HOW TO MAKE #8, J1 & COMPOUND DETONATORS

THE EASIEST WAY POSSIBLE

First understand that explosives can be categorized into two sections: low explosives and high explosives. Low include gun powder, and other slow expanding charges. High include fast expanding charges like c4, TNT, nitroglycerin, etc. Almost all low explosives can be detonated with a fuse or straight flame. Almost all high secondary charges must be set off with a detonator or blasting cap. Just so you know, a primary charge sets off the secondary charge...ie primary = detonator or primer, secondary = c4 or high explosive.

Detonators can be either electric, fused, mechanical or chemical. We will show you how to make electric and fused.

Detonators work on a simple basis. Detonators release immense amounts of confined heat, pressure and friction at an extremely high velocity. You must have all three in order to have an effective detonator. There are very few chemical compounds that exhibit all of these characteristics that can be ignited by direct flame. One of those few compounds is mercury fulminate or fulminate of mercury. Some detonators are small "complete charges" all in one. Meaning that they have their own primary and secondary charges built in for extra detonating properties. Make a mental note that not all detonators are good just because they are powerful. Larger charged detonators are not always better to use.

Where should I place a detonator in the charge???

If you are trying to shape a charge or direct the power of the explosion, go to school. I will show you one way only. If you want to direct 90% of an explosion in one direction, you must form the explosive or place the explosive in a cone shaped container made of something stiff, not plastic. Place the detonator at the peak of the cone. Place a small chunk of medium hardness clay behind the detonator and place the charge so the large end of the cone is facing the target.

See below:

MATERIALS LIST FOR ALL THREE DETONATORS, WHERE TO GET IT AND HOW TO MAKE IT.

#8 BLASTING CAP

Materials: 10" water proof fuse, spent .223 shell, smokeless gun powder from a pistol cartridge, mercury fulminate powder, sulfur, potassium chlorate powder. The last two are optional.

STEP 1: mix one part potassium chlorate powder with 1/8 part sulfur powder, call this mix 1.

STEP 2: mix one part mercury fulminate with ½ part mix 1, call this final mix.

STEP 3: fill and pack the .223 shell ½ full of smokeless powder.

STEP 4: fill the shell the rest of the way with final mix.

STEP 5: place the fuse in the shell and pinch it off, place thick waterproof glue around the top to seal it.

STEP 6: label the detonator #8.

#J1 detonator

Materials: 12" water proof fuse, mercury fulminate powder, potassium chlorate powder, sulfur powder, spent .223 shell, bullseye smokeless powder.

STEP 1: mix one part potassium chlorate with 1/8 part sulfur, call this mix 1.

STEP 2: mix two parts mercury fulminate with ½ part mix 1, call this final mix.

STEP 3: fill the .223 shell up to the rim with final mix.

STEP 4: fill the shell the rest of the way with smokeless powder.

STEP 5: place the fuse in the shell and pinch and seal.

STEP 6: label the det #J1.

COMPOUND DETONATOR, THE MOST POWERFUL OF THE THREE.

Compound dets are used when there are extremely large amount of negative factors present in a situation requiring high explosive charges. Moisture, heat, cold, dirt, etc.

they are also good for making sure your charge goes off.

Materials: 15" waterproof fuse, mercury fulminate, potassium chlorate, bullseye smokeless powder, spent .30 06 shell or equivalent size shell.

STEP 1: mix one part mercury fulminate with 1/8 part potassium chlorate, call this mix 1.

STEP 2: mix one part mix 1 with 1/8 part smokeless powder, call this final mix.

STEP 3: fill the .30 06 shell to the top with final mix.

STEP 4: place the fuse in it and pinch and seal.

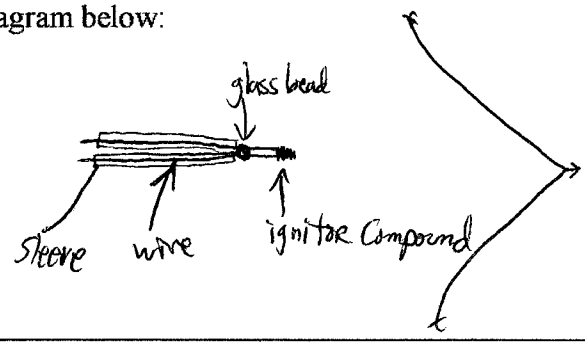
STEP 5: label the det comp.

