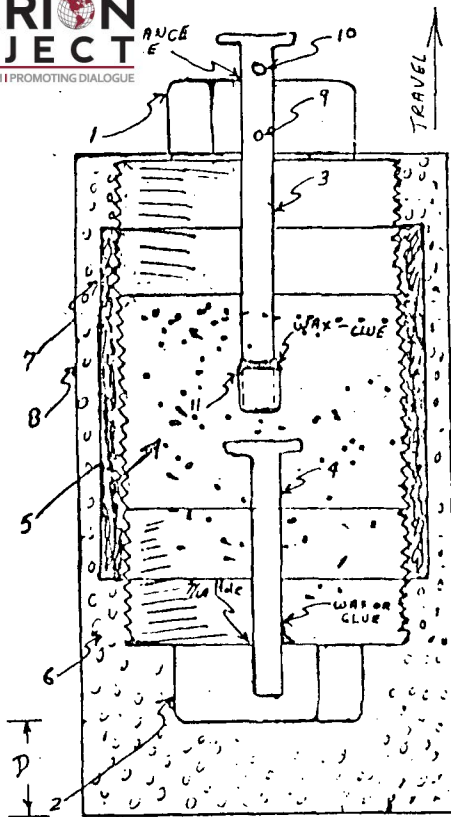
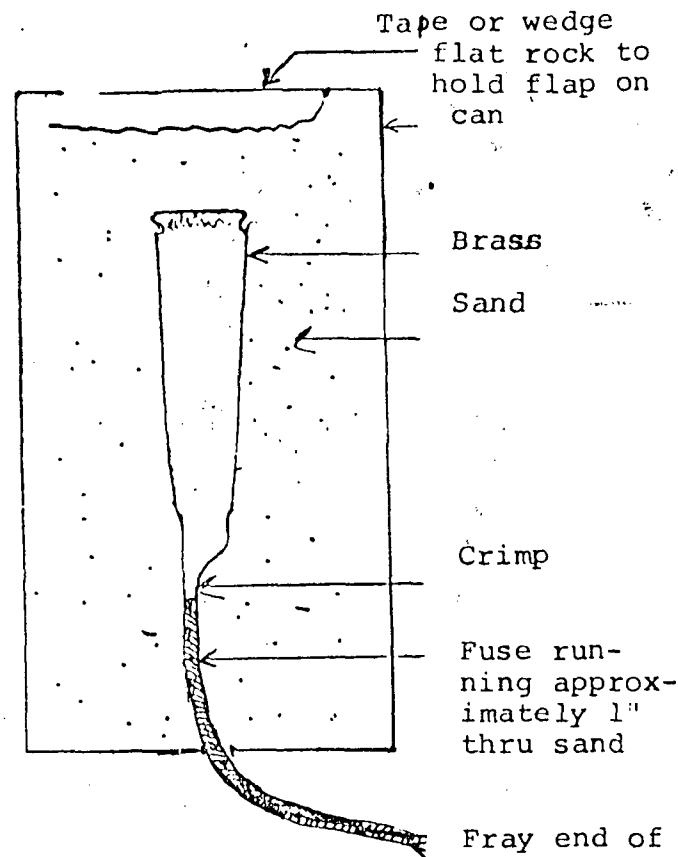


IMPACT CHARGE DEVICE



1. Lead End Plug
2. Trailing End Plug
3. Firing Pin (nail)
4. Strike Pine (nail)
5. Powder Charge
6. Sand or Gravel Fill
7. Pipe Coupling 2" long
8. 12 or 16 Oz Beer Can (heavy)
9. Disarm Hole for Pin (Step 10)
10. Fire Hole (step 12)
11. #10" or #11 or #12 percussion cap

