

## Window Jumps

Shooter will start facing downrange in Box A grasping barricade on both sides with hands at shoulder height, weapon loaded and holstered. At the signal, draw and engage all steel from Box A **ONLY**. Steel **MUST** fall to score. Then engage all other targets with 2-shots minimum from anywhere within the shooting area as they appear.

**NOTE** - UNLIMITED; 25 shots minimum – 2 ea paper and steel must fall to score

- 1 second per point down
- Shooting steel closer than 8-yards will be a match DQ
- Procedural penalties such as foot faults, hits on No Shoots, etc are 5 seconds

