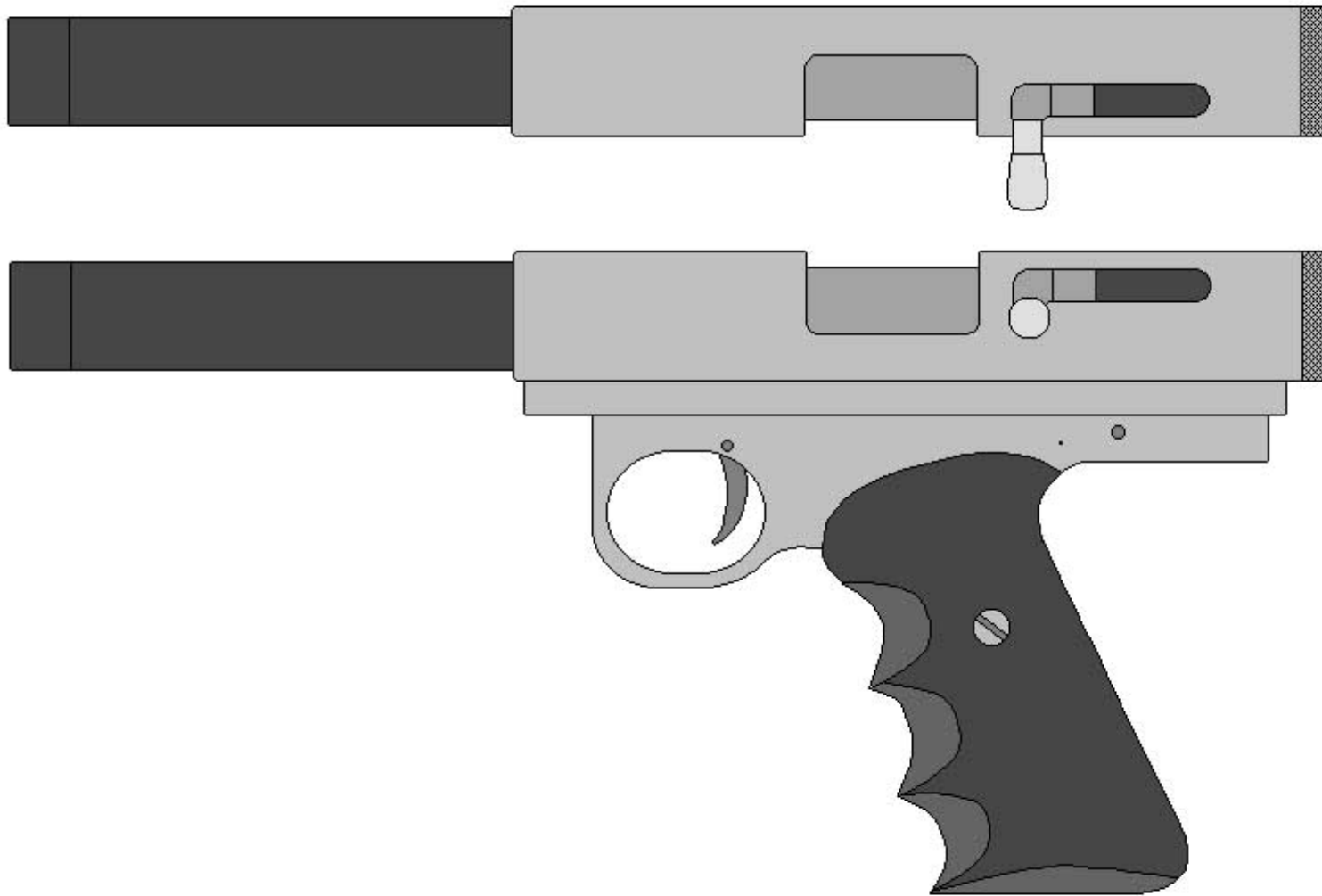
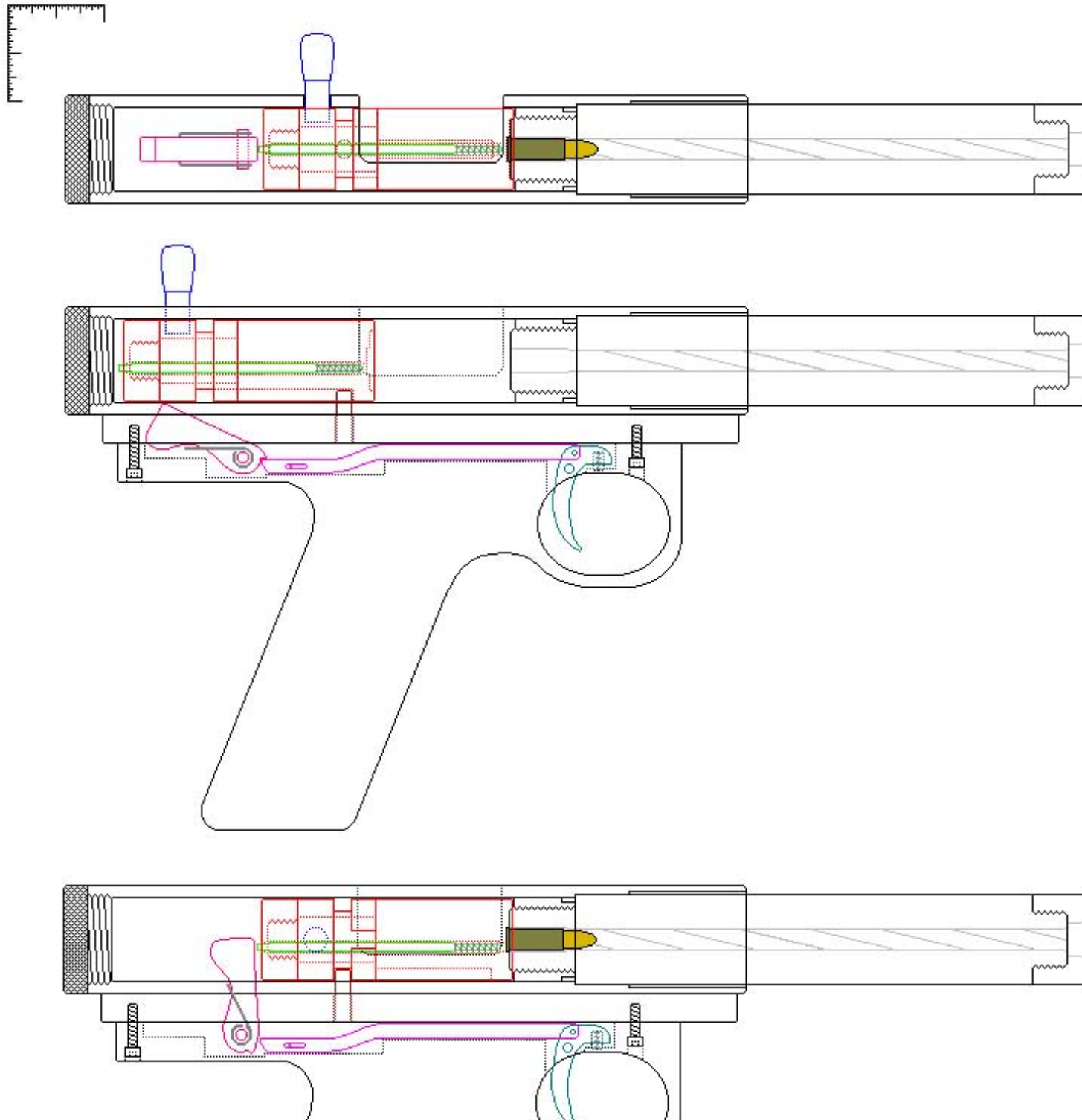
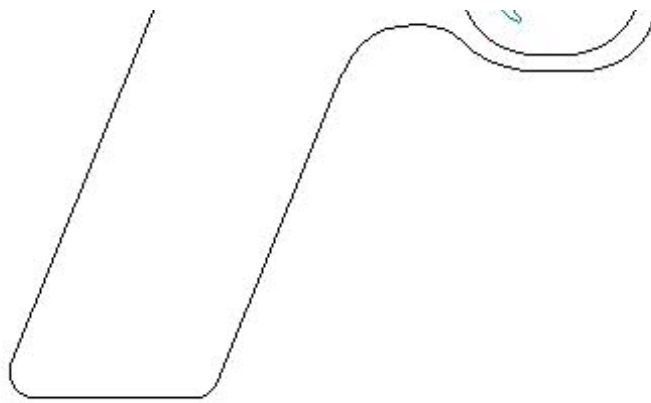


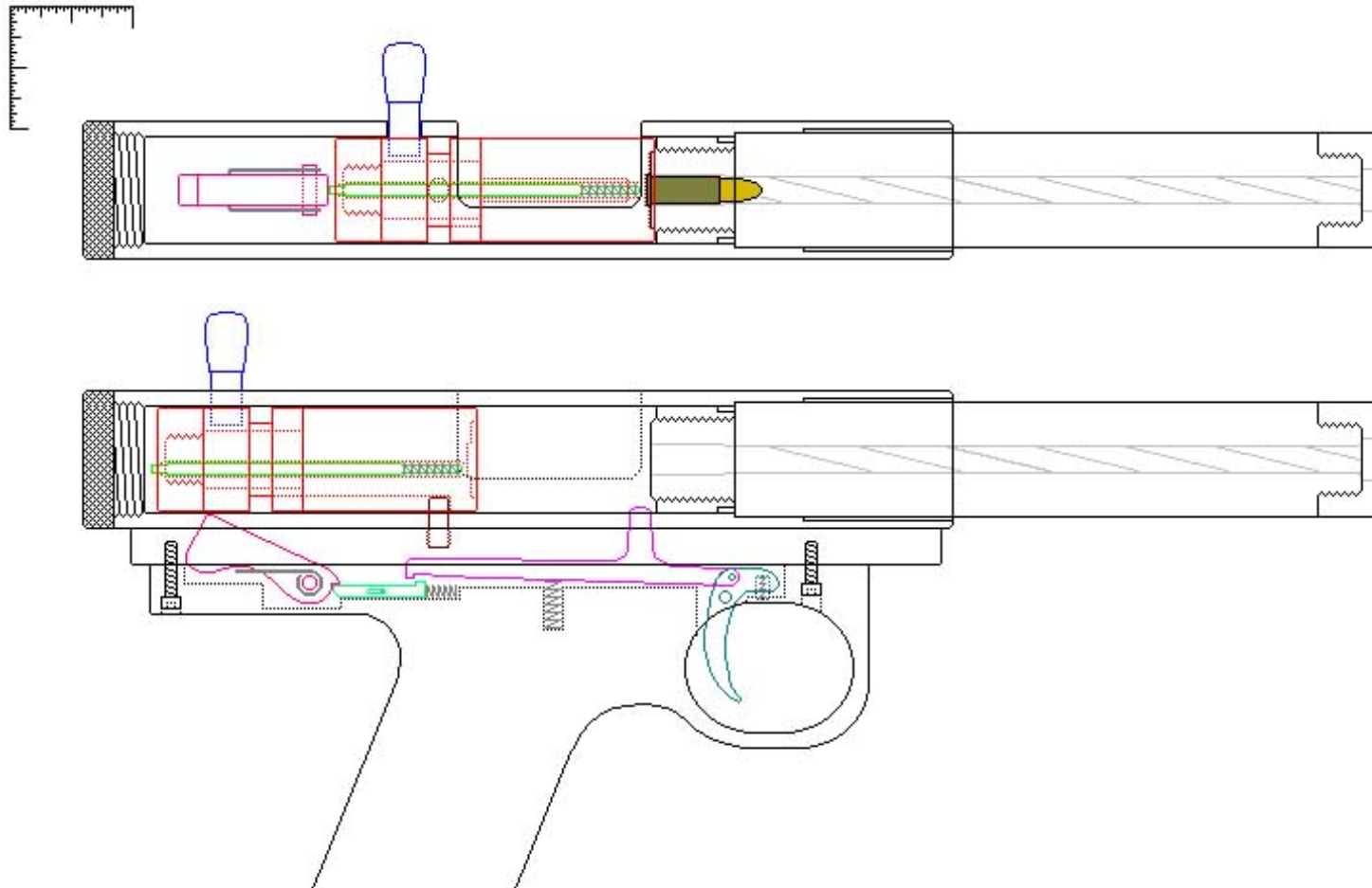
**02-08-05** - I took every ones suggestions and made some design changes to my pistol. The most noticeable is it uses more of a conventional hammer over the old striker design. I made the receiver tube a bit