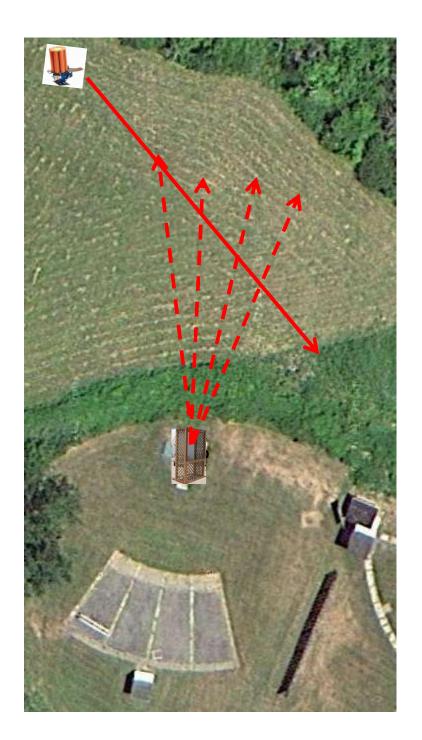
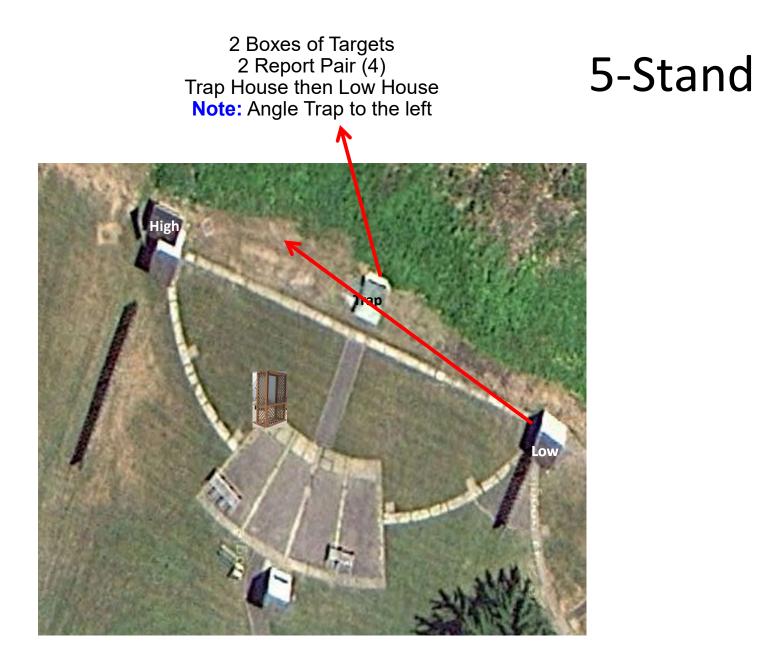
3 Boxes of Targets 3 Report Pair (6) Trap House then **Old** Promatic **Note:** Oscillating Trap



# Trap Field



### 2 Boxes of Targets 2 Report Pair (4) High House then Low House

## Skeet 2



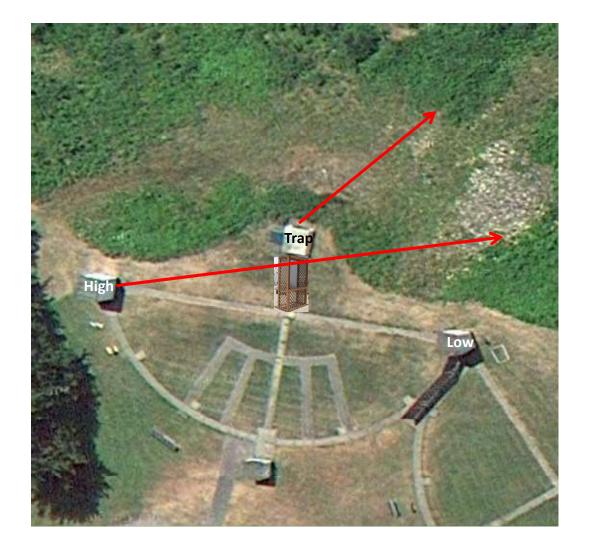
3 Boxes of Targets 3 Following Pair (4) Automatic then Automatic (Hold The Button Down) (On Gallows)

