The following information will show you how to load, control, and start the Trap Singles / Handicap Layout.
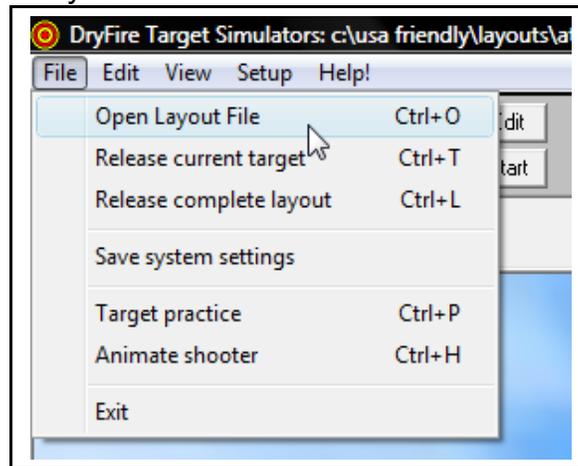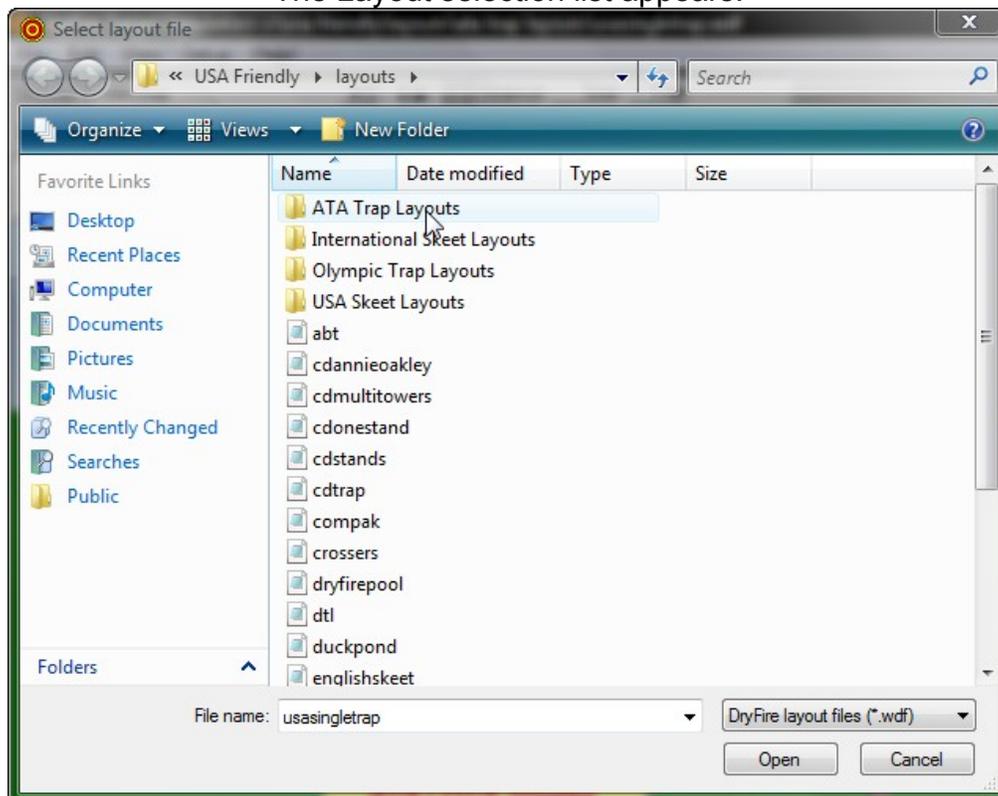
