

Physical Trap Layout

June 7, 2006 Rev A

On the backside of this sheet of paper, you will find the dimensions for a Trap Layout that will fit in a 9-foot by 9-foot room with a ceiling height of at least 7 foot high.

We believe this is the best layout. You will find the five (5) Station approach really adds realism to your practice. If you have a large room (at least 12 feet wide) and want to move back a little, DryFire will work. Floor dimensions for standing 8 to 10 feet are included with this document. But please, don't go back farther than ten (10) foot, or you will have trouble with the strength of the Gun Laser.

The layout, on the back, will help you map out five (5) locations on the floor over which you will stand during the shooting process. I would suggest you put an "X" on the floor (using masking tape) to mark the location of each station. The "X" actually marks the location of where your shooting eyeball is located. In other words, your shooting eyeball should be directly above the cross.

I recommend you place the DryFire unit 36 inches from the wall and 50 inches above the floor. You can change these numbers to meet your room requirements as long as you enter the information in the "Configuration Settings" table. The above measurements are from the actual camera/laser openings on the front of the DryFire head to the wall and the floor.

For **Sixteen** yard trap, I set the height of my trap house 57 inches from the floor and the horizon at 65 inches (I'm 5'-9"). I suggest the next time you go to your favorite gun club you scale the height of the trap house and the horizon.

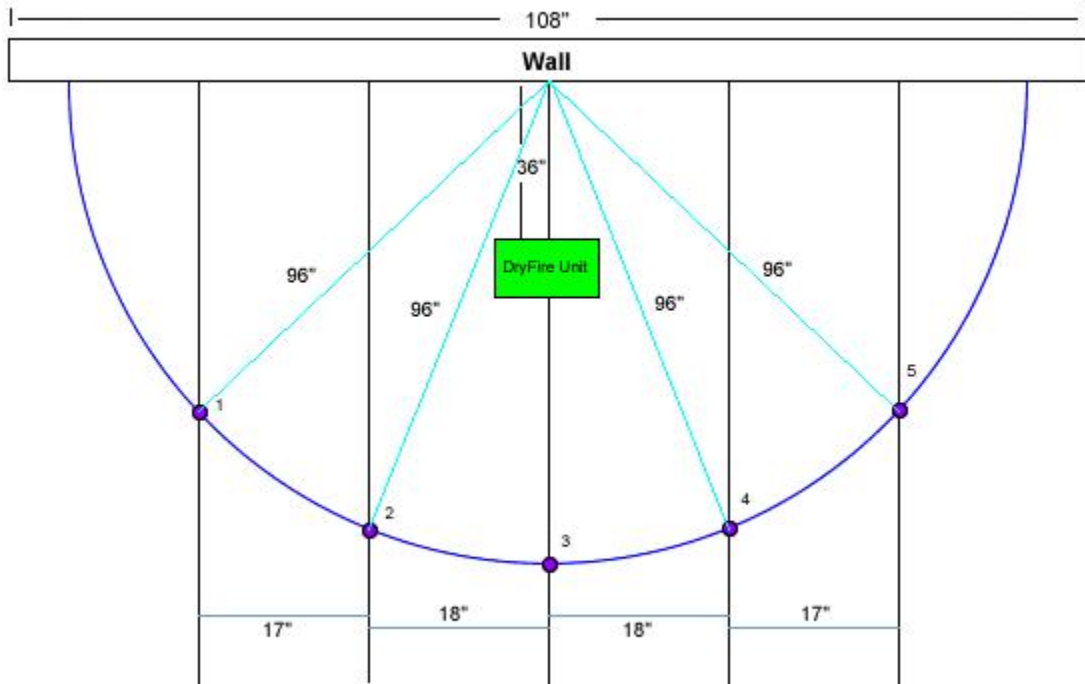
For **handicap** targets, the trap house is elevated in your vision. At 27 yards, the roof of the trap house should be raised about 4 inches.

The scaled trap house is about twelve (12) inches wide and six (6) inches high.

