

The safety provides additional protection against accidental or unintentional discharge under normal usage when properly engaged and in good working order.

To engage the safety, put the switch in the “S” (SAFE) position. See picture 3.

Always put the safety in the “S” position before handling, loading, or unloading the firearm.

When you are ready to fire the firearm, put the safety in the “F” (FIRE) position to disengage the safety. See picture 4.

**WARNING: Do not touch the trigger while moving the safety.**

Never pull the trigger when the safety is in the “S” position.

Even when you think the safety is in the “S” position, careless handling can cause the firearm to fire. See Safety Rules on Page 2.

### **THE BOLT ASSEMBLY**

The bolt assembly houses the firing pin and mainspring.

### **TO INSTALL THE BOLT ASSEMBLY**

1. Point the firearm in a safe direction.
2. Put the safety in the “S” position.
3. Check to be sure there is no percussion cap or percussion cap residue on the nipple and there is no charge in the barrel. See instructions on using the ramrod to check for a charge in the barrel on page 4.

**WARNING: If there is a charge in the barrel, do not attempt to remove it by shooting it out if you are unsure what the charge is or if you are unsure if the charge is safe. Instead, remove the charge using the instructions on page 23.**

4. Remove the bolt stop screw from the receiver. See Picture 5.
5. Slide the bolt assembly into the receiver and align the firing pin head with the slot cut in the rear of the receiver. Also, align the long slot in the bolt body with the hole for the bolt stop screw in the receiver. See Picture 6.
6. Screw the bolt stop screw into the receiver until the head of the screw stops firmly against the bottom of the counterbore. (The end of the screw will be inside the slot in the bolt body.) Do not over-tighten.
7. Slide the bolt assembly fully forward into the receiver.
8. To place the bolt assembly in the closed, ready to fire, position, push the bolt handle down.