To load the "USA Trap Single / Handicap" layout, click on "File" and then in the drop down list, click on "Open Layout File"
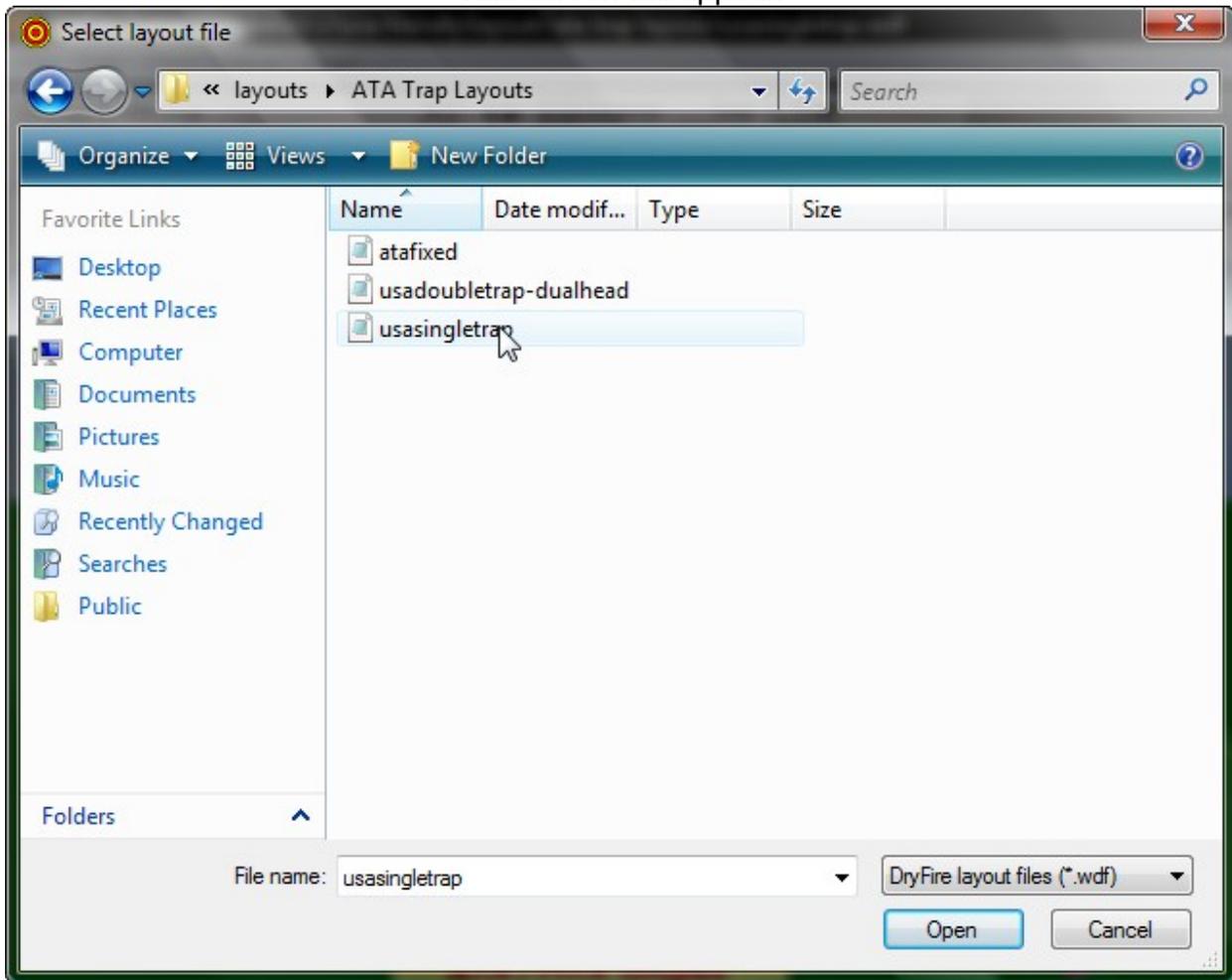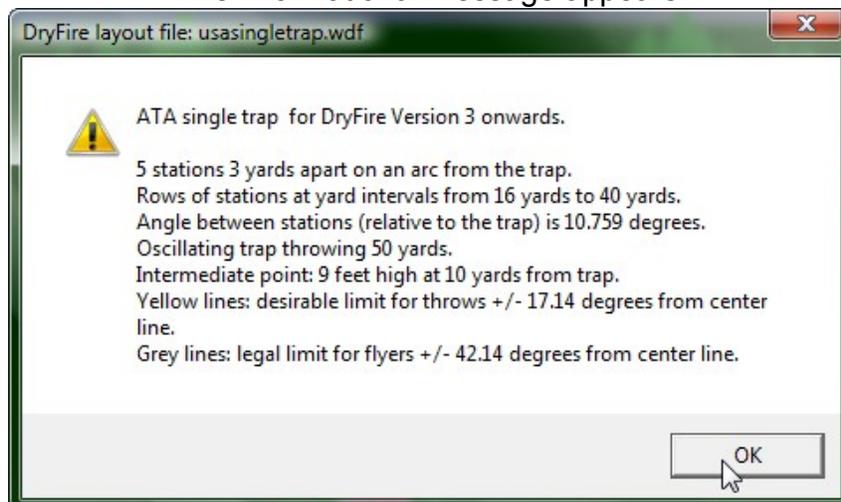

