



Rubber Band Gun MKII - No assembly required!



EJTH

[VIEW IN BROWSER](#)

updated 2. 6. 2023 | published 2. 6. 2023

Summary

The "Elastic Eagle MK II" rubber band pistol - No assembly required!
Updated for printability and reliability!

[Toys & Games](#) > [Other Toys & Games](#)

Tags: [elastic](#) [elasticband](#) [noassemblyrequired](#) [rubber](#)
[rubberband](#) [rubberbandgun](#) [targetshooting](#) [elasticbandpistol](#)
[elasticbandgun](#) [rubberbandpistol](#)

Updated version of the MKI which fixes some issue with slicing, tolerances for easy print etc.

Introducing "The Elastic Eagle MK II" -

This is a rubber band pistol that doesn't need any assembly. I found many 3d printable rubber band guns, but they all required extra parts like screws, or just an unnecessary amount of parts. Some is even licensed as no derivatives and did not allow remixing, which sucks!

This gun only has one moving part, and absolutely no assembly is required, simply press loose the trigger after printing.

There is the possibility of adding a ball pen spring (~ 20mm Ø5mm) during printing, to make the trigger "self cocking", else you have to press the

hammer to return the slide, you can still fire it rapidly however. (Insert spring at ~33mm print height)

I have printed this in PLA and PETG without any problems.

Use 0.2mm layer height.

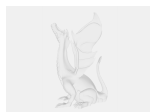
I suggest you rotate the print by 45 degrees on the build plate for stability as this is a long thin object, it also makes both X and Y axis work equally.

“Resettable Shooting targets - No assembly required” - <https://www.prusaprinters.org/prints/59999-resettable-shooting-targets-no-assembly-required>

Model files



elastic_eagle_mkii.stl



elastic_eagle_mkii.blend

License

This work is licensed under a [Creative Commons \(4.0 International License\)](https://creativecommons.org/licenses/by-sa/4.0/)



Attribution-ShareAlike

-
- ✗ | Sharing without ATTRIBUTION
 - ✓ | Remix Culture allowed
 - ✓ | Commercial Use
 - ✓ | Free Cultural Works
 - ✓ | Meets Open Definition

