

Black Powder Safety as taught by the National Park Service during thier required course of instruction

Keep in mind: **Don't become complacent and Think safety at all times!**

Handling-

- Ensure safe handling when showing weapons to visitors; maintain control.
- Black powder retains its potency for years, if wet it can dry out and remain explosive.
- Keep weapons pointed away from people at all times.
- Never put hands or rest chin on muzzle.

Demonstrations-

- After each demonstration, secure firelocks to ensure there is no left over powder.
- Return unused cartridges promptly after program.
- Someone must remain to clear spent cartridges before visitors enter are.
- Clothing must be made of 100% natural fiber.
- Sleeves must be rolled down, hat on, shoes on for demonstrations.
- Maintain awareness of distance when firing.
- Ensure you have opened your files sufficiently (about arm's length).
- Be aware of who has flashguards. (Those without flashguards on the outside.)
- Watch your step for logs,holes, stumps, rock, etc., when moving with loaded weapons.
- Empty powderhorns, cartridge boxes and check weapons prior to coming to park.
- Take extra care with powderhorns, load slowly and remember to recap horn.
- Return to "ready" position after firing.

Manual of arms-

- When doing inspection, don't just rely on inspector. Check your weapon too.
- Be aware of placement of hands and fingers when loading. grip securely to cock weapon.
- Keep weapon at eye level when loading, pointed downrange.
- Return to "ready" position after firing.

Misfires-

- Level I: (failure to spark or flash in the pan) Hold 10 seconds, correct the problem and retry up to 3x.
- Level II: (will not fire after 3x, or paper rammed down barrel) Keep weapons secure. After demonstration we will remove it to clearing area (down the road past the amphitheatre) and worm it out.
- You can dump at any time. Especially if changing a flint seems necessary.

Formations-

- Skirmish Fire: scatter to trees, fire at will.
- Fire by Rank: if in two ranks.
- Fire by File: right to left or vice versa.
- Carrying the weapon: Trail Arms and Support Arms.

Other Ideas-

- Firing with all commands.
- Show difference in loading procedures. Musket vs. Rifle.
- Certify some to load with powder if interested.
- Have different people call commands and do talks.