

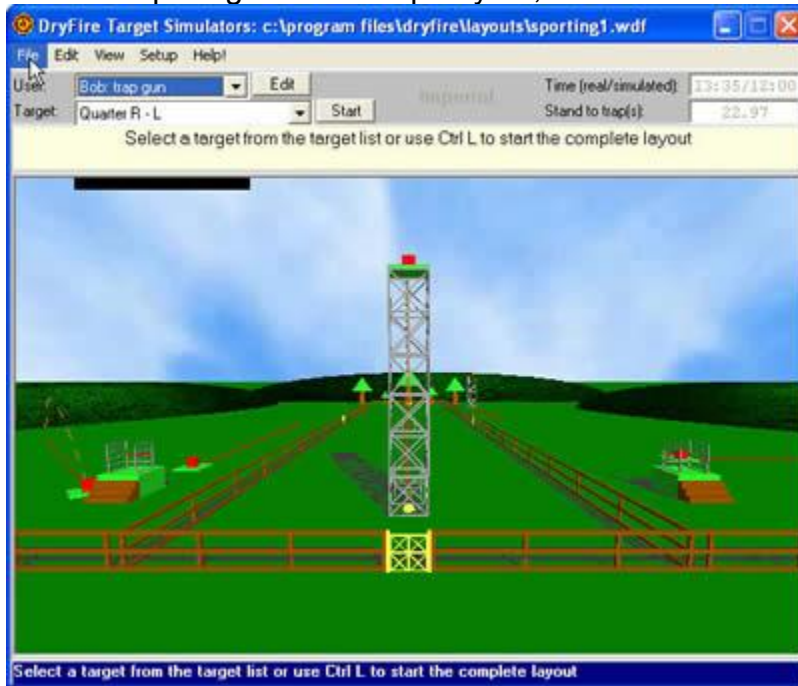
USA Trap Singles / Handicap

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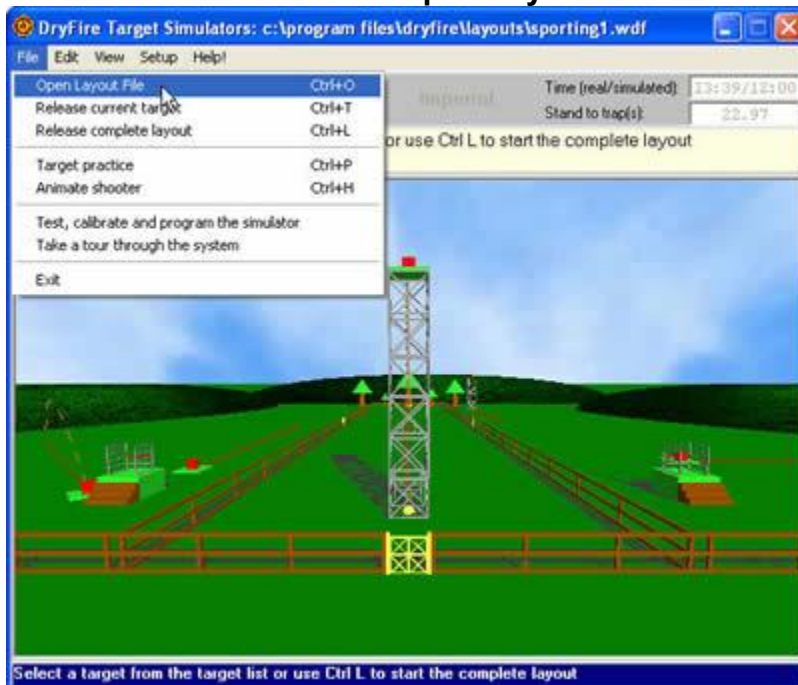
The following information will show you how to load, control, and start the Trap Singles / Handicap Layout.

This is typical of all Layouts.