BURSTING CHARGE DEVICE

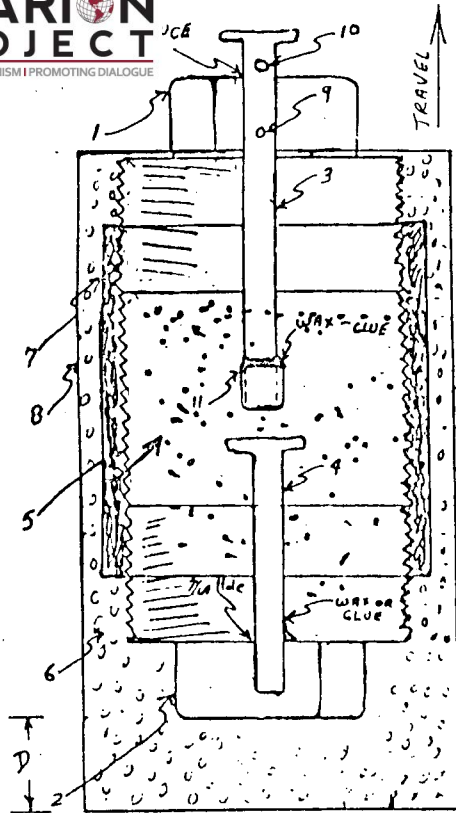


INTRODUCTION TO MORTAR LOADS

It must be noted that the following information pertaining to the use of exploding charges is considered hazardous, both to the surroundings and the operator. Use common sense and extreme care when loading, firing, etc., of your mortar. Check your local laws before firing, etc. We assume no responsibility to the legality, or hazard liability of the above, however, if the instructions are followed and and again, common sense used at all times, many hours of relatively safe entertainment can be had. When firing loaded charges, it is a must to initiate propellant charges with a fuse rather than the percussion device. This allows the operator to get to a safe distance, just in case premature detonation takes place inside the mortar. The impact charge being constructed from an iron pipe is an extremely lethal device upon exploding. ALWAYS, ALWAYS, exercise extreme care and common sense when seeking a target area. The bursting charge is also dangerous in that fragments falling down from the heights can be extremely dangerous.

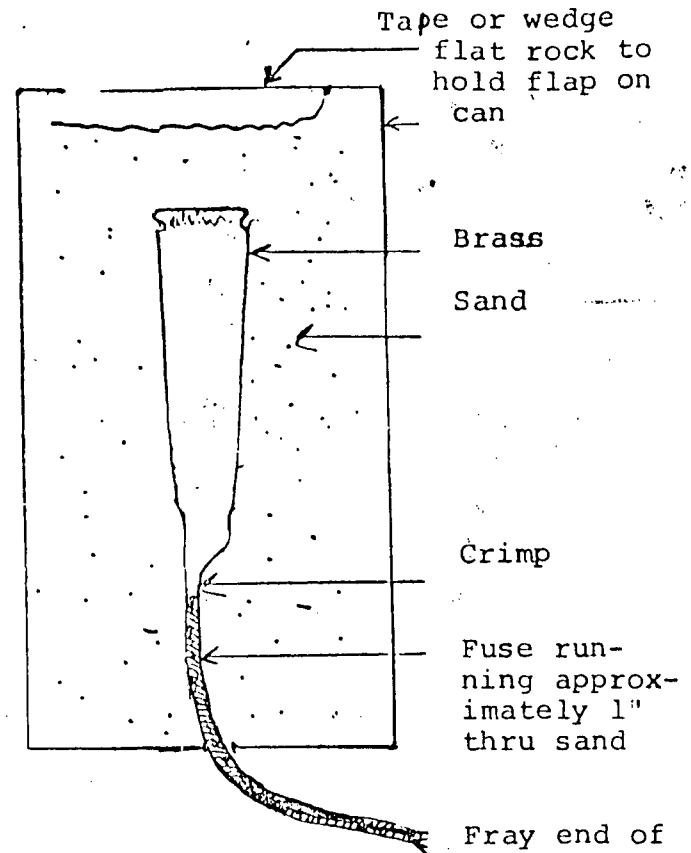
Fray end of fuse with fingernail for easy ignition by propellant

IMPACT CHARGE DEVICE



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