# Gallows



### 3 Boxes of Targets 3 Report Pair (6) Trap House then High House

### Skeet 3



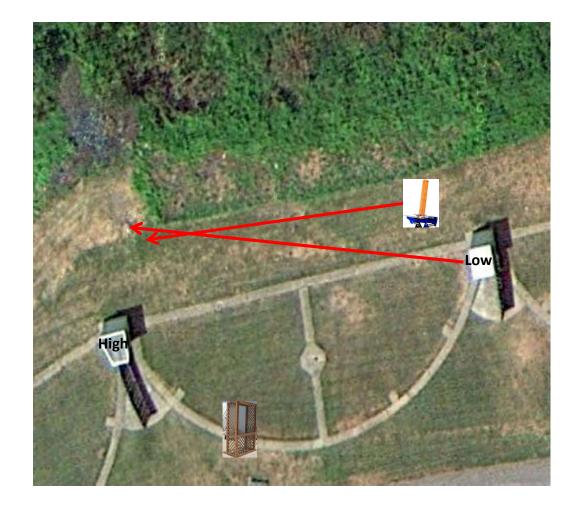
#### 2 Boxes of Targets 3 Simo Pair (6) Automatic and Low House Note: Both should go over the center stake





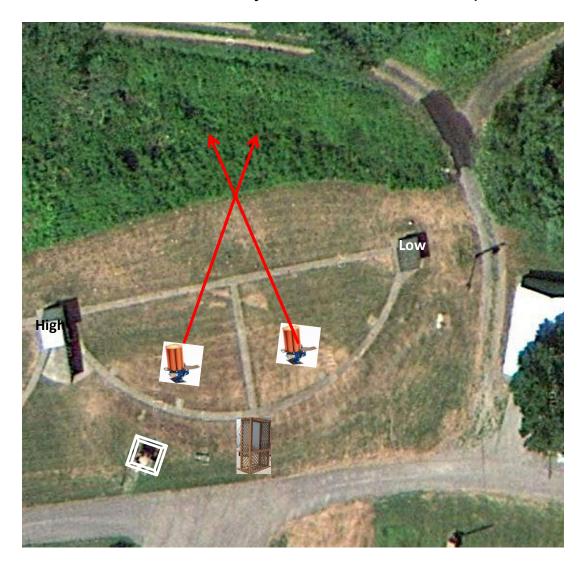
3 Boxes of Targets 3 Simo Pair (6) Low House and Automatic Note: They should cross in front of the cage



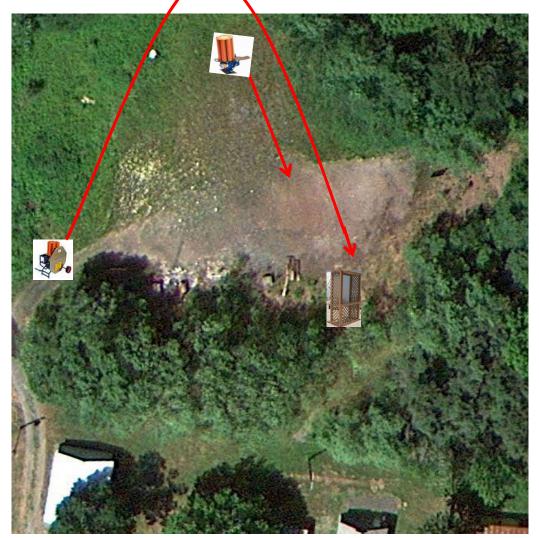


### 3 Boxes of Targets 3 Report Pair (6) Blue Promatic (Left) then Blue Promatic (Right) Note: Teals they should cross at the top

