

The order of firing for a great gun:

1. Gunport open (gunport tackle x 1 man)
2. Pull gun in (train tackles x 4 men)
3. Swab barrel (mop, or worm off charge if necessary x 1 man)
4. Load cartridge and wad (x 2 men)
5. Ram wad and cartridge home (rammer x 1 man)
6. Load shot and wad (x 2 men)
7. Ram shot and wad (rammer x 1 man)
8. Pull gun out of gun port (gun tackles x 4 men)
9. Insert powder quill into touch hole and pierce cartridge (gun captain)
10. Aim gun (Quoin and spike x 2 men)
11. FIRE! (gun captain lights quill)
12. Pull gun in (train tackle x 4 men)

Tasks and roles can be written on both sides of large coloured card, e.g; *Train tackle* on one side, *Rammer* on other, with appropriate picture which can be drawn by the pupil.

When the gun captain calls out the task, gun crew hold up the right side of their card above their head; this can be combined with a practical mime if desired. The next task can only be called when the gun captain is satisfied that all cards are displayed correctly.

Sizes of group and numbers of tasks done by each member can be adjusted, as they would in real life, to circumstances. A large class might have three crews of eight or ten competing against each other for the best time for three broadsides.

Mistakes are frequent and hilarious, with the rather serious point that in real life one mistake could endanger the entire gun crew and others. Debate on the rights and wrongs of naval warfare should be encouraged!