

This document will show you how to create a new layout, which will include five different target presentations.

We will create and locate two (2) traps and one (1) shooting stand. Then, we will combine the traps and stand to create five (5) unique targets.

We will name the targets:

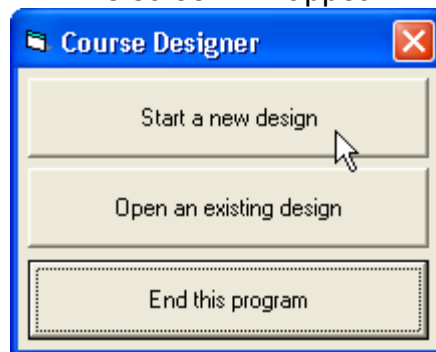
1. Crosser Left to Right (single)
2. Crosser Right to Left (single)
3. Crosser Left to Right (On-Report)
4. Crosser Right to Left (On-Report)
5. Simultaneous Doubles

Begin by finding the Course Designer ICON



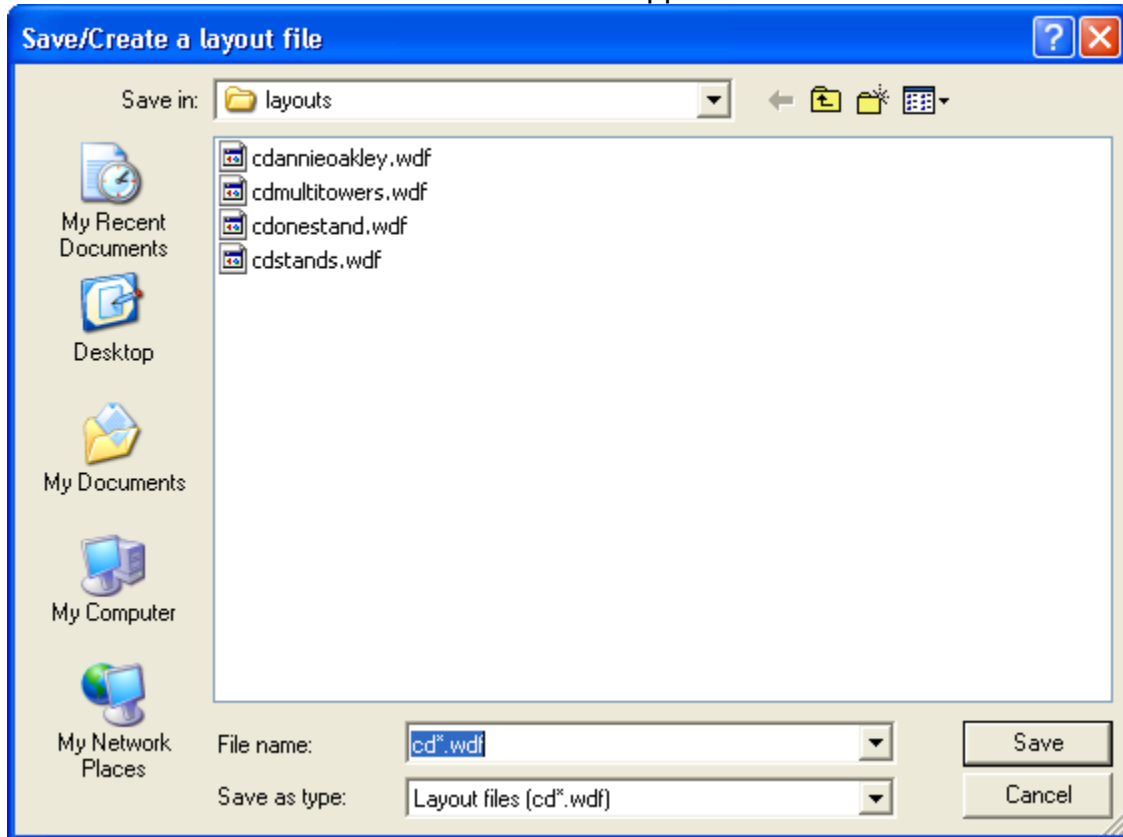
Double click on the ICON

This screen will appear.



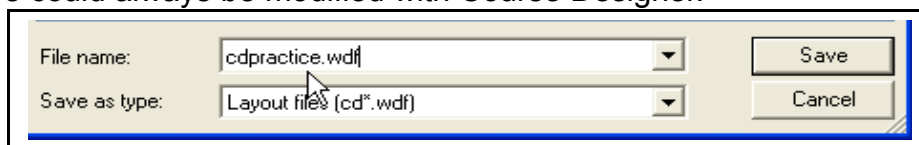
Click the **“Start a new design”** button.

This screen will appear.

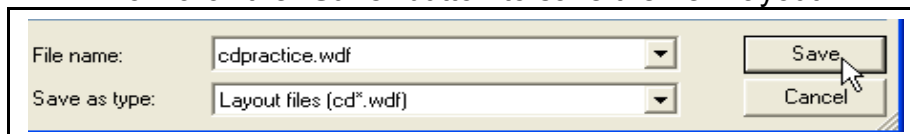


What we need to do is give our new layout a name. Do this by changing the (*) asterisk in the phrase (cd*.wdf) to the name you want to call the new layout. In my example, I will call it “practice.” Therefore, I will replace the (*) asterisks with (practice).