To load the USA Trap Singles/Handicap Layout, start with a left click on “File”



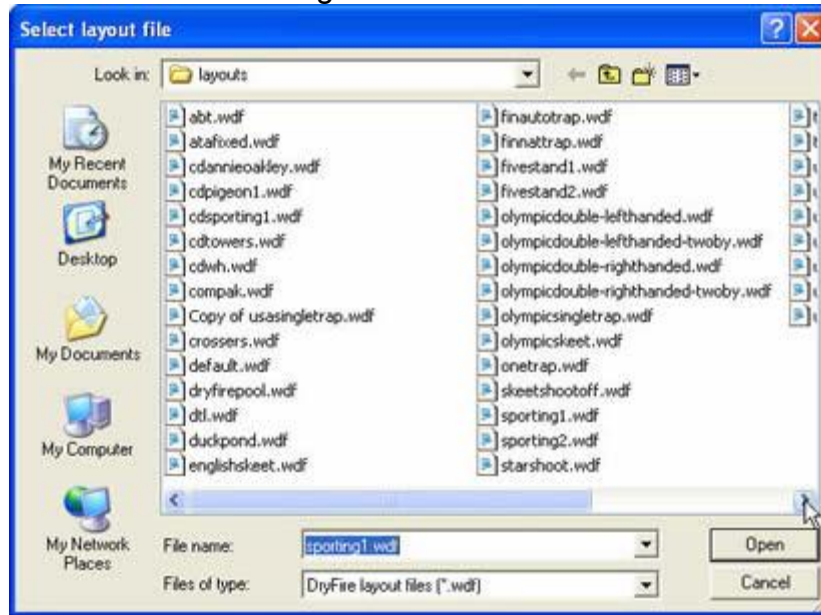
Now left click on “Open Layout File”



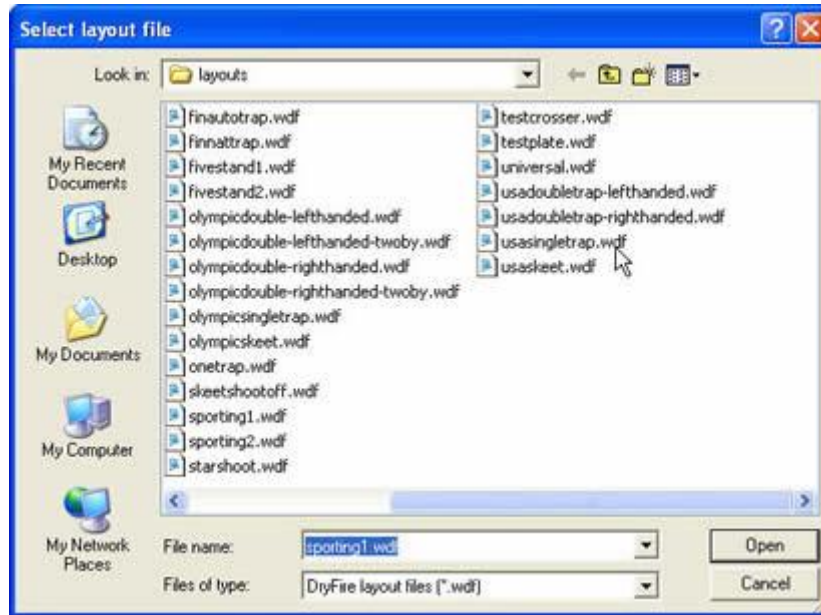
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USA Trap Singles is not within the window, therefore, click on the arrowhead on the lower right side of the screen.



This screen shows the results.



Double click on "usasingletrap.wdf"

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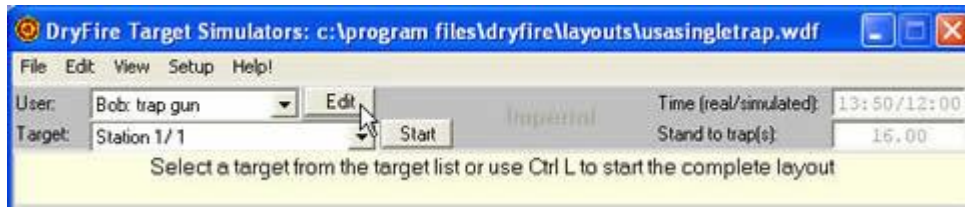
The ATA Grand American Layout now appears.