The Layout selection list appears.

Double click on the first folder, "ATA Trap Layouts."
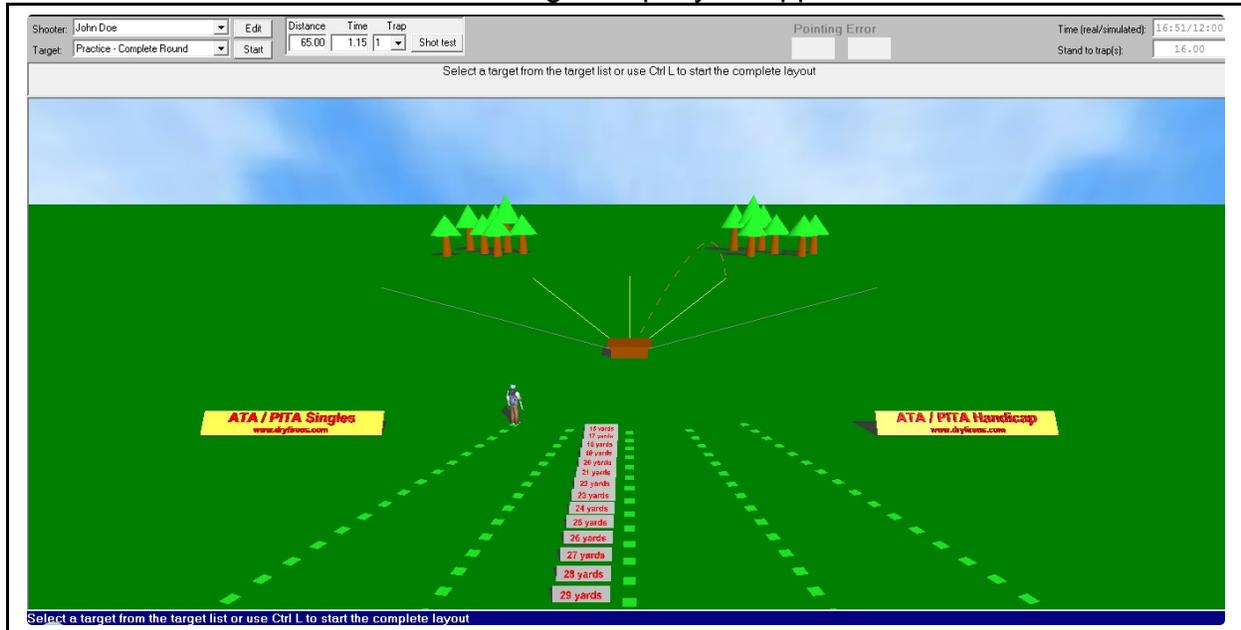
This screen will appear.

Double click on "usasingletrap.wdf"

This informational message appears.
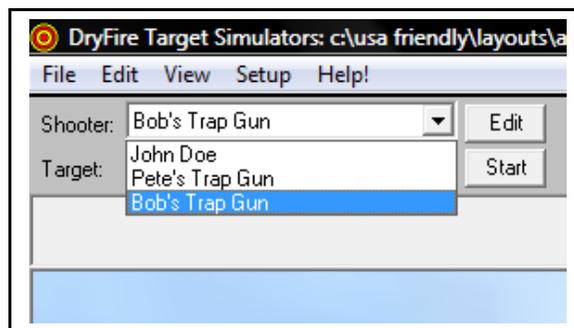

Click "**OK**"

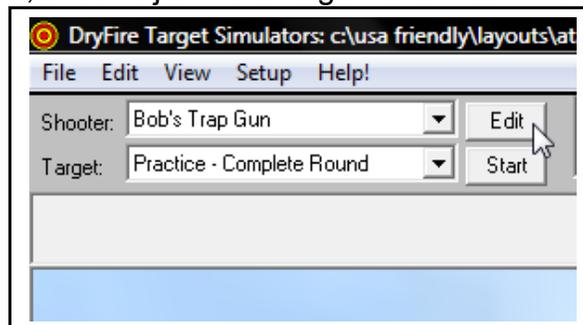The USA Single Trap layout appears.