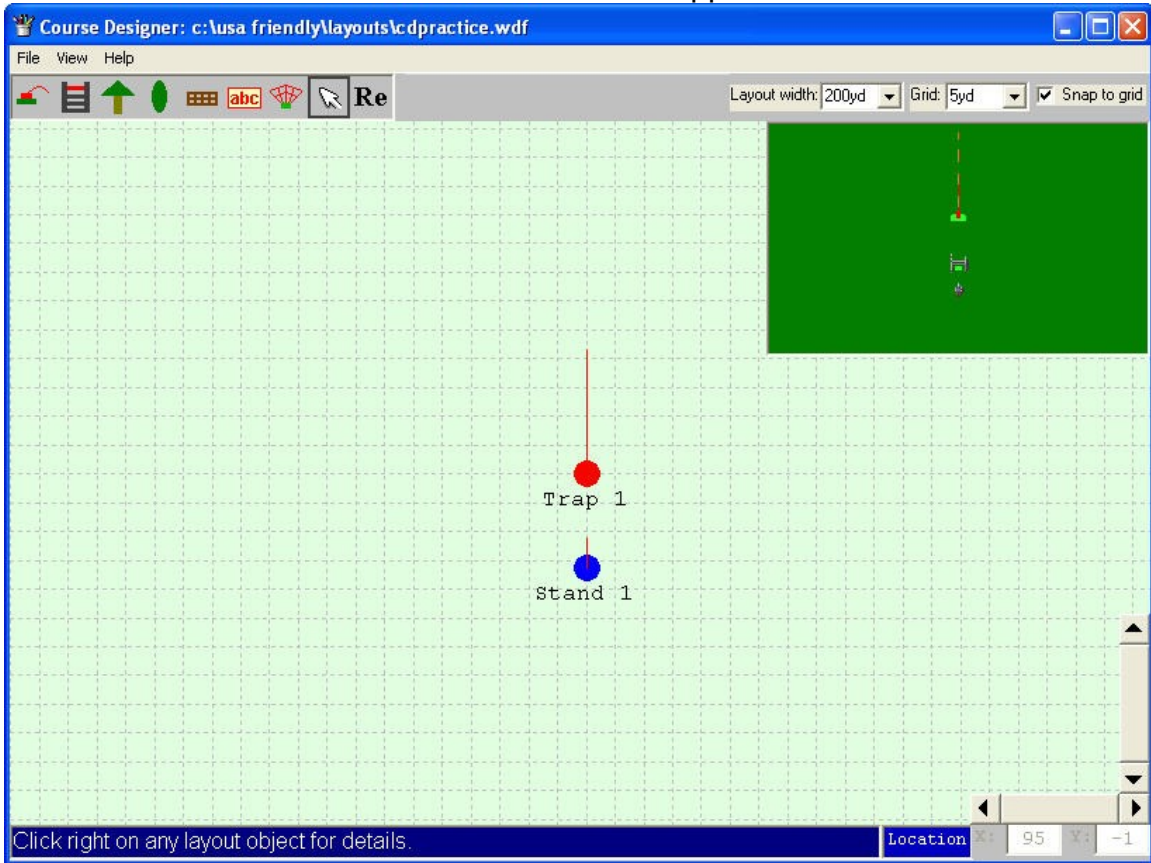
Below, please notice I have changed the file name to cdpractice.wdf. You must leave the (cd) in front of the name you choose. By leaving the (cd) in front of the name you will always know this layout was created by Course Designer and therefore could always be modified with Course Designer.



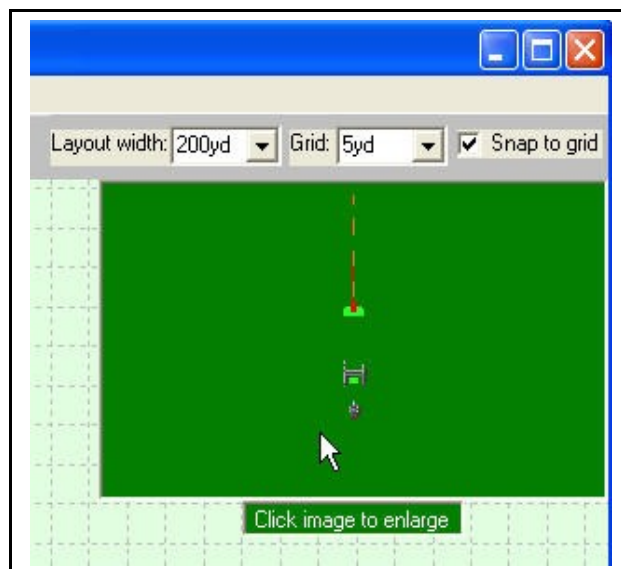
Now click the “**Save**” button to save the new layout.



This screen will now appear.



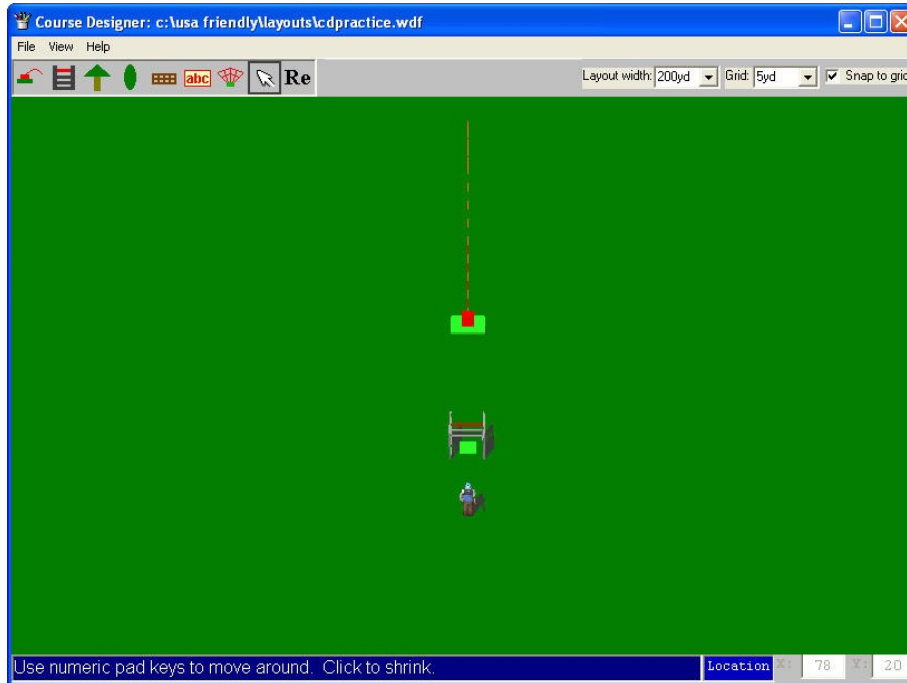
Look in the upper right corner of the screen and you will see the layout width is set for 200 yards and the Grid is set to 5 yards.



If you move your cursor over the green grassy area you will see a message appear just below the green area, which says, “Click image to enlarge.”

