

# International Bunker Trap Layout

Software Version 3.1.0

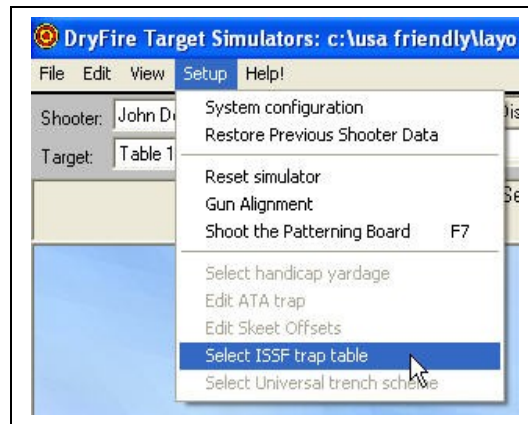
March 17, 2011

Document Rev: None

The file name for International Bunker Trap (Singles) is shown below.

`olympicsingletrap.wdf`

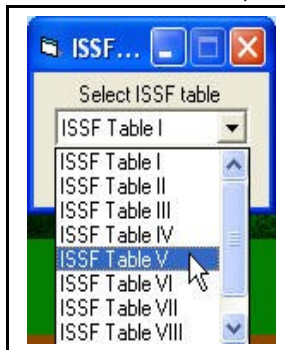
The only special feature in regard to Bunker Trap is that you will be able to select any one of the nine trap configurations outlined in the rulebook. In the DryFire system they are referred to as the “**ISSF Trap Tables**.” You can select a different table at any time by going to Setup on the menu bar and then clicking on “Select ISSF trap table,” as shown below.



This is the table that opens.



Nine, different tables are available, I will select Table V.



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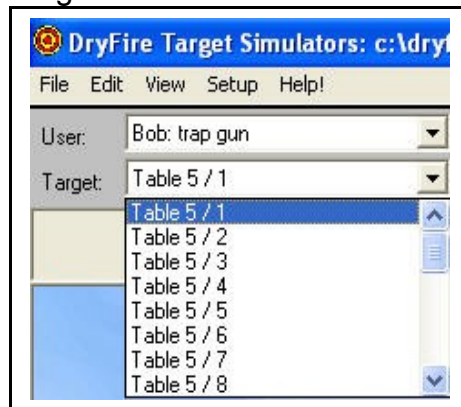
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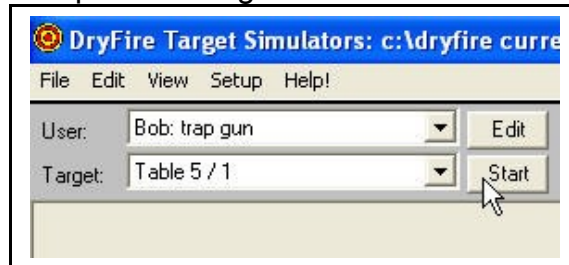
Click "Exit"



Because Table V has been selected, the Target Window contains 25 entries starting with 5/1 and finishing with 5/25.



You will be able to start the layout in two ways. The first way is to click the Start button. This places you on Stand 1 and will throw the same target over and over. It will be one of the three possible targets from Table 5.



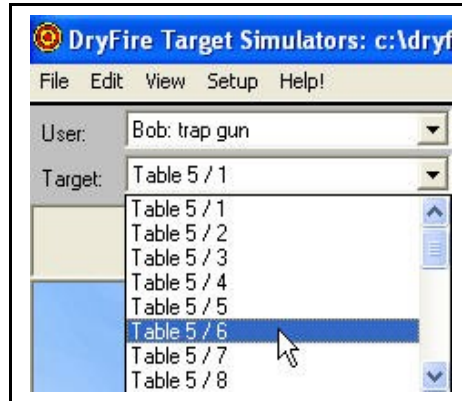
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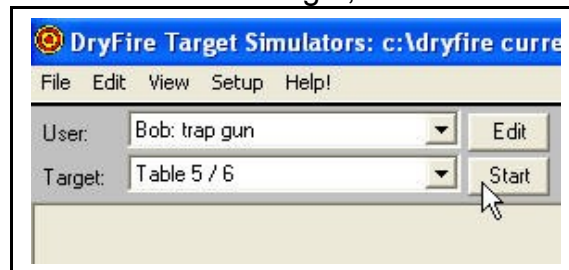
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The next target that will be thrown from Stand 1 is 5/6. And it is possible it will be the same target thrown on 5/1 or it may be one of the other two legal targets from this position.

