SCHEDULE

PART 1

MEANING OF "EXPLOSIVE"

- 1. For the purposes of these Regulations "explosive" means an explosive substance, commonly known as a "plastic explosive", including such substance in flexible or elastic sheet form and whether or not contained in an explosive article, which is—
 - (a) formulated with one or more high explosives which in their pure form have a vapour pressure less than 10⁻⁴ Pa at a temperature of 25°C;
 - (b) formulated with a binder material; and
 - (c) malleable or flexible at normal room temperature.
- 2. The following explosives, even though meeting the description of explosives in paragraph 1 of this Part, shall not be considered to be explosives for the purposes of these Regulations as long as their manufacture or possession continues to be to a quantity and for a purpose specified in any of sub-paragraphs (a) to (c) of this paragraph or they continue to satisfy the description specified in sub-paragraph (d) of this paragraph, namely any explosive—
 - (a) the manufacture or possession of which is to a quantity no greater than is necessary for the purpose of, and is solely for use in, lawful research, development or testing of new or modified explosives;
 - (b) the manufacture or possession of which is to a quantity no greater than is necessary for the purpose of, and is solely for use in, lawful training in explosives detection or development or testing of explosives detection equipment;
 - (c) the manufacture or possession of which is to a quantity no greater than is necessary for, and is solely for, the purpose of lawful forensic science; or
 - (d) which is manufactured in the United Kingdom, and destined to be incorporated as an integral part of an authorised military device in the United Kingdom, before the date which is 3 years after the coming into force of these Regulations.
- **3.** In this Part "high explosives" include, but are not restricted to, cyclotetramethylenetetranitramine (HMX), pentaerythritol tetranitrate (PETN) and cyclotrimethylenetrinitramine (RDX).