bigger and went with a thinner walled tube. This allowed me more internal room for the bolt. Which allowed me to use a larger locking pin for one thing. It will now have a single 3/16" locking pin and the handle will back that up also. With the larger ID of the tube I think I can make the threaded end cap work now too, if not I still can go with the lug idea. I also went with the left sided handle and choose to go with left eject too. I moved the grip forward for 2 reasons. One I have this theory about balance, thinking if the grip was more toward the center the gun would balance in your hand and be easier to keep on target. ( just a theory though) Two with the grip forward I could add a clip later. I haven't draw the extractor on this one yet. I may try to incorporate the idea someone gave me of using the firing pin as the ejector too. The pin in the side wall like I had before just won't work with this thin walled tubing. This design is drawn more to scale than the last but some dimensions are going to change when I actually start to build, keep in mind I drew these in windows paint brush.

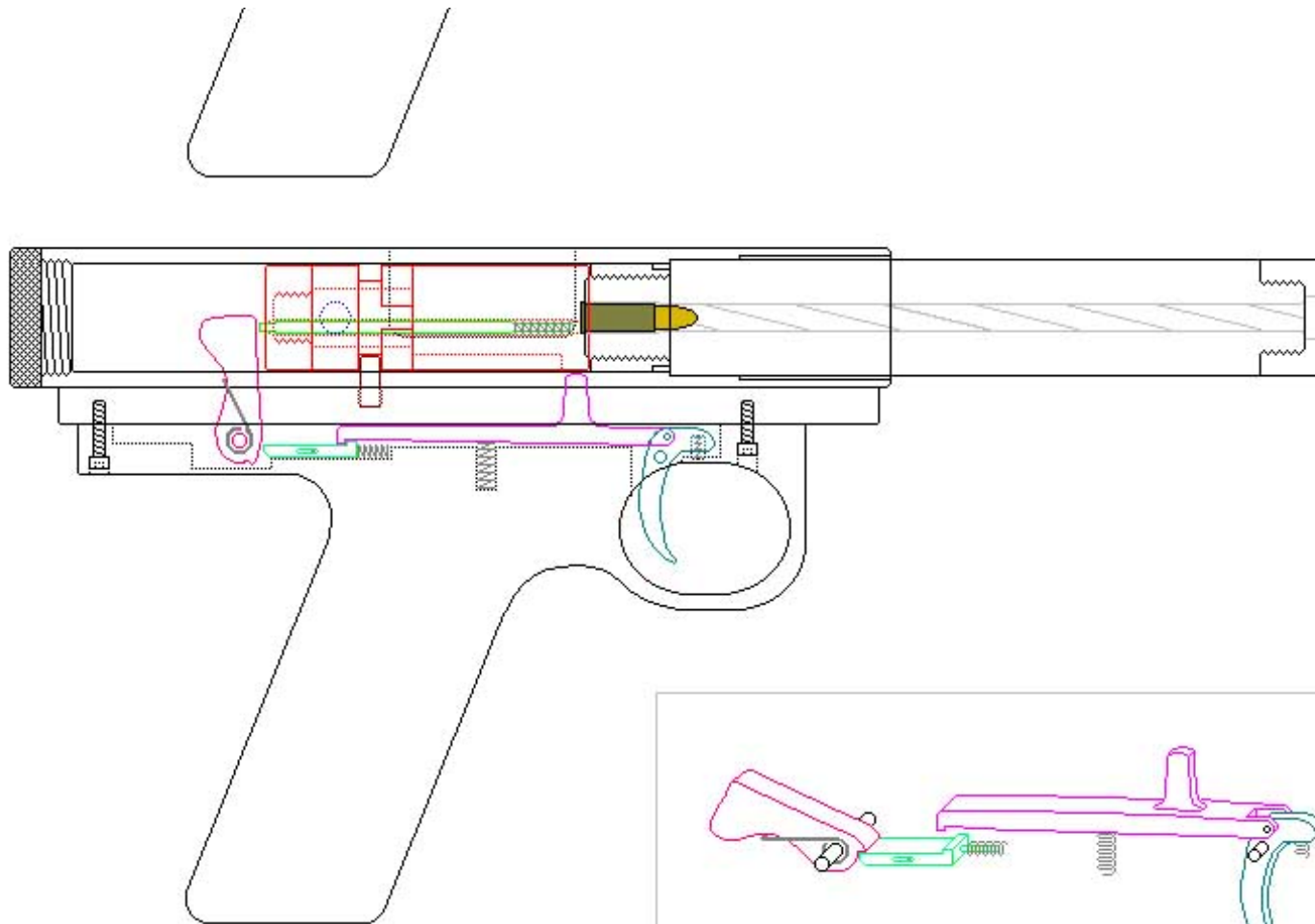


