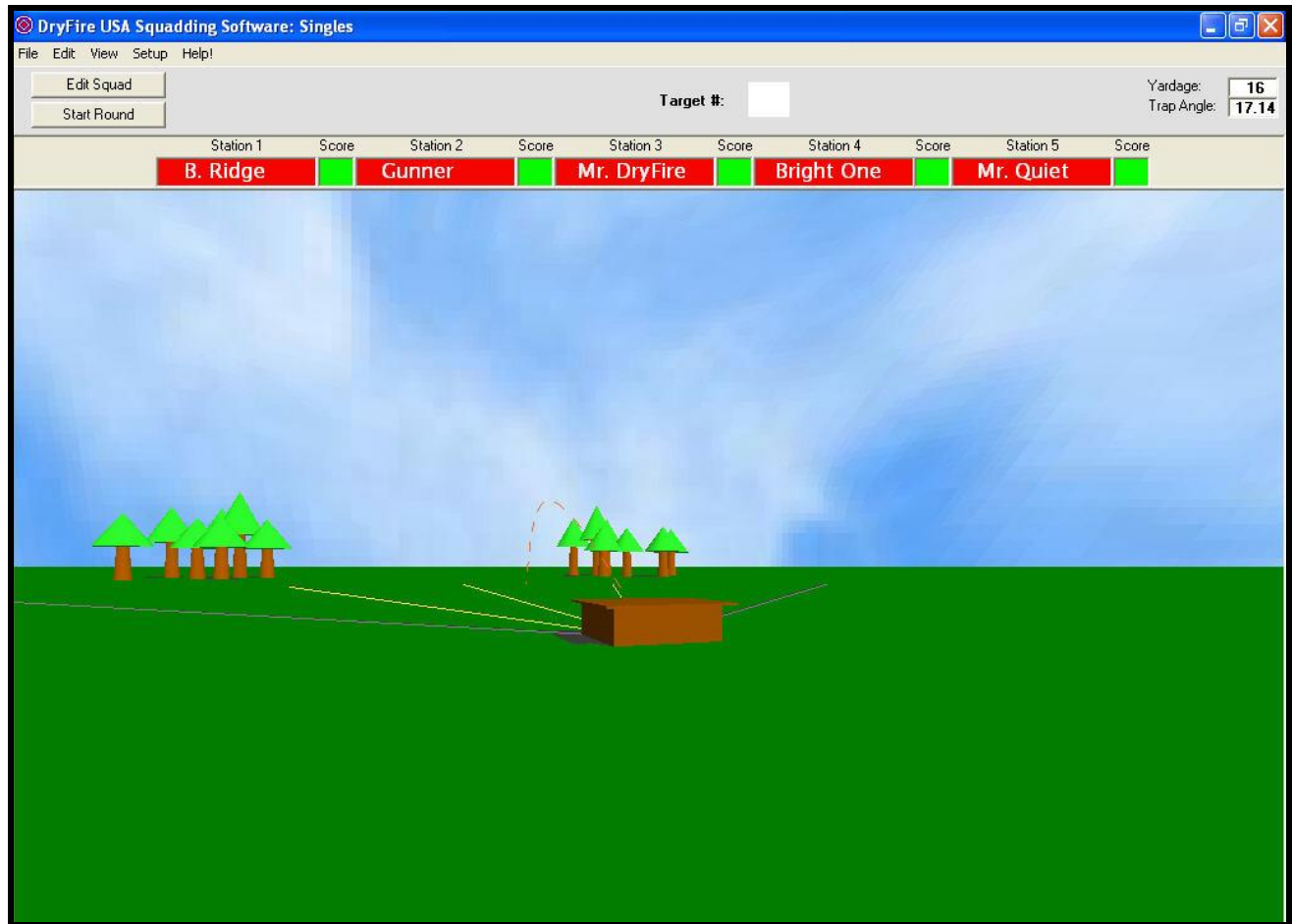


# Squadding Software

Version 1.1.2



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## Shooting Room Layout

Below you will find some possible room layouts.

Ceiling Height: 7 foot minimum

Distance from Wall to Station

Distance between Stations

Distance from Wall to Station	Distance between Stations
10 feet (Room Size 12' x 12')	26 inches
11 feet (Room Size 13' x 13')	28 inches
12 feet (Room Size 14' x 14')	30 inches

**Traphouse roof height:** It is not possible to have the height of the Traphouse roof perfect for every shooter because of their height differences. So decide on an average height shooter (let's say 5' 10") and set the Traphouse roof at 58 inches above the floor.

**DryFire Green unit position:** Using the center of the spirit level, position the unit 36 inches from the wall and 50 inches above the floor.

**Marking Station Locations:** It is suggest that all five members of the Squad stand in a straight line. Therefore, to mark the five Stations on the floor, simply determine how far you are going to stand from the wall (10, 11, or 12 foot). The table above tells you the distance between shooters based upon the distance from the wall. Start in the middle and mark the Station 3 location directly in line with the center of the traphouse. Then, measure 26, 28, or 30 inches to the left and right of Station 3 to locate Station 2 and 4. Measure an additional 26, 28, or 30 inches to the left of Station 2 to locate Station 1. Measure an additional 26, 28, or 30 inches to the right of Station 4 to locate Station 5.