



## “Wingman” +5 Magazine Bumper for Ruger® SR22®

V1.0

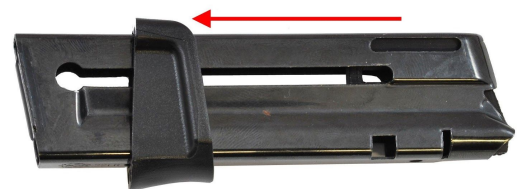
[www.tandemkross.com](http://www.tandemkross.com)

For more info or support contact [CustomerService@tandemkross.com](mailto:CustomerService@tandemkross.com)

**Attention:** Before you begin, be certain that your pistol is clear and safe.

You will need a small Phillips head screwdriver for assembly.

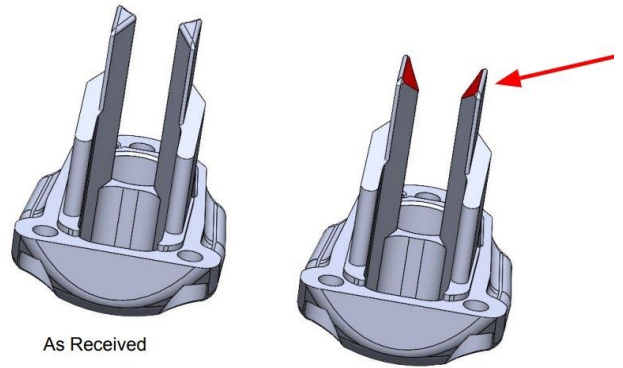
1. Remove the magazine from the magwell and clear the magazine of any rounds. Holding the magazine so the bottom faces up, you should see the plunger.
2. Using an Allen wrench or a similar tool, lightly depress the plunger and use your thumb and gently push the back of the magazine base forward. Be mindful of the spring and carefully remove it. Remove the retainer from the spring and put it aside. You will NOT need the retainer for reassembly.
3. Slide the follower to the bottom of the magazine where the side follower button lines up with the hole at the bottom of the magazine. Push the follower button out and remove it from the the magazine. Leave the follower inside the magazine. You will NOT need the follower button for reassembly.
5. Slide the upper half of the bumper over the top of the magazine and bring it down over the button hole.
6. Feed the spring back into the magazine and then carefully depress the spring with the lower half of the bumper until it snugs onto the upper half of the bumper.
7. Screw in the three screws into the appropriate spaces to secure the halves together and your +5 magazine bumper is now complete



The retainer and follower button will not be needed for magazine reassembly



8. ***This step is optional. Only follow it if you are not able to fit 15 rounds in the magazine after installation.*** Disassemble the Wingman bumper and use the image shown for guidance. Use a file or emery board to create a lead-in angle as shown in red. You can also smooth the inside of the “legs” to remove any burrs or rough spots that may be preventing the spring from compressing correctly.



As Received