We will select a shooter by clicking the down arrowhead on the right side of the Shooter's window.
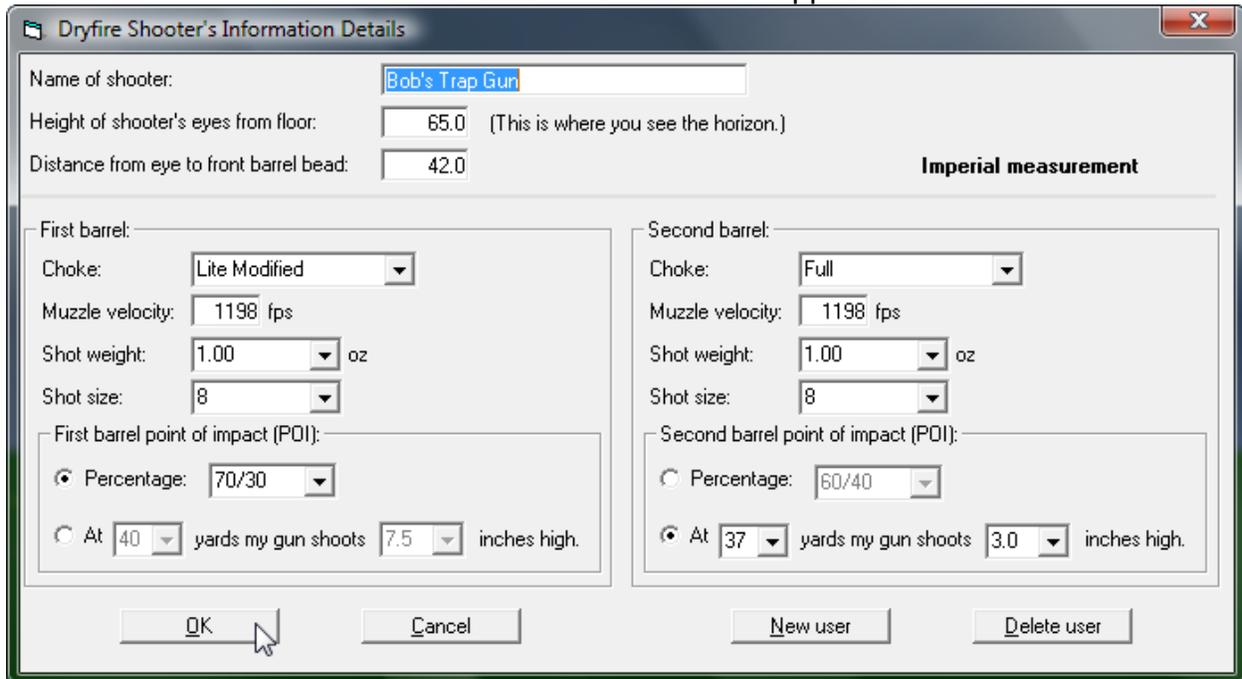

From the drop down list we will select "**Bob's Trap Gun**."

Next, we will open Bob's Shooter file to check to make sure everything is correct. Clicking the "Edit" button, located just to the right of the Shooter's window, will do this.

Bob's Shooter Information file appears.

The First Barrel is using a Lite Modified choke, 1 oz of #8's @ 1198 fps, and a 70/30 POI

Second Barrel is using a Full choke, 1 oz of #8's @ 1198 fps, and the POI is 3 inches high @ 37 yards.

Everything looks good, so click on "**OK**."

Next, you will want to shoot the "Alignment Shot" and then shot the "Patterning Board." Make sure your gun indoors is shooting like your gun shoots outdoors.

