

**ADDITIONAL NOTES RE:  
THE CG X-TREME MOD 22 TRIGGER**

**1) THE CG X-TREME TRIGGER IS A TRUE 2 STAGE 4 LEVER TRIGGER. IT HAS 4 TOOL STEEL LEVERS AND SEVERAL SPRINGS BALANCING THE RELATIONSHIP BETWEEN THE LEVERS. IT NEEDS TO BE INSTALLED BY A PERSON KNOWLEDGEABLE IN TRIGGER INSTALLATION OR BY A GUNSMITH THAT KNOWS THIS PRODUCT.**

**2) WE SUGGEST THAT THE FRONT OF THE TRIGGER BE INSTALLED INTO THE RECEIVER FIRST AND THE .125" PIN DRIVEN IN TO HOLD THE TRIGGER IN THE RECEIVER. IF...THE PIN IS ANY HARDER TO INSERT THAN A LIGHT TAP FIT, THEN USE A .125" REAMER TO LINE REAM THE HOLES BY HAND.**

**3) ROTATE THE REAR OF THE TRIGGER UP AN INTO THE RECEIVER, AGAIN INSIST ON A LIGHT TAP FIT OF THE PIN. ALSO INSURE THAT THE 4<sup>TH</sup> LEVER IS DOWN INSIDE THE UPPER FRAME BEFORE DRIVING IN THE REAR PIN. THIS FIT IS CRITICAL! IF THE UPPER FRAME IS DISTORTED, BENT OR COLLAPSED, THE TRIGGER WILL EITHER NOT FUNCTION OR FUNCTION ERRATICALLY AND UNRELIABLY. THIS WILL ALSO VOID THE WARRANTY ON THE TRIGGER.**

**4) THE SAFETY FUNCTIONS BY BLOCKING THE MOVEMENT OF THE # 2 LEVER INSIDE THE TRIGGER CASE. THE SAFETY WILL NOT FUNCTION PROPERLY IF THE FIRST STAGE TRAVEL IS ADJUSTED OUT OF THE TRIGGER AND USED AS A SINGLE STAGE TRIGGER. ALSO SINCE IT IS NECESSARY TO HAVE THE FIRST STAGE TAKEN OUT OF THE TRIGGER FOR CORRECT SEAR ENGAGEMENT OF THE #12 & #13 SCREWS, DO NOT WORK THE SAFETY DURING THE ADJUSTMENT PROCESS OR YOU COULD DAMAGE THE SAFETY MECHANISM. AFTER THE TRIGGER'S INSTALLATION, ADJUSTMENT, AND RE-INTRODUCTION OF FIRST STAGE TRAVEL, YOU WILL FIND THAT THE SAFETY FUNCTIONS WITH A SMOOTH DEFINITE CLICK INTO IT'S DETENT POSITIONS.**

**5) FINALLY WHEN USING THE SAFETY MECHANISM, WORK THE BOLT AND COCK THE ACTION BEFORE ENGAGING THE SAFETY. (OF COURSE IT IS ALWAYS NECESSARY TO OBSERVE PROPER AND RESPONSIBLE SAFETY PRECAUTIONS WHEN LOADING A FIREARM.) DO NOT TRY TO ENGAGE THE SAFETY BEFORE COCKING. THIS 4 LEVER TRIGGER WILL SIMPLY NOT WORK THIS WAY. IT WAS NOT DESIGNED TO FUNCTION LIKE A FACTORY REMINGTON TRIGGER.**