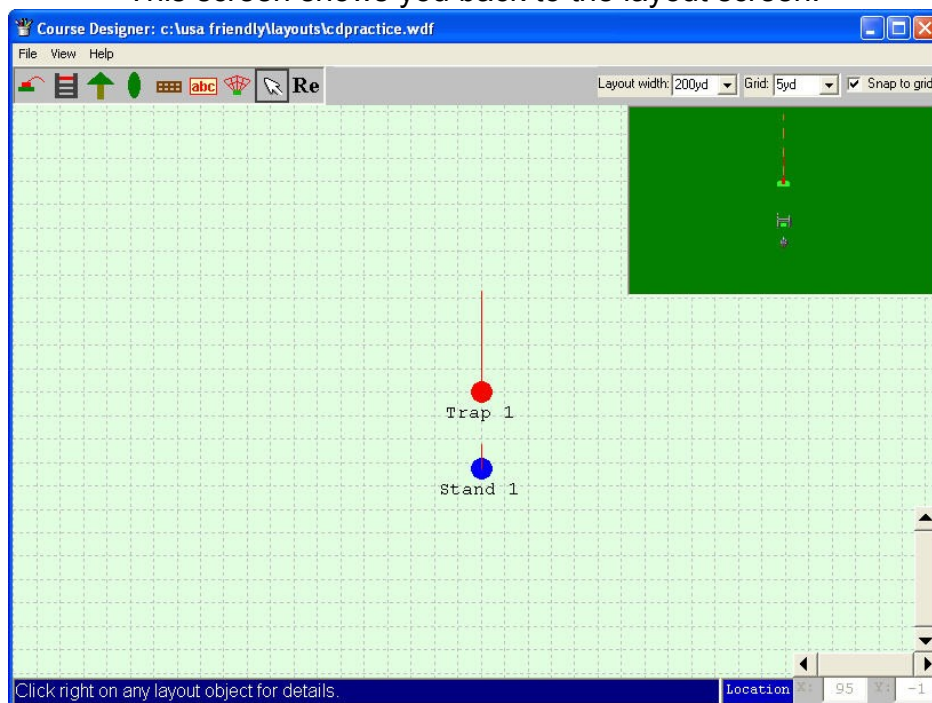
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The picture below is the enlarged image that appears when you click anywhere on the picture.



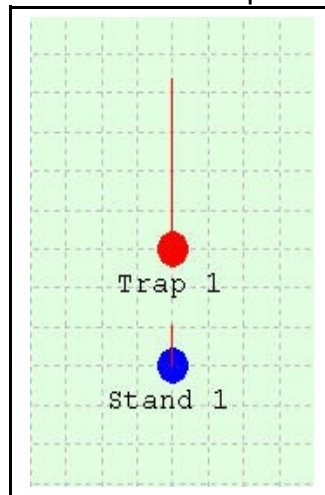
This feature allows you to see what you are designing in more detail and you can do it any time you think it would be helpful. When you want to return to the layout grid, click anywhere in the green grassy area of the screen and you will be returned to the layout grid.

This screen shows you back to the layout screen.

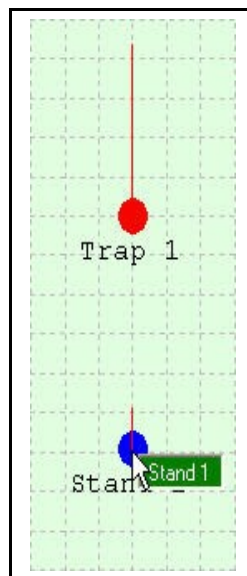


Now we will begin the layout, which will have two (2) traps and one (1) stand. The left trap throws targets to the right and the right trap throws targets to the left. The shooting stand will be located between the two traps and about 30 yards from the line of the targets. When you begin a new layout, there is already one trap and one stand located on the field. I am going to start by moving the stand, then I will move the trap, and finally I will add a trap to the field.

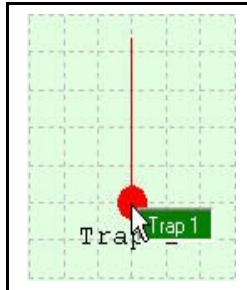
In the screen below you will see the default positions for Trap 1 and Stand 1.



I have decided I want Stand 1 three (3) grid lines down, which is 15 yards farther from the red trap and a total of 30 yards away from the trap. To make this happen, I left click the Blue dot and drag it down 3 grid lines. When I release the left click this picture appeared.

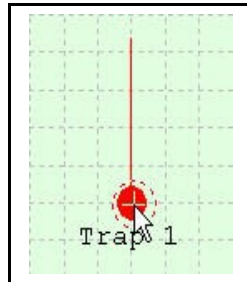


Now, I am going to move Trap 1 twenty-five (25) yards to the left. The process will be to click and drag it to the new location.



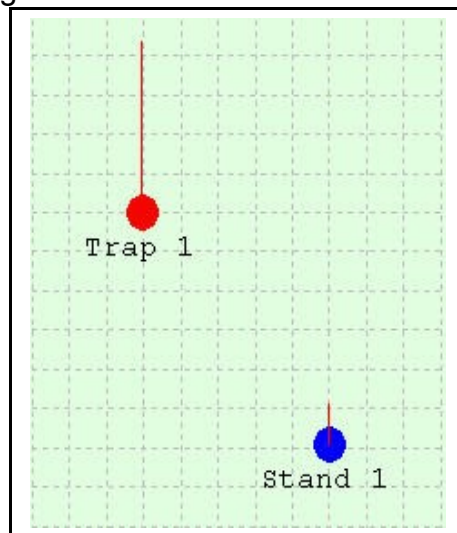
When you move the cursor over the red dot the trap name will be shown.

When you click and hold, the white cross will appear.



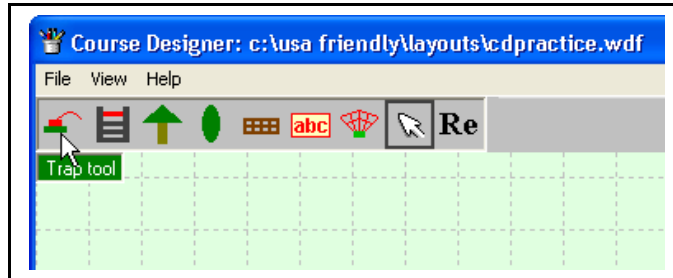
Now drag it to the new location.

In the screen below you can see that the trap has been moved 5 grids or 25 yards to the left of its original location.

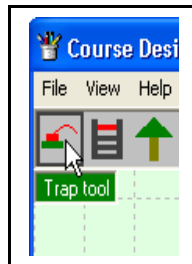


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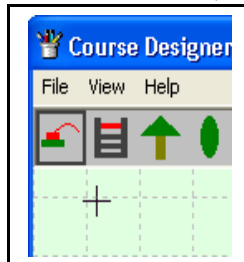
I am now ready to add the second trap to my layout so I move the cursor to the trap symbol as shown below.



Now, click and release the left mouse button. A black box will appear around the traphouse symbol.

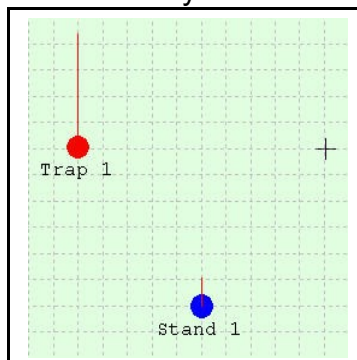


As you move your cursor onto the field, a black cross will appear.