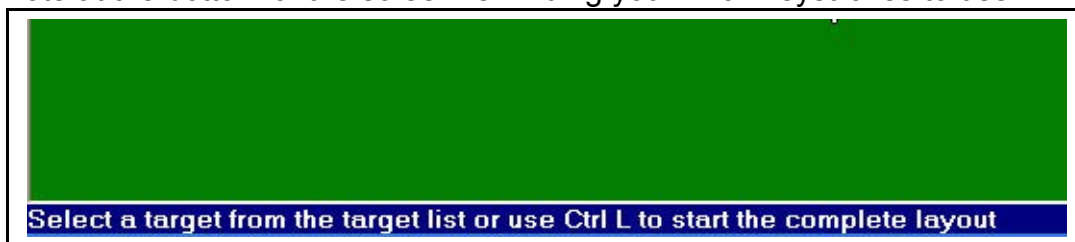


To throw this target, click Start.



The other targets that can be thrown from Stand 1 are 5/11, 5/16, and 5/21. If you throw these 5 targets you will find the three different targets that are legal for Table V Stand 1.

The second way to start throwing targets is to start by using the keystrokes "Control key plus the letter L." The picture below shows that there is always a note at the bottom of the screen reminding you which keystrokes to use.



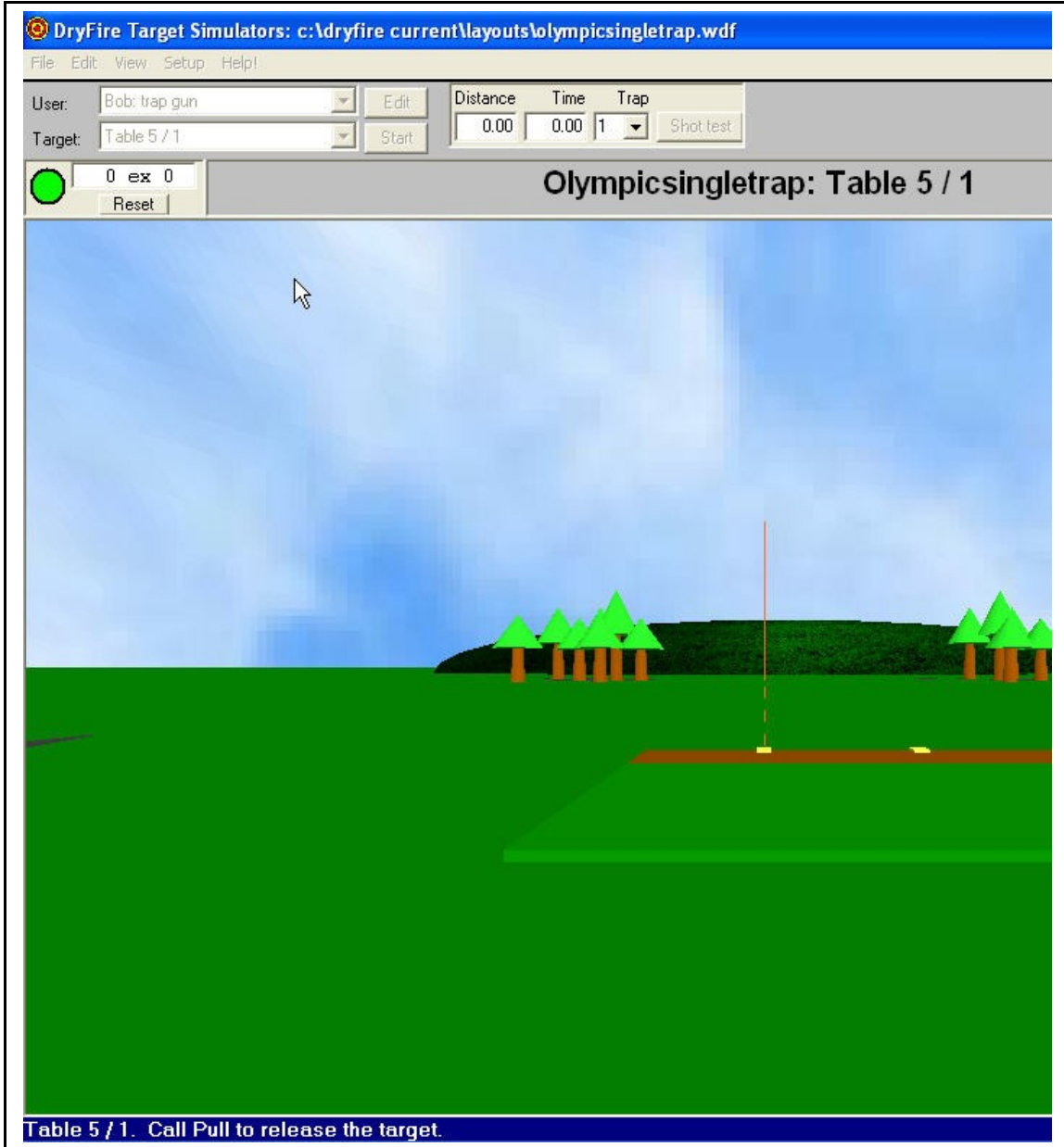
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When you start with the keystroke, the screen will help you remember where you are in the round of 25. The picture below is the first shot being taken from Stand 1. Notice in black letters, it says Table 5/1. And what you see in front of you is the view from Stand 1.