Just a reminder of how to get to "Gun Alignment."
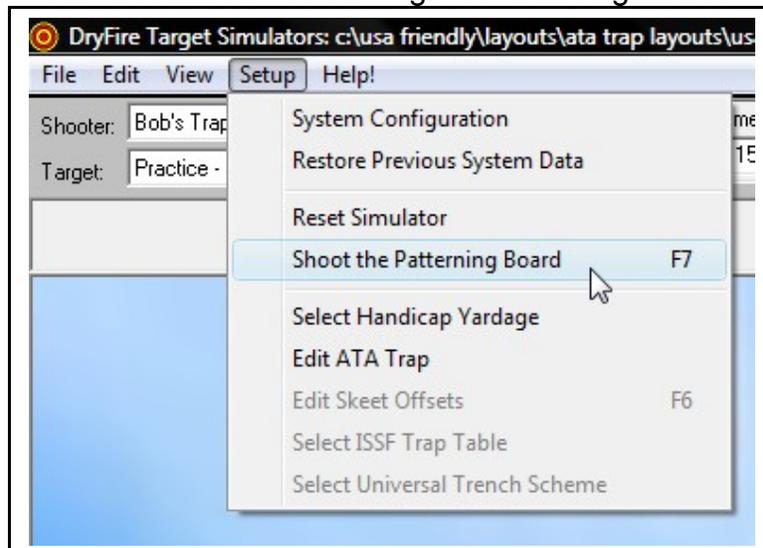
Select a Station or a Complete Round of 25

General Information: This layout always has the oscillator turned on. Every target will be thrown at a different angle. 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 and 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.

In the image below, we have clicked the down arrow to the right of the Target window to learn what can be selected.
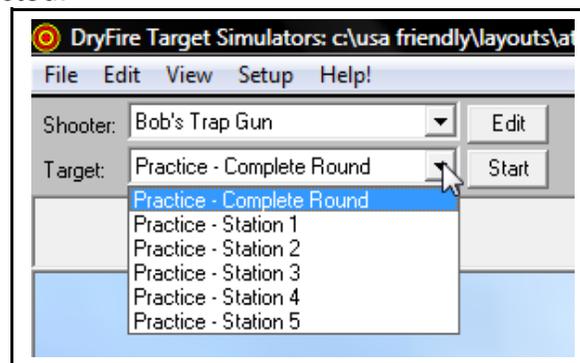
With the window open, we can see we have six (6) choices.

First choice: *Practice - Complete Round*   Move to Station 1 and begin a complete round of 25 targets. The first five targets will be legitimate targets for Station 1. Now move to Station 2 and shoot five targets, continue your round by moving to Station 3 and shooting five targets, move to Station 4 and shoot five targets, and finally move to Station 5 and shoot five targets.

Second choice: *Practice - Station 1* Move to Station 1 and shoot as many targets as you want.

Third choice: *Practice - Station 2* Move to Station 2 and shoot as many targets as you want.
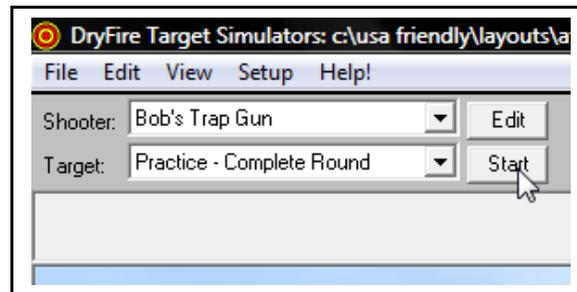
Fourth choice: *Practice - Station 3* Move to Station 3 and shoot as many targets as you want.

Fifth choice: *Practice - Station 4* Move to Station 4 and shoot as many targets as you want.

Sixth choice: *Practice - Station 5* Move to Station 1 and shoot as many targets as you want.

By clicking the "**Start**" button you will begin shooting whatever you have selected in the Target window.

Because I have just started a complete round of practice, please look at the next image and take note that in the upper portion of the image you clearly see **"Station 1/1."** By watching this information you will know the Station you should be shooting from and whether it is the 1st, 2nd, 3rd, 4th, or 5th target from the Station.