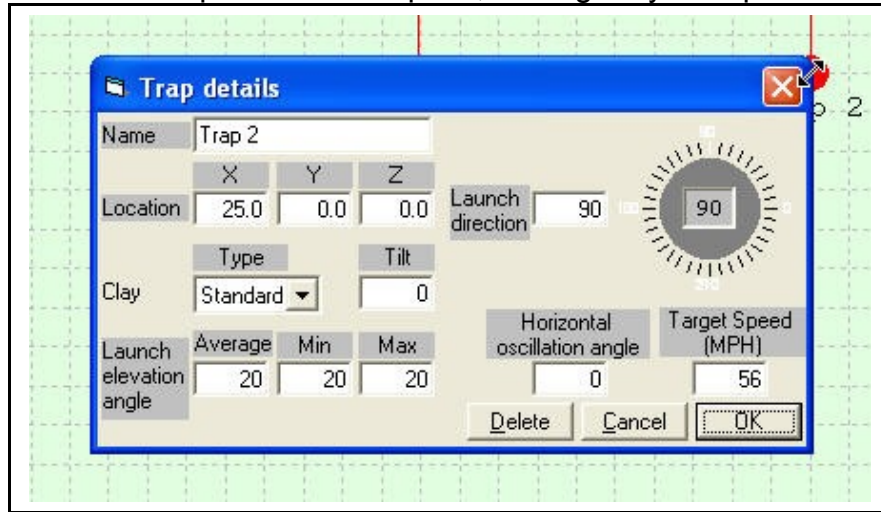
Move the cross to the location you want the second traphouse and click again.

Below you see where I have located the second traphouse. It is located 25 yards to the right of the shooting stand and 50 yards from the left traphouse.

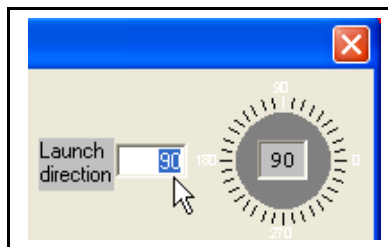


When I release the mouse button, the traphouse table will appear.

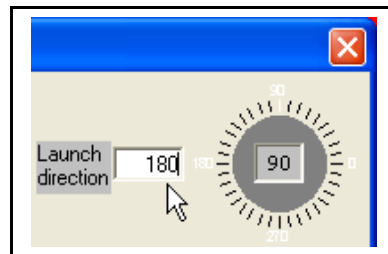
The traphouse table opens, waiting for your input.



Next, I will change the direction of the trajectory from the default value of 90 to 180. The numbers are not the normal compass numbers so don't be confused. Ninety (90) is straight ahead, 180 is to the left, 270 is toward you, and 360 is to your right.



Highlight 90



Type in 180

This portion of the traphouse table is used to determine the upward angle at which the clay is launched into the air.

Launch elevation angle	Average	Min	Max
	20	20	20

Highlight the "Average" window.

Launch elevation angle	Average	Min	Max
	18	20	20

Type in 18

Launch elevation angle	Average	Min	Max
	18	20	20

Highlight the "Min" window.

Launch elevation angle	Average	Min	Max
	18	18	20

Type in 18

Launch elevation angle	Average	Min	Max
	18	18	20

Highlight the "Max" window.

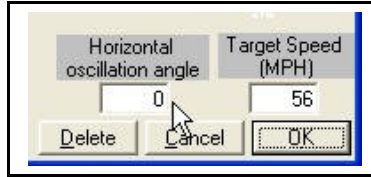
Launch elevation angle	Average	Min	Max
	18	18	18

Type in 18

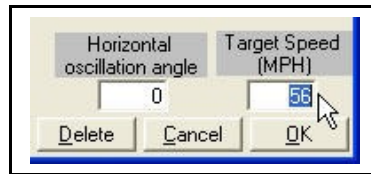
By entering 18 in all three (3) windows I am telling Course Designer that every launch will be at 18 degrees. The purpose of the "Min" and "Max" window is to allow you to cause the vertical launch angle to vary from target to target.

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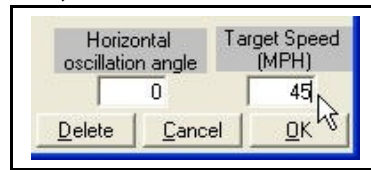
In a previous step we set the direction of the target to 180. If we set the “**Horizontal oscillation angle**” to 10, then the target direction could vary between 170 and 190. However, this layout I want every target to travel the same trajectory, therefore, I will leave this window “0.”



The highlighted window shown below, controls the launch speed of the target. Currently it is defaulted to 56 MPH.

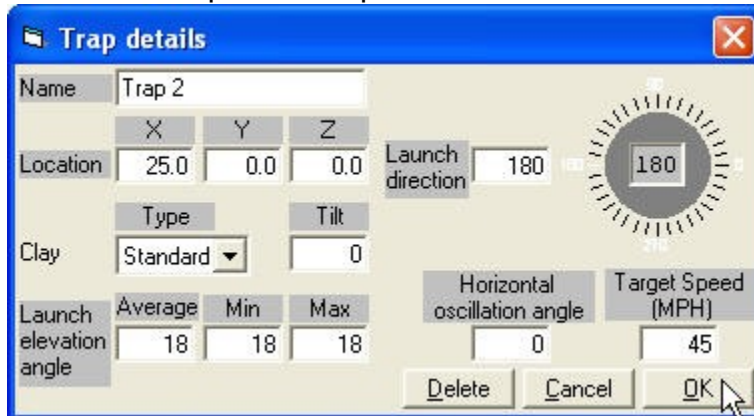


Below, I have entered 45 MPH.



This completes the changes I wanted to make to the Trap Table.

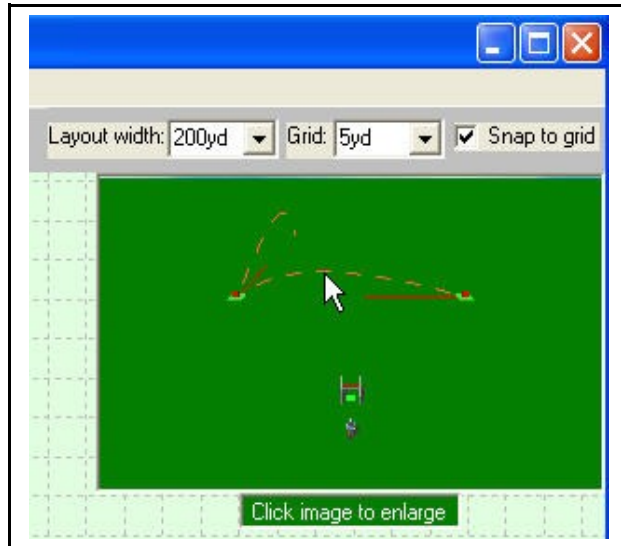
Two other windows are available to define and control the target. The “**Type**” window allows you to select up to five (5) different clay target types. They are the Standard, Midi, Mini, Battue, and Rabbit. The “**Tilt**” window allows you to enter a number, which will tilt the trap arm and produce a chandelle.