The current selected User is “**Bob: sporting gun**” so we will want to change to “**Bob: trap gun**” by opening the User Table and clicking on “**Bob: trap gun.**”



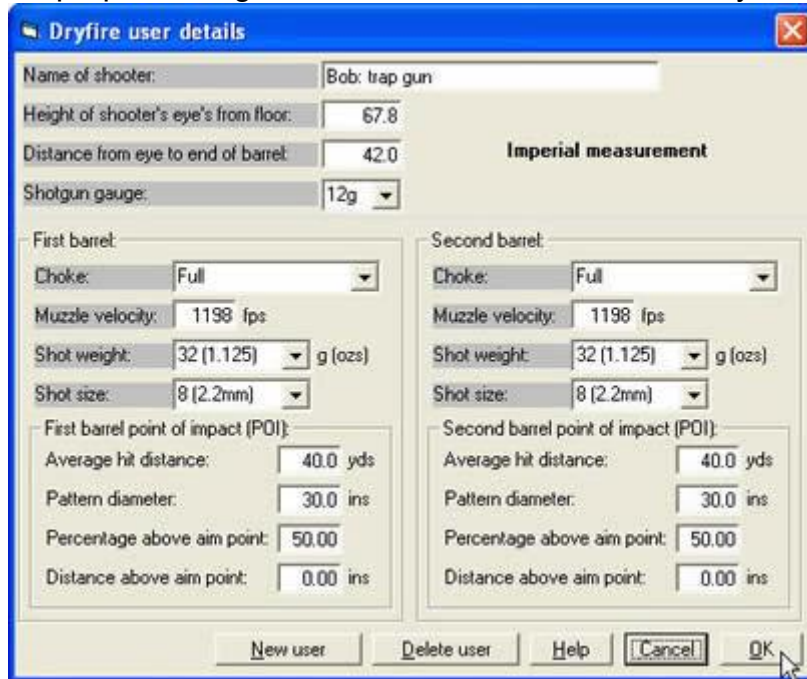
This is the result.



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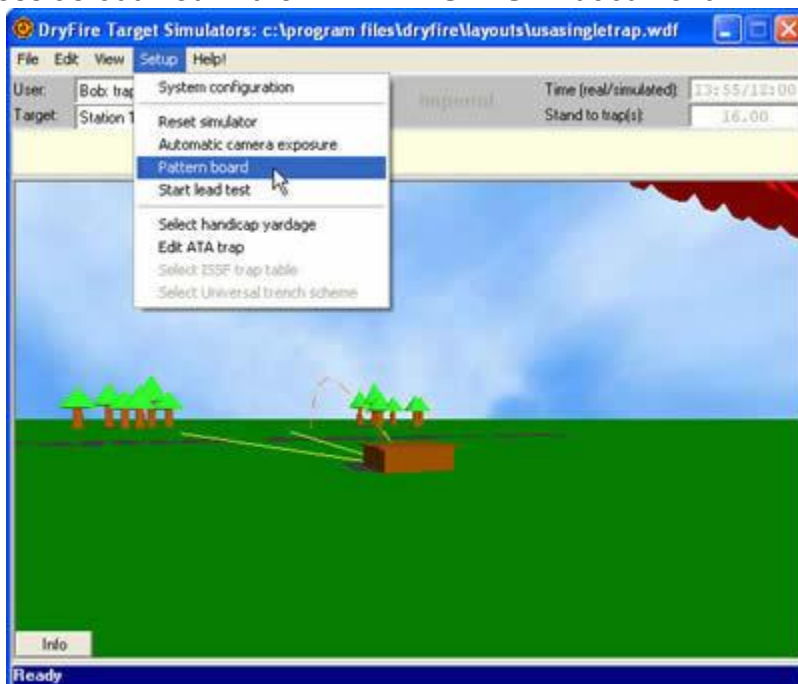
To insure the proper settings, the table can now be checked by clicking “Edit”



Everything looks good, so I will click “OK.”

