

64-Pr. R. M. L. Converted Gun of 71 cwt.

Converted from 8 inch. S. B. of 65 cwt. by boring out and inserting rifled wrought iron tube, which is prevented from moving by screw-collar in muzzle and screw-pin through chase.

Length—Nominal. 9 ft.

Calibre—6.3 inches.

Nominal Weight—71 cwt.

Rifling—Three "Plain" grooves. Twist one in 40 calibres, uniform.

Charge— $8\frac{1}{4}$ lbs. R. L. G. 4.

FUZES.

Percussion—Direct Action and Royal Laboratory. (Used with Common Shell.)

Time—15 sec. M. L. and Middle Sensitive. (Used with Shrapnell.)

PROJECTILES.

Natures.	Weight Empty.		Burster.		Mean Total Weight	
	lbs.	oz.	lbs.	oz.	lbs.	oz.
Common Shell,	57	6,	8	8, P. & F. G.	65	14
Shrapnell,	66	14,	9,		67	7
Case Shot,		49	$14\frac{1}{2}$

Wrought Iron Standing Carriage.

64-Pr. 71 cwt. Weight, 17 cwt. 1 qr.

The carriage consists of 2 skeleton brackets, connected by axle-trees and transom bolts; trucks of elm, metal bushed and iron shod. Metal trucks are issued to save others. Elevating screw of ratchet head and lever pattern.

Side Sights, $\left\{ \begin{array}{l} 2 \text{ Tangent sights.} \\ 2 \text{ Trunnion sights.} \end{array} \right.$

Muzzle velocity, 1260 ft. per second.

General Duties

The Gun Captain commands and is responsible to the Gun Group Commander for the efficient service of his gun in all respects.

The Gun is never to be fired without command. At practice he is responsible. The Layer knows the target ordered.

Reads and gives Quadrant Elevation numbers when they cannot read the numbers.

When time fuzes are employed, he sets them.

The Gun Layer.—His special duty is the laying of the Gun. When laying at a moving target, the Layer will invariably lay on the bow or otherwise ordered by the Gun Group Commander.

He directs the elevating and traversing signals or otherwise.

He always attends to vent and makes the ram home.

No. 2 searches, rams home, replaces the ram, up, traverses and sponges.

No. 3 loads, uncaps fuze or removes the fuze, rams home, runs up and traverses.

No. 4 supplies side arms, runs up and traverses, fires.

No. 5 supplies wedge wads and rammer.

No. 6 attends cartridge store and issues cartridges with cartridges.

No. 7 attends shell store, fixes the fuze, runs up projectiles.