With everything entered, click “OK.”

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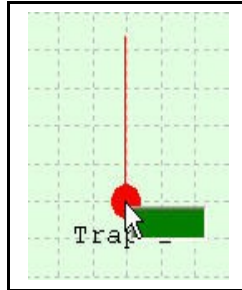
This screen shows the direction and trajectory of the right hand traphouse. It will land just in front of the left traphouse. When directly in front of the Shooting Stand it will be almost at the height of it's travel and will be 30 yards in front of the shooter.



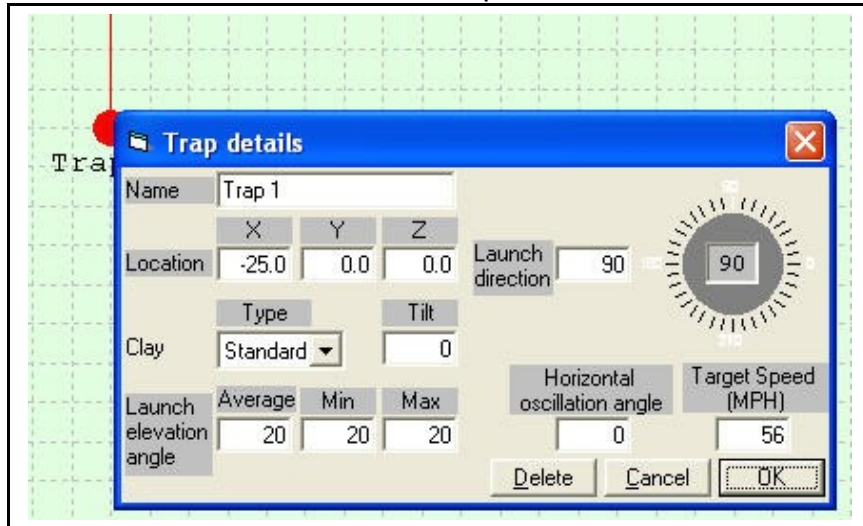
Here is the full screen version of the same target.



Let's go back to the left trap and specify the details. When you move the cursor over the center of the red dot, the name of the Trap will be shown. In this case, it is Trap 1. Now, right click and the trap table will open.

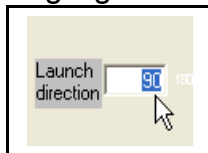


This is the trap table.

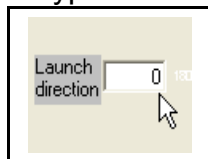


We will change the direction of the trajectory, the launch angle, and the launch speed.

Highlight "90"

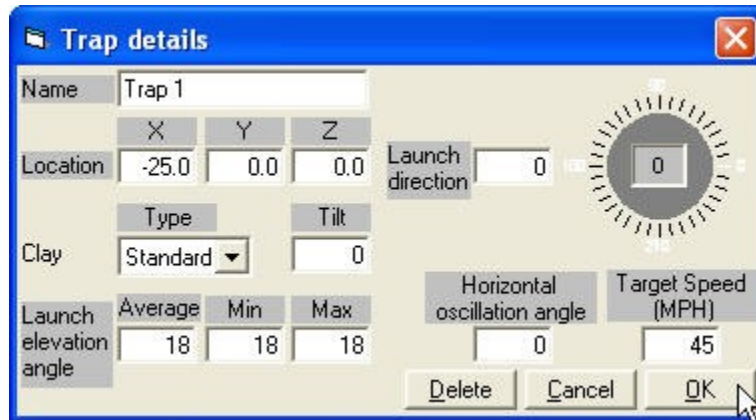


Type in "0"



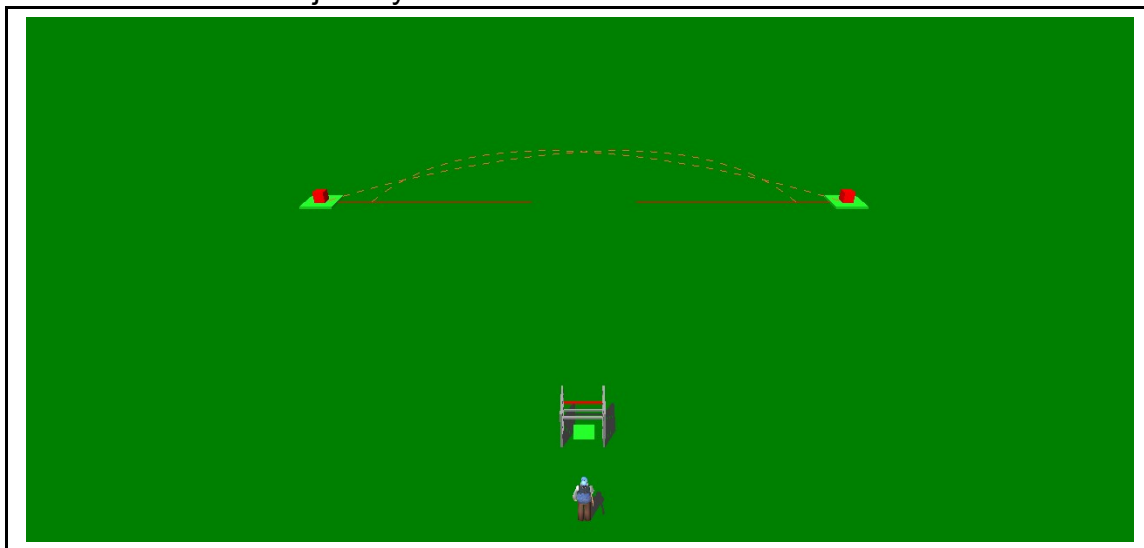
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I have also changed the launch angle to 18 degrees and the launch velocity to 45 MPH.

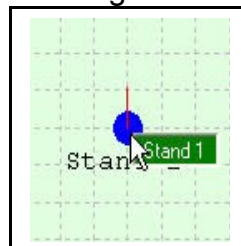


Click "OK"

Here is our layout on the screen. Two (2) traps, 50 yards apart, are facing each other. The lone shooting stand is equal distance between them and 30 yards from the line of the trajectory.

