FINISHES

The Part I of the project to provide equipment to improve the metal finishes on the Model 1100 and 870 shotguns was sent to Bridgeport for Management review. The total program is to improve finishes on shotguns and center fire rifles.

Ilion was requested to also determine costs if the improvement was upgraded to the present Model 1100 standards. The initial program for which samples had been set up included, in addition to Barrels and Receivers, matching small part finishing. The analysis of the upgrading costs to the Model 1100 level were divided as shown in the attached Table 1 to show Barrel and Receiver and small parts as separate figures and a combined cost. This process requires additional skilled hand labor as compared with loading of fixtures by unskilled labor for the proposed Almco process. The total expenditure for each of the proposals is included as part of Table 1.

Several years ago, Ilion was requested to develop processes with minimum labor costs to produce a finish comparable with the Browning shotgun. Also Marketing had requested improved finishes for the Model 742-760 "BDL" as well as pright finish for the Model 700 "BDL" Trigger Guard and Floor Plate. These items were deferred to be part of the overall program. The Almoo process samples that had been submitted accomplished this objective. Should a less closey appearance be desired, this could be accomplished by time and media variations. Marketing guidance of desired finish requirements would permit the Ilion plant to prepare samples for future approval.

In addition, since a Model 1100 level of finish was being considered, possible advantages of the proposed Almco process were discussed. These are shown as Table 2 attached.

Committee Action

After a review of the two programs and costs, the committee believed the added advantages of the Almco process justified the additional expenditures. Marketing and Treasury are to revise the project. The objective is to request authorization at the December Board of Directors Meeting.