

# Content

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**SUBSTANCE**

HERE'S WHERE  
TO GET STARTED

## **WHERE WE'RE STARTING FROM**

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- 15 **Why I build project guns**
- 21 **Other guns**
- 27 **Original** – starting at the start, plus “retro” builds

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- 45 **Notes** – on building
- 51 **Receivers** – start-parts, plus pieces-parts
- 63 **Barrel 1** – the thing itself
- 85 **Barrel 2** – specs and details
- 93 **Barrel 3** – hangers-on
- 107 **BCG** – bolt carrier group
- 121 **Gas System** – understanding it, and then fixing it
- 137 **Buffer** – operational influence
- 141 **Architecture** – the better solution
- 145 **Gas Tube + Piston Systems**
- 151 **Triggers** – connecting with the gun
- 161 **Furniture** – stocks, handguard rails, grips
- 179 **Sighting** – seeing what to hit, hitting what you see
- 191 **Five-Five-Six** – all about .223 Remington
- 193 **Alternatives** – beyond .223 Remington
- 217 **Ammo** – ready to go
- 225 **Magazines** – rounds at the ready

## **WHERE WE'VE TAKEN THIS**

- 231 **Pistols** – short guns
- 237 **Carbines** – overview + project builds
  - 239 **CAR-Tech** – essential setup
  - 245 **Meet BOB** – “best of the best”
  - 252 **Cuzzin BOB** – big-caliber kin
  - 257 **URG-I** – the real deal, the latest USASOC M4
  - 263 **AAC Defensive Carbine** – subsonic security
  - 283 **XL** – blurring platform lines
- 297 **Multi-Gun + PCC + Race-Gun Build** – needs for speed
- 319 **Hunting Rifle** – big-bore stalker
- 337 **Rifle** – right up my alley, in a different direction...
- 359 **Maint. + Troubleshooting**
- 375 **The End:** sources and resources