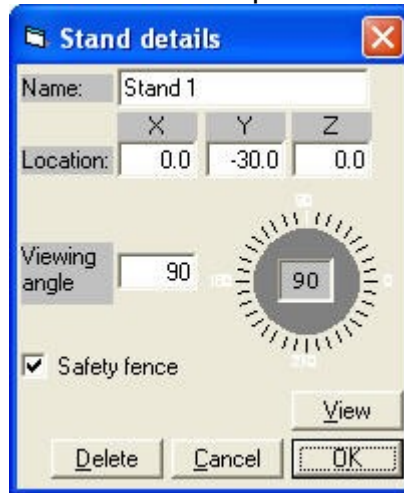


Let's take a quick look at the Shooting Stand table and adjust it if necessary.

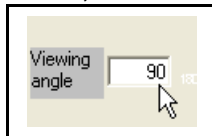


To open the table, move the cursor over the center of the blue dot and right click.

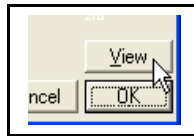
The table opens.



The viewing angle is set properly at 90, which means it is facing both trajectories.

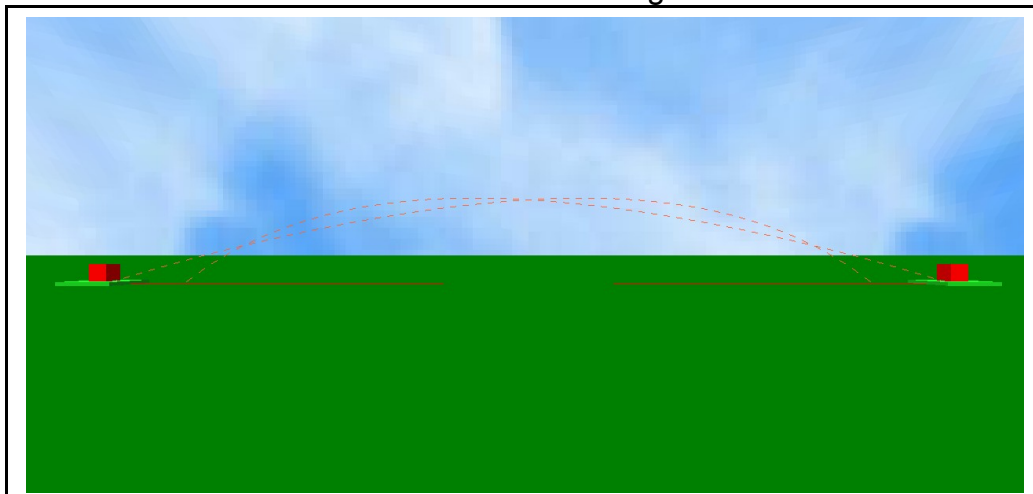


If you aren't sure if the opening in the cage is facing the proper direction, you can take advantage of the "View" button. If you click on the "View" button the Course Designer software will place you in the stand and show you the direction you would be looking.



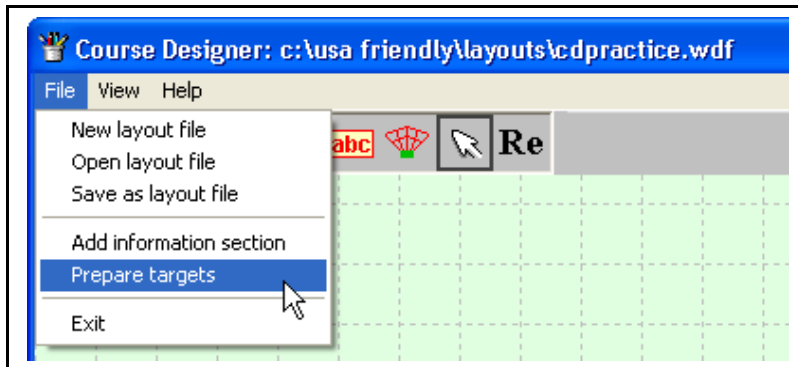
Click "View"

Here is the result of clicking "View."



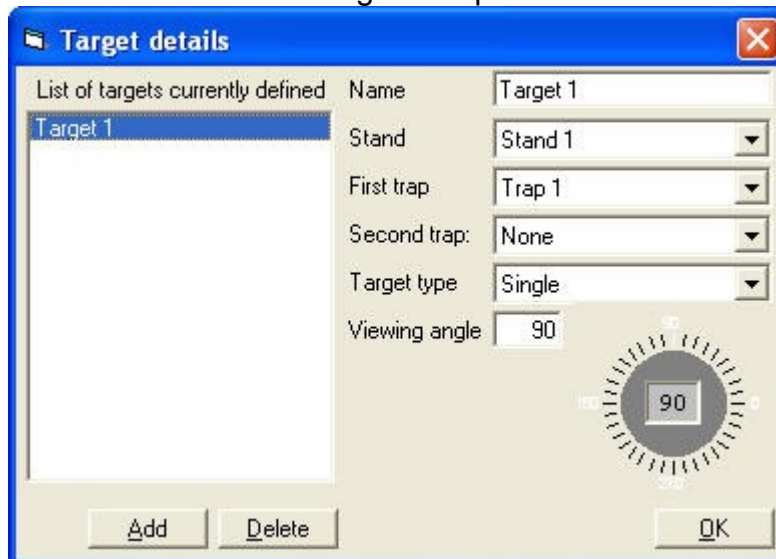
We have now completed the set-up of the traps and stands. By now you can appreciate the flexible and ease with which you can create your favorite or troublesome targets. Some DryFire owners who shoot Sporting Clays will take notes before leaving a difficult Sporting Stand. Some even carry range finders and azimuth gauges in their bag of goodies. Therefore, when they get home they can accurately replicate the hard targets with Course Designer and use DryFire to learn how to shoot the targets with consistency.

Now, we will create the five (5) targets we listed in the beginning of this document.



Begin by going to **“File”** and then click on **“Prepare targets.”**

This Target list opens.



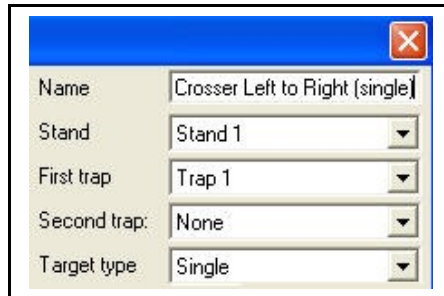
Our goal will be to create five (5) targets using the one (1) stand and two (2) traps we have placed on the field. We will refer to them by using their names.