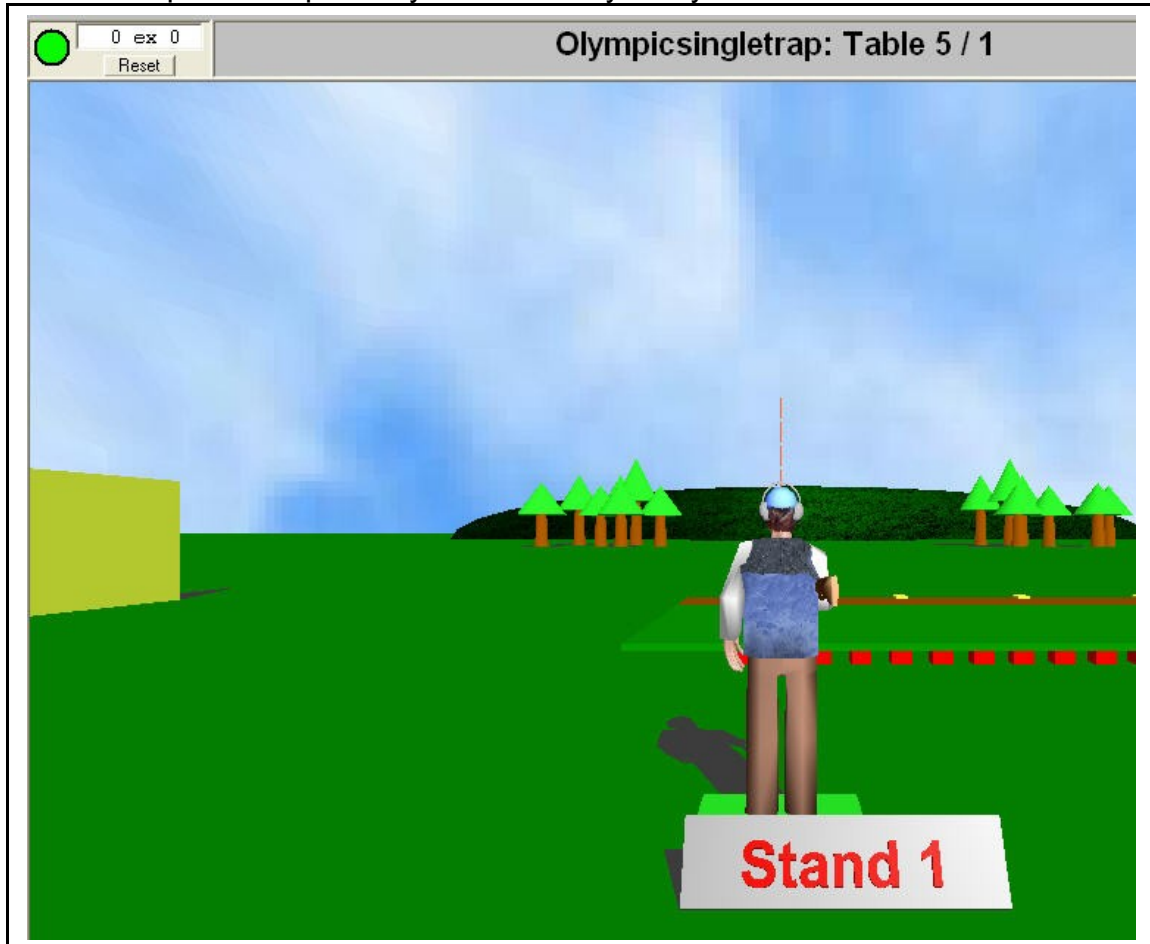
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The picture below shows you standing on Stand 1. This view was taken by pressing the number "2" key several times. Each time the key is tapped, the view is backed up. In this picture you can clearly see you are on Stand 1.