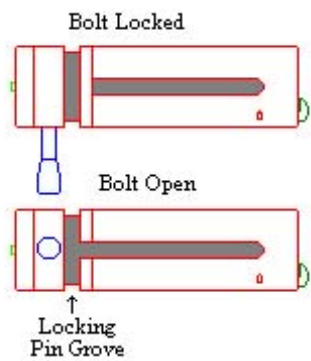




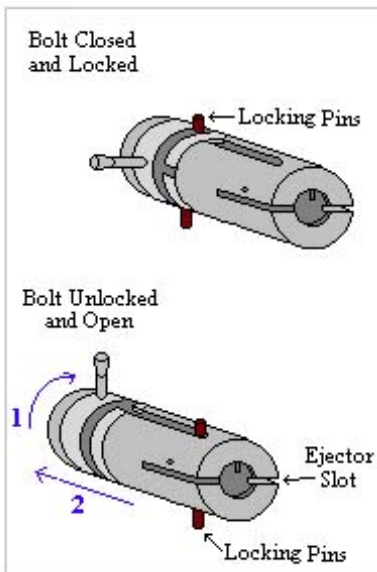
This next picture is the same basic design as above but it has a disconnecter built into the trigger so the trigger can't be pulled unless the bolt is forward. I'm not sure if this is even needed on a single shot or not or if its a waste of time. Ideas/Feedback anyone ????