You will next want to go through the alignment process to compensate for the fact that the gun laser is physically located below your sighting plane.

Always remember DryFire stores the alignment information with whichever “User” is **currently active** (the name showing in the “User” window). If, for example, three shooters (each having their own gun equipped with a DryFire gun assembly) want to shoot together, make sure, before you begin the shooting competition, you each go through the alignment process with your “User File” **active**. Do this by clicking on “**Setup**” and then “**Pattern board**” as shown below. Now, go through the normal alignment process as outlined in the “**INITIAL SETUP**” document.



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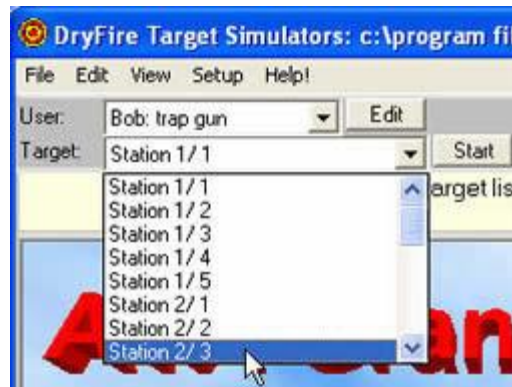
Next, click on the “Target” down arrowhead.



The Trap Singles Layout can be used in two ways.

1. Select a Station and shoot from that Station until you decide to select a different Station.
2. Choose to shoot a complete round of twenty-five (25) targets with automatic score keeping.

Note: This lay out throws random targets and will not let you throw the same target over and over again. If, for example, you select Station 3, you will get a series of randomly generated targets, which will range from 17.14 degrees to the left to 17.14 degrees to the right (these are the default settings). However, you can change this to any angle between 0 and 80 degrees. You will learn how to do this at the end of the document. Also, another trap layout (ATA Fixed) operates in a fixed mode will be discussed at the end of the document.



Now that this window is open, notice that there are twenty-five (25) targets to choose from. There are five (5) target choices at each Station. This has been done to make it possible to shoot a complete round automatically. If you select a specific Station, you can select any of the five (5) choices for that Station and there will be no difference between any of them. To try and make this point more clear, I will give an example: I want to shoot targets on Station 2, therefore, I can select Station 2/1 or Station 2/2 or Station 2/3 or Station 2/4 or Station 2/5 and they will all do the same thing. That is, I will be able to shoot from Station 2 and a new target angle will be randomly generated between each shot.

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Now, select and click on “Station 2/3”



The Full Screen Layout now appears.



Notice in the above screen, there is a **Green Dot** in the upper left corner, which acts as a traffic sign. When it is **Green** the unit will respond to a “Voice Release” command. As soon as the target is released, the traffic sign will turn **RED**, indicating the voice release portion of the DryFire unit is not listening. Wait until it is **GREEN** before you attempt another voice release.

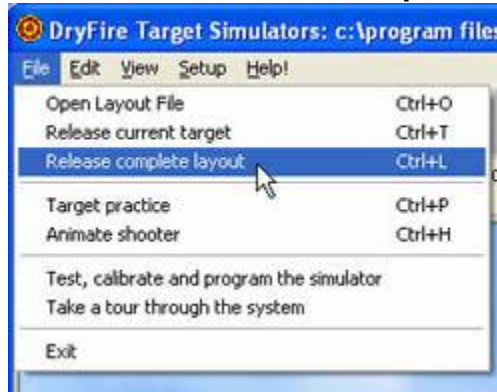
After every shot, the DryFire system randomly generates a new angle and then must compute all the trajectory information required to launch the new target. This process takes about 2 seconds. You will notice this takes place after the head has returned to home position. When DryFire is ready to launch another target, you will hear the sound of a “bell” coming from your computer and the traffic light in the upper left hand corner of the screen will turn from **RED** to **GREEN**.