The Full Screen Layout now appears.
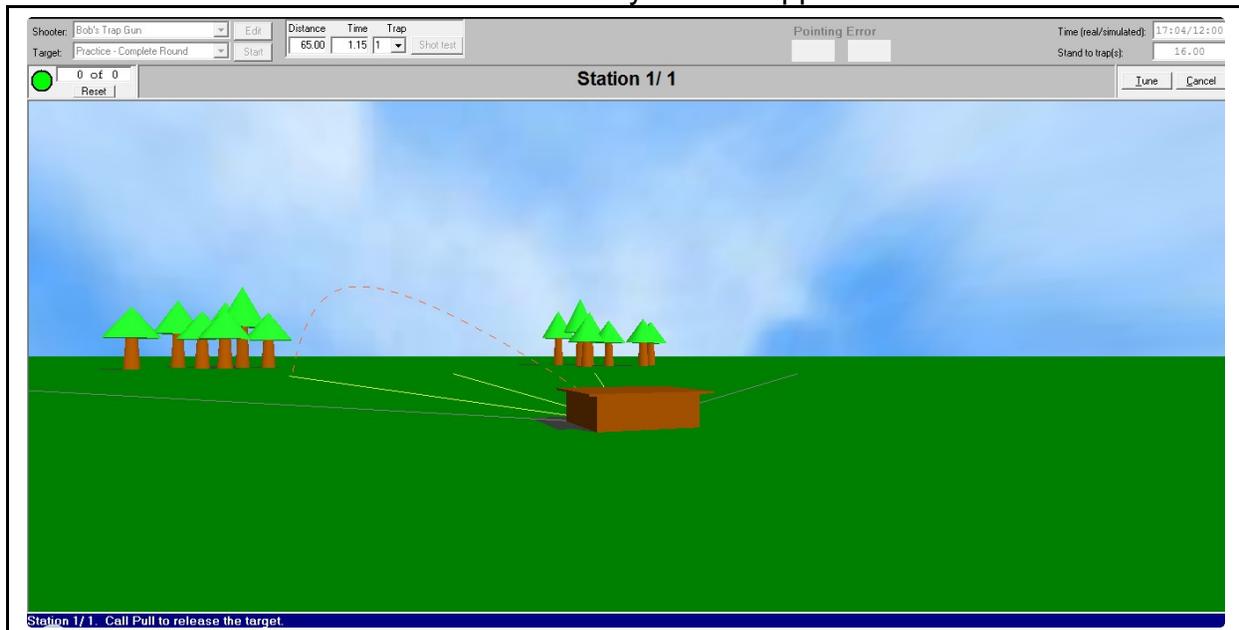
Notice in the above screen, there is a **Green Dot** in the upper left corner, which acts as a traffic sign. When it is **Green** the unit will respond to a "Voice Release" command. As soon as the target is released, the traffic sign will turn RED, indicating the voice release portion of the DryFire 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" or "ding" coming from your computer's speakers and the traffic light in the upper left hand corner of the screen will turn from RED to GREEN.

How to Select a Handicap Yardage

Start by clicking on **"Setup"** and then **"Select Handicap Yardage."**
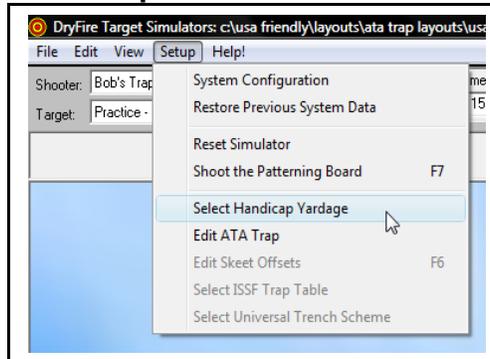
Because we have had many requests to extend the Handicap distance beyond 27 yards, we have now given you the opportunity to select any yardage from 16 through 40 yards. Below you can see 16 yards at the top of the list and on the right you can see 40 yards at the bottom of the drop down list.
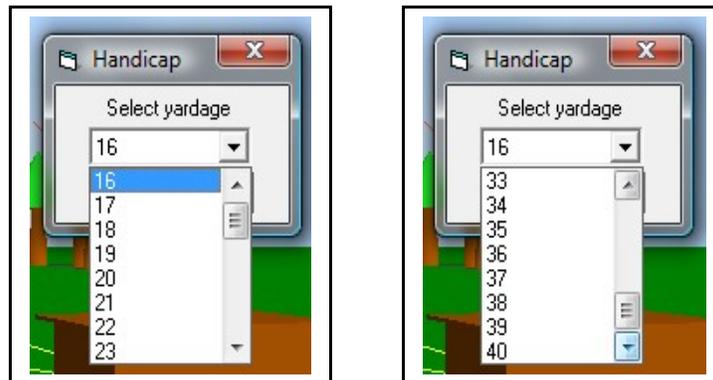

Below, I have selected 27 yards.

