

# How to Play Make-A-Break

There are 8 machines. 2 are labeled #1 and then they increase in difficulty from #2-7. The trapper has the choice of which #1 to throw

2 people compete against each other at a time. Your goal is to earn more points than your opponent

The clays are always thrown as report pairs. You must hit the #1 bird before you shoot at the 2nd one. If you miss the #1, shoot at it again, so you can at least get 1 point

The shooter on the left goes first. They shoot a report pair of 1 and 2, then the other shooter shoots the same pair

Then they shoot a report pair of 1 & 3,  
report pair 1 & 4  
report pair 1 & 5  
report pair 1 & 6  
report pair 1 & 7

The shooters now swap sides, the one with the lower score goes first for the 4 Bonus Rounds

The shooter gets to decide what target they want between 2-7. The trapper may stipulate that certain targets can only be shot once. You still have to hit the #1 bird first

The winner has the higher score at the end of the 4 Bonus Rounds