFPG for a specific event will be hand delivered to said event by a WFPG administrator/treasurer at the time of the event.

In the event that a WFPG competition must be postponed or cancelled, public notification will be required 60 days prior to the event for attending competitors to reschedule and recoup traveling expenses.

# Arbitration Committee

In the event of dispute or disagreement with any of the rules herein, the Arbitration Committee shall be consulted. The Arbitration Committee shall take the complaint under advisement. In the event the complaint is about another shooter, the committee will discuss the matter with the complainant and the accused. They will hear both sides of the argument and refer to these rules to make a determination. All such determinations rendered by the committee shall be considered resolved and are final. In the event a complaint is regarding a rule, the members of the committee will hear the argument. They will then consult these rules to determine the validity of the argument. If the argument is deemed to have merit, these rules shall be amended. If the argument is not deemed of particular benefit, these rules shall remain as is. All such decisions delivered by the committee shall be considered resolved and are final.

## The Arbitration Committee Members:

PARTTIME - [creasencorral@sbcglobal.net](mailto:creasencorral@sbcglobal.net) (409) 201-9561

Red Ryder (760) 310-2825

Hell on Wheels - [knorvelle@msn.com](mailto:knorvelle@msn.com) (520) 647-7067