Now, click "Exit"

DryFire will now make all the necessary changes to simulate shooting from the 27-yard marker. 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 really happens to your perspective when you move back. And the target trajectories have been adjusted for the same reason. You will stay in the same place in the room. You will not move back because that would take more horizontal wall space.

How to Change the Trap Angles, Throwing Distance, & Height

There is a feature built into the DryFire USA Trap layouts which will allow you, in effect, to go into the traphouse, change the maximum target angle, change the throwing distance, and change the height of the target at the intermediate point.
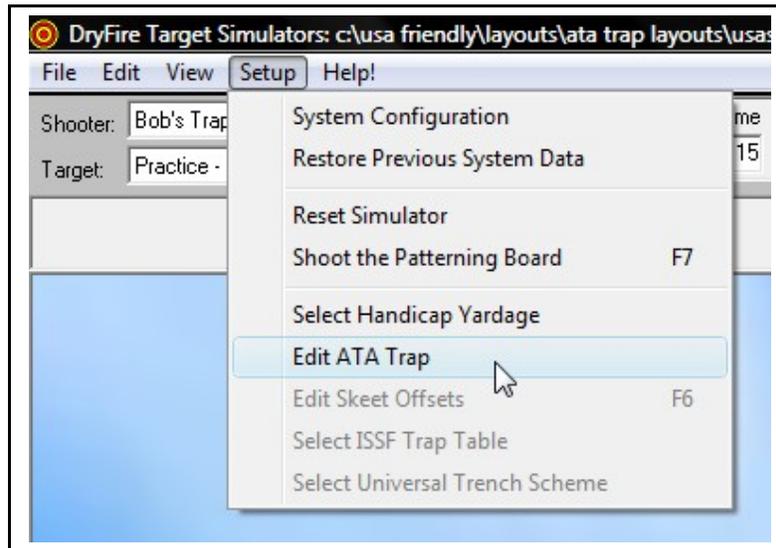
Click on "**Setup**" and then in the list that opens, click on "**Edit ATA Trap**."

The Edit ATA Trap screen appears.

Trap angle: We set the default angle to 17.14 degrees because the current ATA rulebook states this angle. However, in the DryFire world, you can set the angle from 0 to 80 degrees. Two-hole targets are 17.14 degrees. Three-hole targets are 21.5 degrees.

Throw distance (yards): We set the default distance for Singles to 50 yards, but if you want to change it, the range is from 30.0 to 100.0 yards.
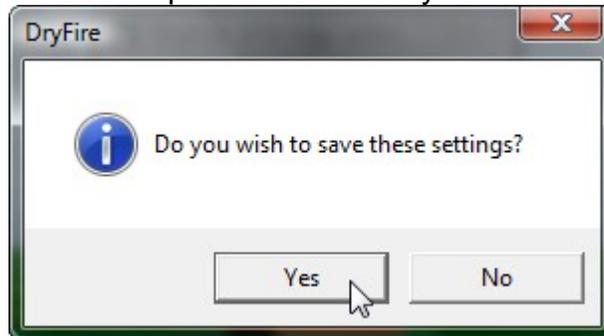
Intermediate distance (feet): We set the default height to 9.0 feet (measured 30 feet from the trap) but, if you want to have some fun, we will allow you to set the height as low as 5.0 and as high as 20.0 feet.

Aug 10, 2012

Below, I have set the trap to Three-hole targets at a height of 9.5 feet.
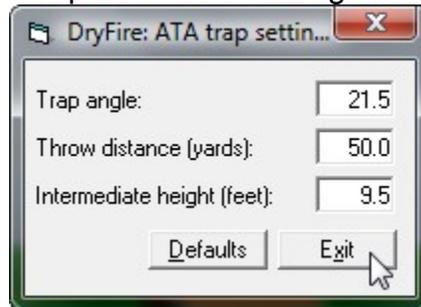
I then clicked "**Exit**."

DryFire responded with a question. Do I really want to make this change?

I do, so I Clicked **"Yes"**

You should now have a pretty good idea of how to control this layout. If you want to shoot ATA Trap Doubles, get layout   "usadoubletrap-dualhead.wdf"   and you will find everything you have learned in this document will apply to the Doubles layout.

THE END