|  |  |  |  |
| --- | --- | --- | --- |
| Patent Shot. | | | |
| N⁰ 8. | I ounce |  | 620 |
| 7 | id. | . | 480 |
| × | (b) id. |  | 300 |
| I | id. | - | 220 |
| 2 | id. | - | 180 |
| 3 | id. |  | 157 |
| 4 | id. | - | 105 |
| 5 | id. | Common Shot. | 83 |
| N⁰ 7. | 1 ounce |  | 350 |
| 6 | id. | . | 260 |
| 5 | id. |  | 235 |
| 4 | id. | - | 190 |
| 3 | id. | - | 140 |
| *2* | id. | - | 110 |
| I | id. | - | 95 |

For a fowling-piece of a common caliber, which is from 24 to 30 balls to the pound weight, a dram and a quarter, or at moſt a dram and a half, of good pow­der ; and an ounce, or an ounce and a quarter of ſhot, is ſufficient. But when ſhot of a larger ſize is uſed, ſuch as N⁰ 5. the charge of ſhot may be increaſed one- fourth, for the purpoſe of counterbalancing in ſome de­gree what the ſize of the ſhot loses in the number of pellets, and alſo to enable it to garniſh the more. For this purpoſe the ſportſman will find a meaſure marked with the proper gauges very convenient to him. An inſtrument of this nature has been made by an ingeni­ous artiſt of London, Egg, of the Haymarket.

A conſequence of overloading with ſhot, is the pow­der has not ſufficient ſtrength to throw it to its proper diſtance ; for if the object fired at be diſtant, one-half of the pellets compoſing the charge, by their too great quantity and weight, will ſtrike againſt each other, and fall by the way ; and thoſe which reach the mark will have ſmall force, and will produce but little or no ef­fect.

The uſe of the *wadding* is to carry the ſhot in a body to a certain diſtance from the muzzle of the piece. It ought to be of ſoft and pliable materials. The beſt kind of wadding, in the opinion of an experienced fow­ler, is a piece of an old hat ; but this cannot be obtain­ed in ſufficient quantity. Next to it nothing is better than ſoft brown paper, which combines ſuppleneſs with conſiſtence, moulds itſelf to the barrel, and never falls to the ground within 12 or 15 paces from the muzzle of the piece. Tow anſwers very well, and cork has been extolled for poſſeſſing the peculiar virtue of increaſing the range and cloſeneſs of the ſhot.

The wadding ought to be quite cloſe in the barrel, but not rammed too hard ; for if it be rammed too cloſe, or be of a rigid ſubſtance, the piece will recoil, and the ſhot will ſpread too much. On the other hand, if the wadding be very looſe, or is compoſed of too ſoft ma­terials, ſuch as wool or cotton, the diſcharge will not poſſeſs proper force.

In loading a piece, the powder ought to be ſlightly rammed down by only preſſing the ramrod two or three times on the wadding, and not by drawing up the ram­rod and then returning it into the barrel with a jerk of

the arm ſeveral times. For when the powder is vio­lently compreſſed, ſome of the grains muſt be bruiſed, which will prevent the exploſion from being quick, and will ſpread the ſhot too wide. In pourin the powder into the barrel, the meaſure ought to be held ſo as that the powder may fall moſt readily to the bottom. That no grains may adhere to the ſides of the barrel, the butt-end of the piece may be ſtruck against the ground. The ſhot ought never to be rammed down with force : it is ſufficient to ſtrike the butt-end of the gun againſt the ground as before. Then the wadding is to be put down gently. A ſportſman ought never to carry his gun under his arm with the muzzle inclined downwards, for this practice looſens the wadding and charge too much.

Immediately after the piece is fired it ought to be re­loaded ; for while the barrel is ſtill warm, there is no danger of any moiſture lodging in it to hinder the pow­der from falling to the bottom. As it is found that the coldneſs of the barrel, and perhaps the moiſture condenſed in it, diminishes the force of the powder in the firſt ſhot ; it is proper to fire off a little powder before the piece is loaded. Some prime before loading, but this is not proper unleſs the touch-hole be very large. After every diſcharge the touch-hole ought to be prick­ed, or a ſmall feather may be inſerted to clear away any humidity or foulneſs that has been contracted.

The ſportſman having loaded his piece, muſt next prepare to fire. For this purpoſe he ought to place his hand near the entrance of the ramrod, and at the ſame time graſp the barrel firmly. The muzzle ſhould be a little elevated, for it is more uſual to ſhoot low than high. This direction ought particularly to be at­tended to when the object is a little diſtant ; becauſe ſhot as well as ball only moves a certain diſtance point blank, when it begins to deſcribe the curve of the pa­rabola.

Practice ſoon teaches the ſportſman the proper distance at which he ſhould ſhoot. The diſtance at which he ought infallibly to kill any kind of game with pa­tent ſhot, No 3. provided the aim be well taken, is from 25 to 35 paces for the footed, and from 40 to 45 paces for the winged, game. Beyond this diſtance even to 50 or 55 paces, both partridges and hares are ſometimes killed ; but in general the hares are only ſlightly wound­ed, and carry away the ſhot ; and the partridges at that diſtance preſent ſo ſmall a ſurface, that they frequently eſcape untouched between the ſpaces of the circle. Yet it does not follow that a partridge may not be killed with N⁰ 3 patent ſhot at 60 and even 70 paces diſtance, but then theſe ſhots are very rare.

In ſhooting at a bird flying, or a hare running acroſs, it is neceſſary to take aim before the object in propor­tion to its diſtance at the time of firing. If a partridge flies acroſs at the diſtance of 30 or 35 paces, it will be ſufficient to aim at the head, or at moſt but a ſmall ſpace before it. If it be 50, 60, or 70 paces distant, it is then requiſite to aim at leaſt half a foot before the head. The ſame practice ought to be obſerved in ſhooting at a hare, rabbit, or fox, when running in a croſs direction ; at the ſame time making due allowance

@@@(b) The reader will obſerve, that the patent ſhot has no N⁰ *6.* the × being ſubſtituted in its place, and that the numbers do not follow each other in the order of progreſſion : the reaſon of this we cannot aſſign.