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How to Release a Complete Layout

Click on “**File**” and “**Release complete layout.**”



Or you can use the keyboard strokes indicated (Control + L)

This screen appears. Notice it has been set to Station 1/1.



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How to Select a Handicap Yardage

Start by clicking on “**Setup**” and then “**Select handicap yardage.**”



Now select your handicap yardage. I chose 27 yards.



Now click on “**Exit**”



DryFire will now make all the necessary changes to simulate shooting from the yard marker you selected. You will notice the perspective on the monitor has changed and the little man (who simulates the shooter) has moved back. The height of the clay's starting point on the wall is a little higher to simulate what happens to your perspective when you move back. And the target angles have been adjusted for the same reason.

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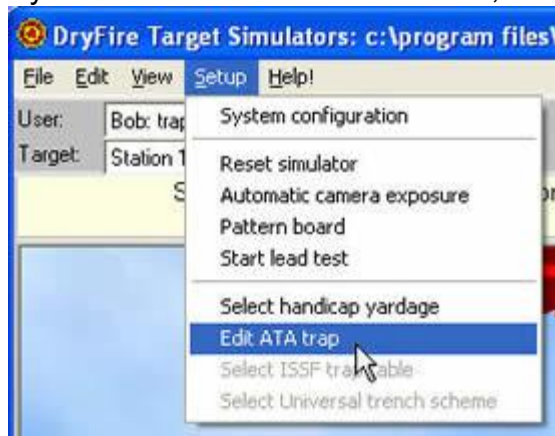
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How to Change the Trap Angles, Distance, & Height

As of software version 1.02d a new feature was added to USA Trap Singles and to USA Trap Doubles. The user can now change the maximum angle, change the distance the clay will fly, change the height of the clay 30 feet out from the house. This means that you the user can now customize the layout. If you want two holes targets, set it to the proper angle. If you want three hole targets, change the angle to meet three hole requirements.

Also, a new Trap layout has been created. You will find it in the layout file under the name of **“atafixed.wdf.”** This new layout has all the features we are currently looking at, but does not operate in the **“Random”** mode. Therefore, if you want to practice a target going to the right at 25 degrees from Station 5 you can now do just that. With this flexible new layout, you can literally set up and practice any angle from 0 degrees to 80 degrees (a little more than you will be able to handle). Don't take my word for it, set it up and try a few.

Under “Setup” you will now find a new selection, **“Edit ATA trap.”**



Click on **“Setup”** and **“Edit ATA trap”**

By changing the values in this table you can create any possible Trap target.



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Angle between stands: We have found not everybody interprets the ATA rule book the same way. Therefore, rather than argue about who is right, we put the choice in your hands. We at DryFire believe the angle between any adjacent Stations is 10.76 degrees. Therefore, the default angle is 10.76 degrees, but if you would like to change it, you can. In fact, the range of angles is from 0.00 to 40.0 degrees.

Trap angle: We set the default angle to 17.14 degrees, because we believe the ATA rule book indicates this angle, but if you want something else, you can change it as long as you stay in the range of 0.00 to 80.0 degrees.

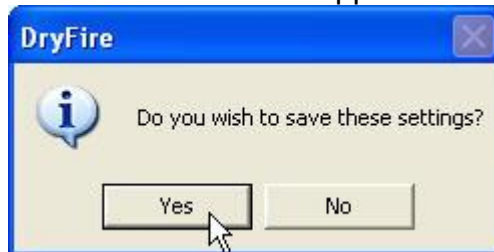
Throw distance (yards): We know that the proper distance is 50 yards, but if you want to change it, the range is from 30.0 to 100.0 yards.

Intermediate distance (feet): We know that the rule book allows height from 8 to 12.0 feet (measured 30 feet from the trap). But, if you want to have some fun, we will allow you to set this within the range of 5.0 to 20.0 feet.

After you make the changes you want, click on **Éxit**"



This screen then appears.



Click "Yes"

THE END