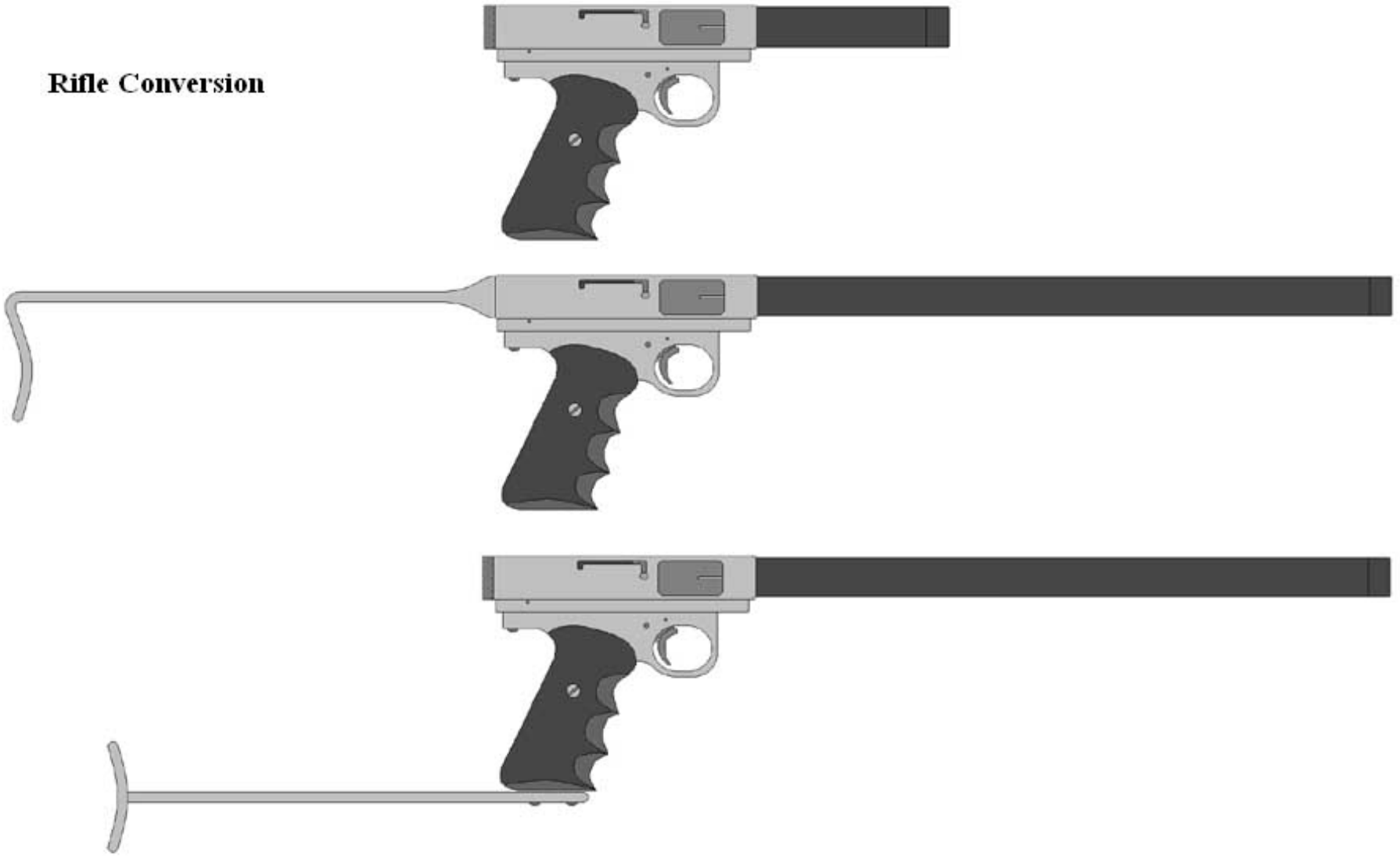




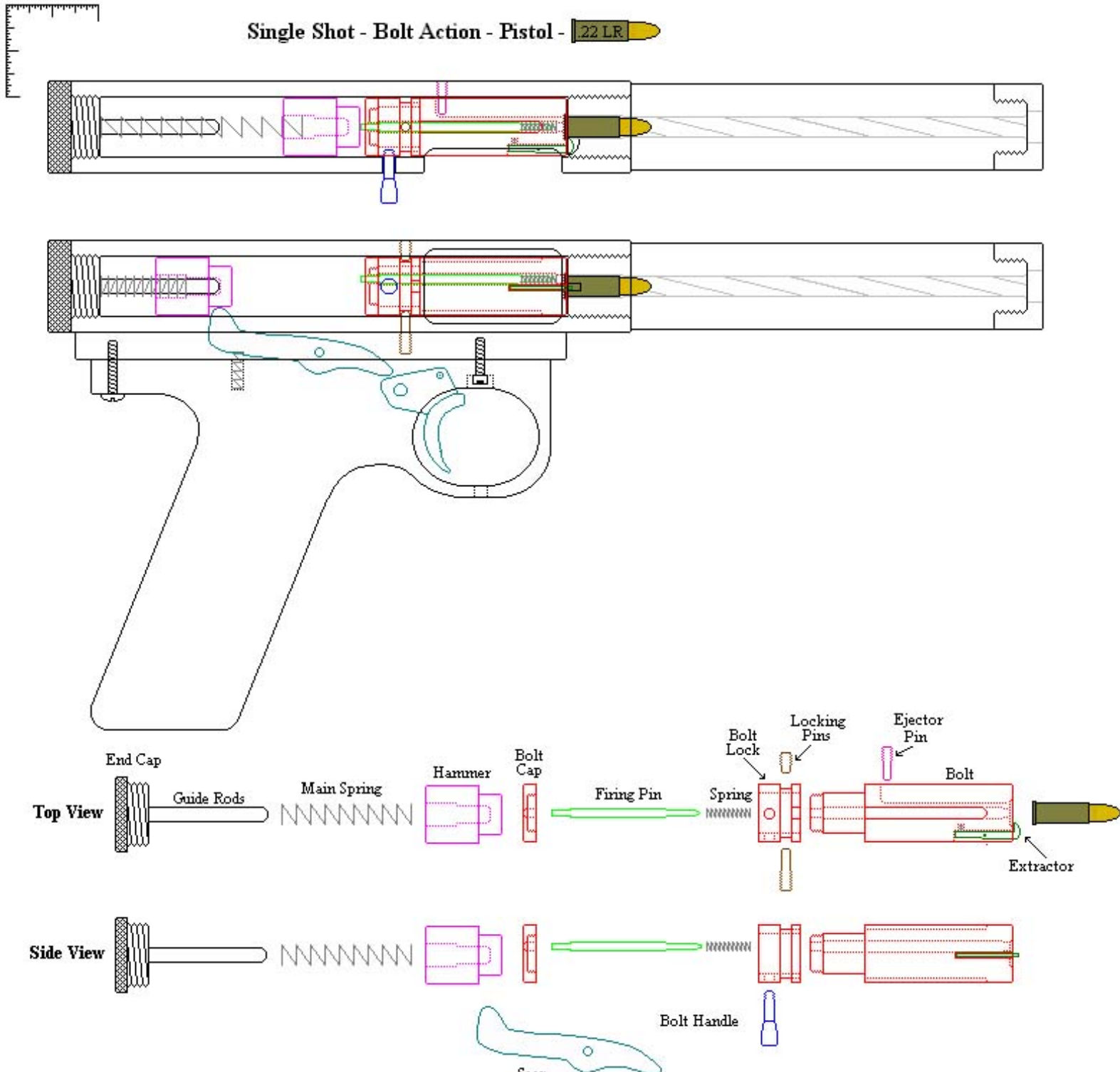
**Top View**



## Rifle Conversion



### Single Shot - Bolt Action - Pistol - .22 LR





gear



This was my first design I came up with which used a striker instead of a hammer. It would have worked but it wasn't really to scale and some of the parts would have been a little to small.