When the table opens there is a target listed with the name “Target 1.” I am going to change it’s name by highlighting the name as shown above and then typing the new name, which will be “**Crosser Left to Right (single)**.” This is shown in the below picture.



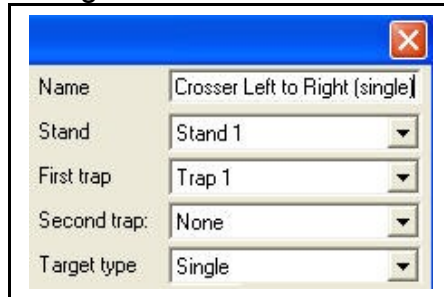
Name	Crosser Left to Right (single)
Stand	Stand 1

The next step will be to select the Stand. In our case we only have one (1) stand and it is called, “**Stand 1**.” Therefore we do not need to make a change.



Name	Crosser Left to Right (single)
Stand	Stand 1
First trap	Trap 1
Second trap:	None
Target type	Single

For the first target, we will want the “**Trap 1**”, which is already in the window so we don’t need to make a change.



Name	Crosser Left to Right (single)
Stand	Stand 1
First trap	Trap 1
Second trap:	None
Target type	Single

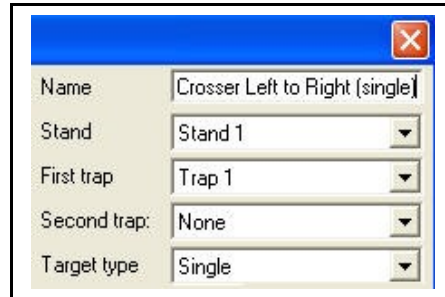
Now, because this is a single target presentation, we will leave “**None**” as our choice for the Second trap.



Name	Crosser Left to Right (single)
Stand	Stand 1
First trap	Trap 1
Second trap:	None
Target type	Single

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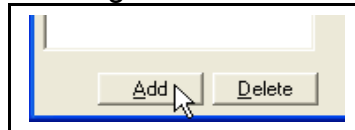
And finally we must select the Target type. In our case we want “**Single**” which is already selected.



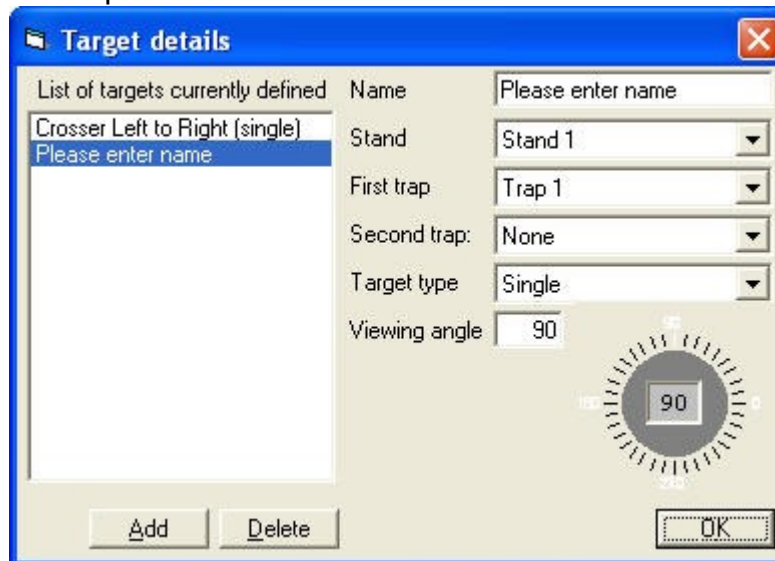
A dialog box with a blue title bar and a close button (X) in the top right corner. It contains several fields:

Name	Crosser Left to Right (single)
Stand	Stand 1
First trap	Trap 1
Second trap:	None
Target type	Single

To create a second target we will click the “**Add**” button.



The Target list again appears and we can see the “**Crosser Left to Right (single)**” is at the top of the list.



A dialog box titled "Target details" with a blue title bar and a close button (X) in the top right corner. It contains a list of targets and a form for editing a target:

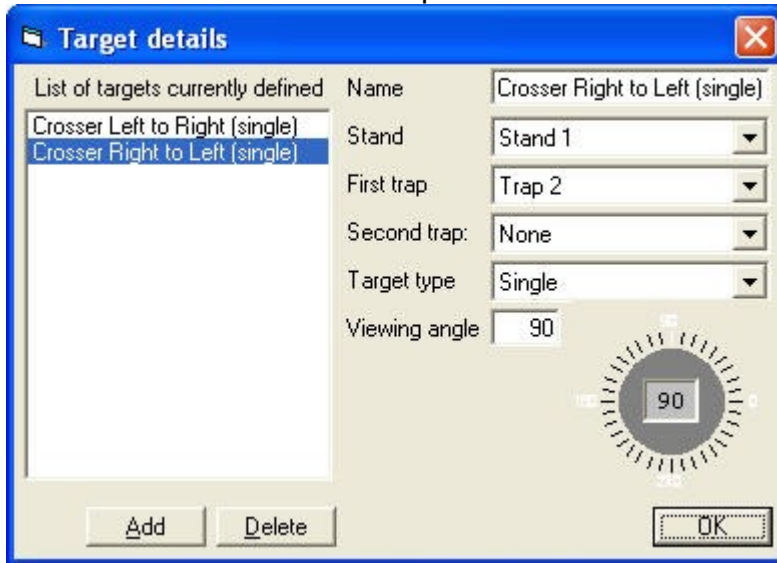
List of targets currently defined	
Crosser Left to Right (single)	
Please enter name	

Name	Please enter name
Stand	Stand 1
First trap	Trap 1
Second trap:	None
Target type	Single
Viewing angle	90

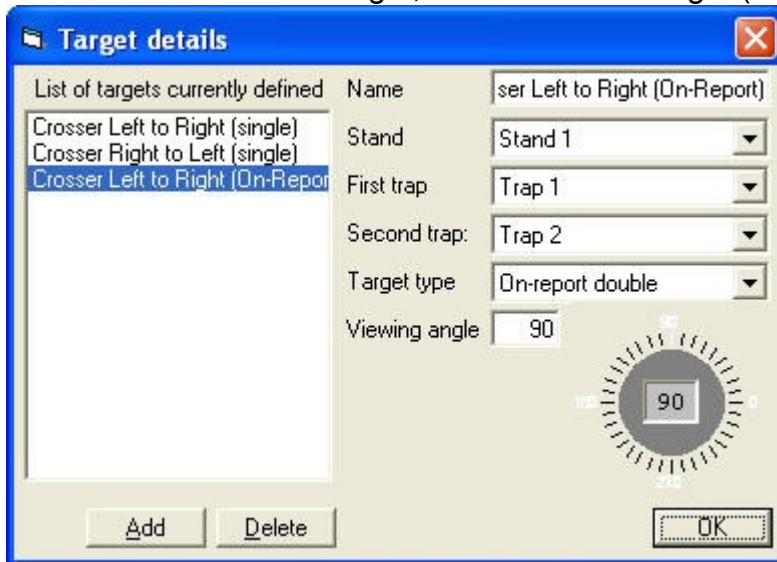
At the bottom, there are buttons for "Add", "Delete", and "OK". A circular gauge is visible next to the viewing angle field, showing a needle pointing to 90.