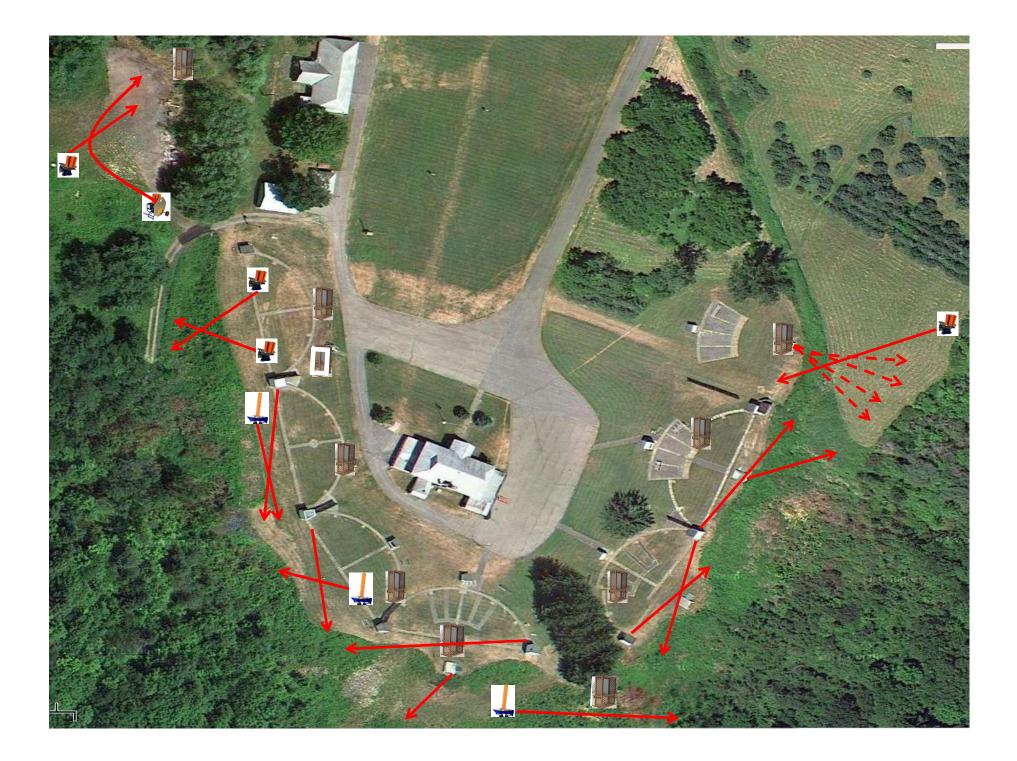
Skeet 6



### 3 Boxes of Targets 3 Simo Pair (6) Blue Promatic (Teal) and Chondel \*\*Note; They should almost touch at the peak



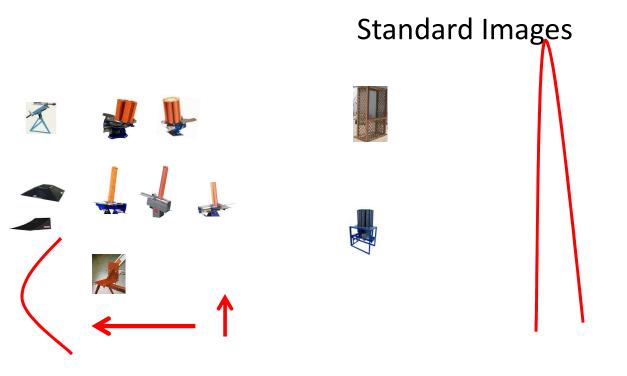
# The Pit



# The Menu 11/07/2015

1)	Trap	- 3	Report Pair	_	Trap House then <b>Old</b> Promatic (Oscillating)	(6)
2)	5-Stand	- 2	Report Pair	_	Trap House then Low House	(4)
3)	Skeet #2	- 2	Report Pair	_	High House then Low House	(4)
4)	Gallows	- 3	Following Pair	_	Automatic then Automatic	(6)
					(Hold the Button Down)	
5)	Skeet #3	- 3	Report Pair	_	Trap House then High House	(6)
6)	Skeet #4	- 3	Simo Pair	_	Automatic and Low House	(6)
7)	Skeet #5	- 3	Simo Pair	_	Automatic and Low House	(6)
8)	Skeet #6	- 3	Report Pair	_	Blue Promatic then Blue Promatic	(6)
9)	The Pit	- 3	Simo Pair	_	Blue Promatic and Chondel	(6)

(50)





High Low Trap