## Cetme - HK G3 Compatibility page!

(are HK parts a match for your Cetme?)

YES, the below HK parts will work perfect on a Cetme

Barrels Yes

Barrel Retainer Pins Yes

Firing Pin Yes\*

Spring, for firing pin Yes\*

Rollers Yes

+2, +4 Rollers Yes

Retainer Plate and Roll Pin Retainer for Rollers Yes

Extractor Yes\*

Extractor Spring Yes\*

Recoil Spring Yes\*

Backplate or Complete recoil Assembly Yes with minor fitting to the plastic sleeve at the end of the spring guide rod

Complete Stock set Yes with minor fitting to the plastic sleeve at the end of the spring guide rod

Collapsible Stock Yes with minor fitting to the plastic sleeve at the end of the spring guide rod

Buttstock Yes with minor fitting (needs the buffer hole matched to use the cetme buffer)

Grip Frames Yes

Complete Trigger Pack Yes (but no individual parts)

Rear Sight Yes (but only if entire sight base is swapped)

Handguards, Slim Yes

Handguards Wide Yes with minor fitting.

Just like the old style HK triple frame, the cetme has a bipod retaining ring that prevents the wide from installing

Pistol Grip Yes

Triple Frames Yes

Flash Hider Yes

Eyeloop for triple frame Yes

Cocking Handle Yes\*

Spring for cocking handle Yes\*

Pivot Pin for cocking handle Yes

Mag Catch parts Yes

Paddle mag release Yes

End Cap, Dust Cover Yes (but cetme will not fit g3)

Bayonet Adapter Yes\*

Bayonet Yes\* (only when using adapter)

Retainer Pins Yes\*

Blank Firing Adapter Yes

Claw, Stanag Scope Mount Yes

POF Carry handle and Port Buffer Yes (carry handle slight modification to cetme handguard)

\*these items not only interchange but are an improvement over existing Cetme parts. Over the years some items have been strengthened or improved by HK.

## No, the below HK parts will not work on a Cetme:

Trunions No

**Bolt Carriers No** 

Locking Lever for bolt carrier No

**Bolt Head No** 

Locking Piece No

Cocking Tube No

Support for Cocking Handle No

Recoil Buffer No unless using HK buttstock

Individual fire control group parts like trigger, sear, hammer: No