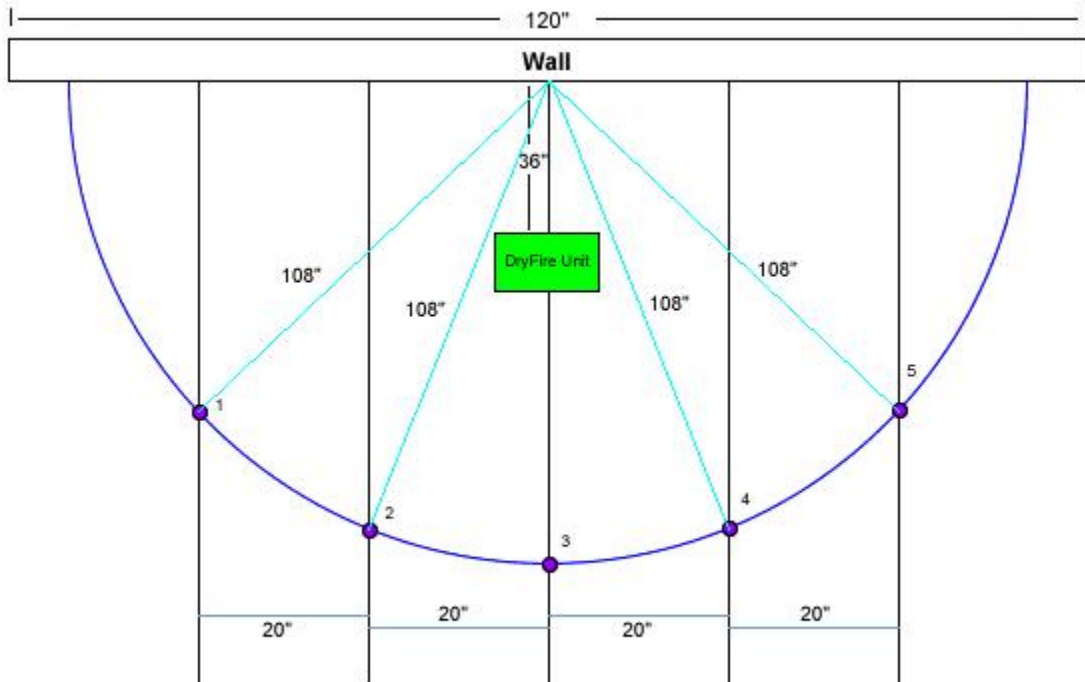
The most convenient place to locate your computer is directly in front of Station 3, between Station 3 and The DryFire unit. This works great, because it places the computer monitor directly in front of you the shooter. Most monitors are built on a swivel and this allows you to see the screen from all five locations. Also, a side benefit is that the position of the computer prevents you and your friends from tripping on the cables and cords going to the computer and DryFire unit.

Caution: The DryFire head is fragile and can be broken off if the DryFire unit gets knocked over.

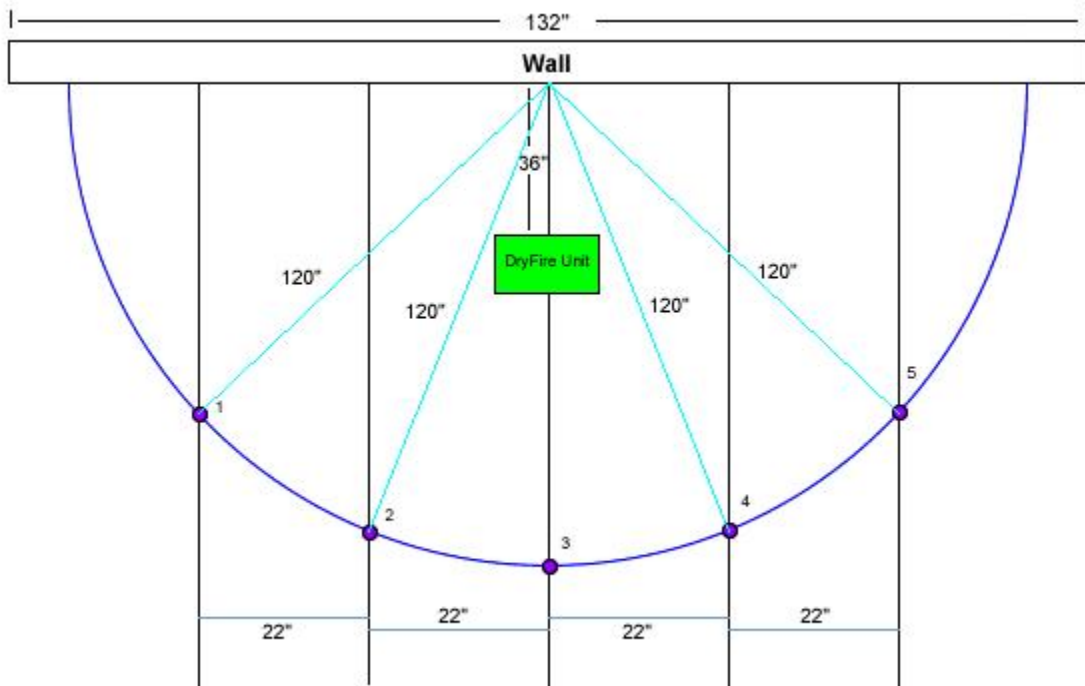
Standing 8' from the wall



Standing 9' from the wall



Standing 10' from the wall



Wall Orientation