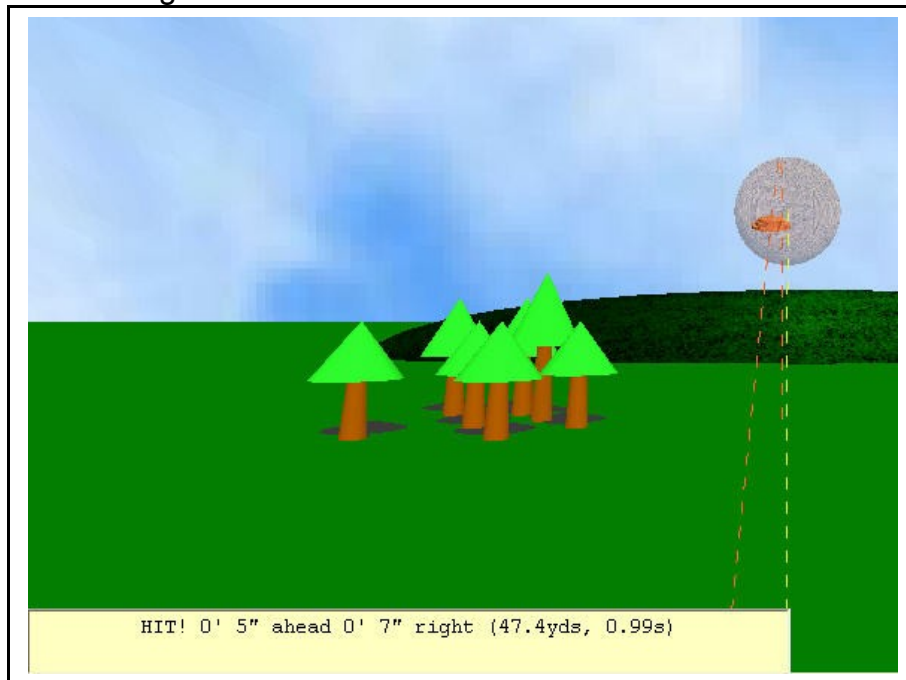
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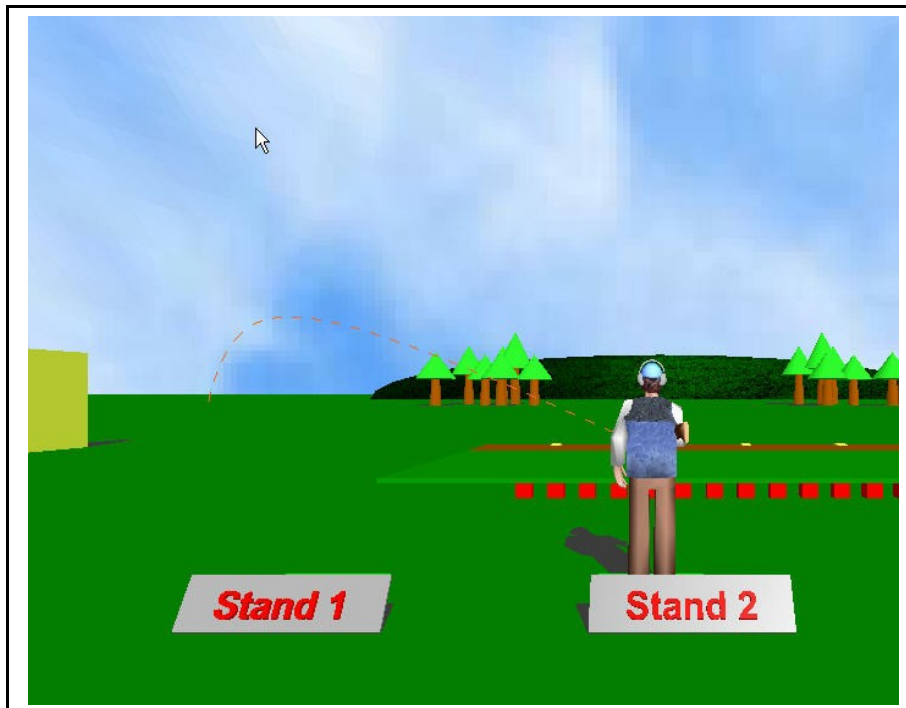
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The target was released with a voice command and shot.



Below, the number "2" key was tapped to show you that you have now moved to Stand 2 in the simulation.



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Each time you take a shot, you will be moved to the next Stand until you have made five (5) laps around the Bunker and the round is complete.

Notice that there is score keeping shown right on the main screen.

You may also turn on the "Logging of Replay data" so that after the round you can go back and review every shot.

In the Keystroke mode (Control + L) you will always start on Stand 1. There is no other option.

**The End**

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**Notes:**