

If you're having a smoke issue with your stove it's most likely down to "pressure zones". The BFCMA guidance doc on page 9 gives a recommendation that increasing the flue height above pressure zones works in most cases. The doc "design guide" on pages 19/20 has illustrations of how such pressure zones are created (the flat roof must meet an upright wall & therefore be a prime candidate for the creation of a pressure zone) & pages 11 to 13 in the "curing chimney problems" doc gives guidance on which terminal to use for either high or low-pressure zones.

Burning wet or damp wood will significantly reduce the efficiency and turn the cleanest burning stove into one which produces excessive soot and smoke.

When you add an unseasoned or wet piece of fuelwood to your fire, the water contained in the wood heats up and turns to steam, which mixes with the exhaust gases and extinguishes the secondary burn. Regardless of how sophisticated your baffle system is, this cuts your heat output by up to 50% and results in cool, water-laden exhaust filled with unburned particles and exhaust gases. This wet, heavy, high-density smoke travels very slowly up the chimney, where it cools even further, condensing onto the walls of the flue and causing excessive creosote formation. So, when you burn unseasoned or wet wood, you dramatically DECREASE your heat output, while dramatically INCREASING the likelihood of chimney fires.

Another drawback to burning wet or unseasoned wood is creosote formation on the viewing window. No matter how good the air wash design that keeps the window clean, it won't work when the firebox is full of wet smoke. A blackened viewing window is one of the most reliable indicators that the fuelwood is improperly seasoned.

Here is the reply email from a customer who I was chatting with last week.

The other thing to check is that the upper baffle is fitted in the stove correctly; it could be that the upper and lower stainless steel baffles may have been reassembled incorrectly. The top brick must sit back on the top brick based upon the picture.