The object is to complete this table and create our second target, which is the “**Crosser Right to Left (single)**.”

Here is the completed table.



The completed table for the third target, "CROSSER Left to Right (On-Report)"



The completed table for the fourth target, "Crosser Right to Left (On-Report)"

Target details

List of targets currently defined

Name	Stand	First trap	Second trap	Target type	Viewing angle
Crosser Left to Right (single)	Stand 1	Trap 2	Trap 1	On-report double	90
Crosser Right to Left (single)					
Crosser Left to Right (On-Report)					
Crosser Right to Left (On-Report)					

Name: Crosser Right to Left (On-Report)

Stand: Stand 1

First trap: Trap 2

Second trap: Trap 1

Target type: On-report double

Viewing angle: 90

Buttons: Add, Delete, OK

Here is the completed table for the fifth target, "Simultaneous Doubles"

Target details

List of targets currently defined

Name	Stand	First trap	Second trap	Target type	Viewing angle
Crosser Left to Right (single)	Stand 1	Trap 1	Trap 2	Simultaneous double	90
Crosser Right to Left (single)					
Crosser Left to Right (On-Report)					
Crosser Right to Left (On-Report)					
Simultaneous Doubles					

Name: Simultaneous Doubles

Stand: Stand 1

First trap: Trap 1

Second trap: Trap 2

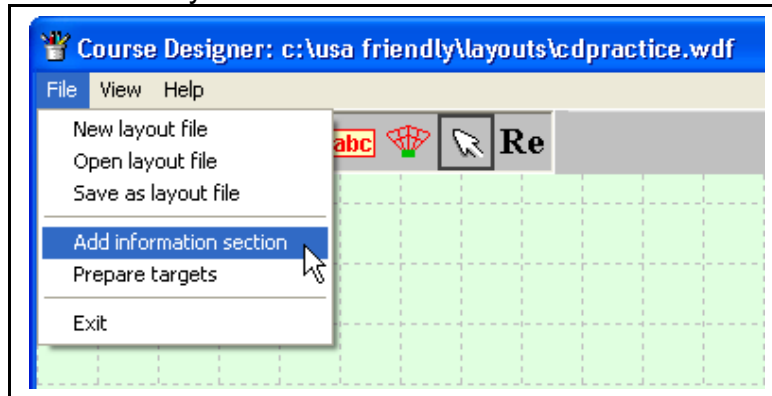
Target type: Simultaneous double

Viewing angle: 90

Buttons: Add, Delete, OK

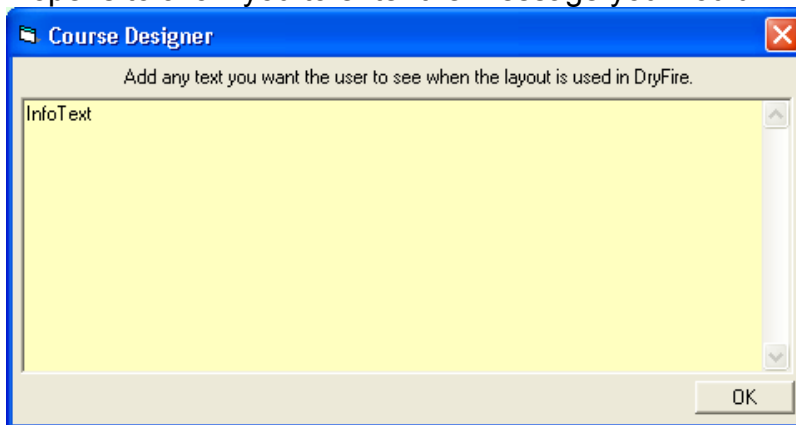
Click "OK" to complete the process.

You have the opportunity to embed an Informational message, which will appear every time you load this layout.

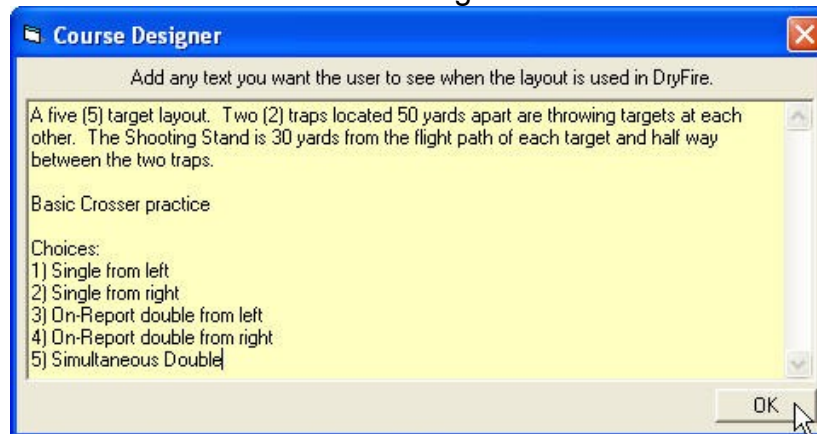


If you want to create an Information sheet, click “**File**,” then click “**Add information section**.”

This screen opens to allow you to enter the message you would like to create.

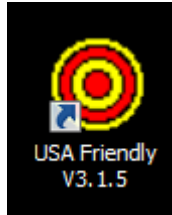


This is the message I entered.



Click “**OK**” to complete the process.

Now close down Course Designer and open the USA Friendly software by using the USA Friendly ICON shown below.



Finally, while in the DryFire software, go to the layout file and select your new layout called “**cdpractice.wdf**”. When your new layout is loaded, you will be able to test it and determine if everything works the way you had planned. If there are things you need to fix or want to change, exit USA Friendly and enter USA Course Designer. Select your layout, “**cdpractice.wdf**” and make your changes.

The End