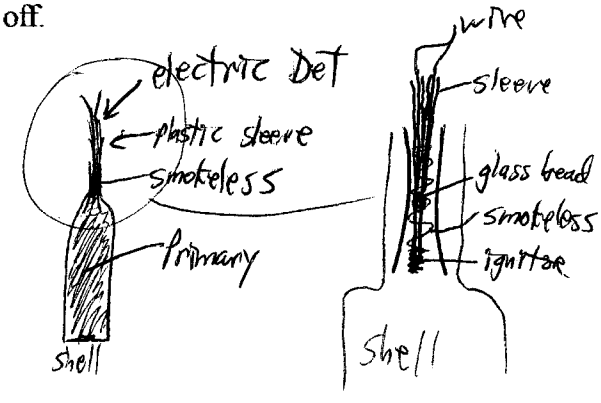
TO MAKE A DETONATOR ELECTRIC>>>>>>

Go to the hobby store and buy the electric ignitors they use for model rocket engines. These work better than the military units. They only require three volts or two AA batteries, wow...

insulate the wires and the base of the ignitor and insert it into the detonator just as you would a fuse. Use epoxy to seal the top, do not pinch it off.

See diagram below:





Where to get supplies:

For ethyl alcohol, possibly sulfur and fuses (gopher gasser fuses) go to home depot or some other hardware store.

For nitric acid, potassium chlorate, sulfur, ethyl alcohol, etc... go to a chemical supply store or call us.

For mercury, go to a junk yard or electronics store and buy a mercury tilt switch or mercury relay.

For baking soda and water, look in your refrigerator and sink.

HOW TO MAKE MERCURY FULMINATE PRIMARY EXPLOSIVE...

Materials needed: nitric acid (70% strength min), silver mercury metal, stove top, ventilation and gas mask, ethyl alcohol or grain alcohol, baking soda, pure water, glass pan or glass ware.

HOW TO MAKE IT

STEP 1: prepare a mixture of baking soda and water in a large bottle. Mix one cup for every gallon of water, make at least 3 gallons. Call this soda mix.

STEP 2: place 100mL nitric acid in a glass pan and heat mildly while adding 10 grams of silver mercury metal.

Note: do not heat so hot that it releases red fumes, they are poisonous.

STEP 3: once all of the mercury is dissolved, you are half done. Place the pan outside and let cool for 5 minutes.

STEP 4: quickly pour the same volume of ethyl alcohol into the pan and get away fast. Tons of toxic and non-toxic fumes will pour out the pan.

STEP 5: after the fumes have stopped coming out, pour some soda mix on it. You will see white crystals in the bottom of the pan, these are fulminate. Pour off the acid/soda mix so there is very little in the bottom with the crystals and pour some more on it. Keep doing this until all of the acid is out of the mix. Once this has occurred get as much of the water out as possible and let the powder dry in the pan. Once dry remove and store in dry place. Use rubber gloves when handling it, it is still poisonous. This should be enough for at least 3 #8 dets.

INFORMATION OBTAINED FROM UUE OR IT'S EMPLOYEES. YOU ARE SOLEY RESPONSIBLE FOR ALL ACTIONS PERTAINING TO THIS MATERIAL. PLEASE BE SAFE AND USE EYE PROTECTION.

If you are interested in making easy to make high explosive or even atomic devices, we offer the plans for FEASIBLE ATOMIC BOMBS, which include how to make acetone peroxide primary explosive which is just as powerful as mercury fulminate and also how to make ammonium nitrate based (fertilizer) high explosives. We also offer plans for how to make ASTROLITE AND ASTROLITE A1G, which are the most powerful non-nuclear explosives known.

Just a note: one of our #8 detonators is powerful enough to blow open a master lock.
