

There are 2 types of FLINTLOCK MISFIRES: 1. Failure to spark, and 2. Flash in the pan.

Failure to Spark

1. Hold weapon in firing position for 10 seconds to make sure there is no hang fire.
2. Interpreter explains to the public what has happened.
3. Return to the “recover” (priming) position.
4. Half-cock the firelock.
5. Check priming and the flint. If working with the flint (striking or knapping), dump priming and attach hammerstall.
6. Re-prime, if necessary.
7. Repeat drill from “SHUT PAN!” command. This is done without reloading and ramming.
8. After the 3rd time the weapon misfires, DISMISS THE VISITORS, and remove the weapon to a safe area for clearing.

Flash in the Pan

1. Hold weapon in firing position for 10 seconds to make sure there is no hang fire.
2. Interpreter explains to the public what has happened.
3. Return to the “recover” (priming) position.
4. Half-cock the firelock.
5. Replace hammerstall, re-pick, and re-prime.
6. Repeat drill from “SHUT PAN!” command. This is done without reloading and ramming.
7. After the 3rd time the weapon misfires, DISMISS THE VISITORS, and remove the weapon to a safe area for clearing.

Safe area for clearing weapons

Move to the edge of the woods/field in front of the firing range. No visitors are allowed in the area.

There are 2 types of ARTILLERY misfires: Level 1, and Level 2.

Level 1

1. The Gunner immediately calls out "Misfire!" and commands the gun crew to "Stand Fast!"
2. The interpreter explains to the public what has happened.
3. The gun crew will wait a minimum of 3 minutes from the last wisp of smoke before taking further action.
4. All cannoneers not mentioned below will remain in their "Take Aim" positions until the Gun Captain determines that sufficient time has elapsed and gives the command:
5. If the Gun Captain decides to attempt another priming, he will order the Left Front (LF) to withdraw any remains of the old priming quill. Using his right hand to brace himself on the wheel, he will loosen the remains of the quill from the vent using the priming wire, and withdraw it with his gloved hand.
6. LF, using his right hand to brace himself on the wheel, will then re-pick the vent and re-prime with a new quill. When re-picking the vent, if LF cannot feel the cartridge, he must notify the Gun Commander, who will cancel any further demonstration. AT NO TIME WILL THE CARTRIDGE BE RAMMED AGAIN ONCE FIRING HAS BEEN ATTEMPTED.
7. If after 3 attempts to clear the misfire have failed, the demonstration is over, and the charge must be ejected safely.

Level 2

1. Dismiss visitors.
2. This procedure is administrative and should not be performed using a set drill. It is recommended that 2 experienced people perform the following procedures.
 - a. One person will step into the position of LF during a Level I misfire and another person will bring a bucket of water and the syringes to position even with the left end of the axle.
 - b. One person will take a full syringe, passed over the top of the wheel and inject the water into the vent. Repeat the process 2 more times.
 - c. The other person will insert the priming wire into the vent.
 - d. The first will reach back and gently turn the elevating screw until the muzzle is fully elevated.
 - e. S/he will continue injecting water into the vent until it overflows and leave his/her position.
 - f. Once the breach is flooded, wait 5 minutes.
 - g. Fill the entire bore with water, using buckets or a hose.
 - h. One person, wearing gauntlets will use the worm to remove the round and place the cartridge in the sponge bucket and broken up to dissolve the powder.