Dennis:
Please hold this rifle for reply.
Thank you,
Jim

cc: Sportco, Inc.
bcc: F.T. Millener
K.D. Green
D.J. Sanita
R#06964

March 19, 1982

American Service Company Of Atlanta, Inc. Attn: C. Everett Thomas, Jr. President 2006 Weems Rd. Tucker, Georgia 30084

Dear Mr. Thomas:

Examination has been completed on the Model 700 BDL L.H. 30-06 caliber rifle, serial number A6663581, which Sportco, Inc. returned to us because it allegedly "will discharge when the safety switch is moved from the safety position to the fire position".

The returned firearm, which was produced in September of 1978, has been examined by our firearms experts who report that it contained our high-pressure proof test, gallery test, and final inspection stampings, indicating that it had successfully passed all our necessary tests prior to shipment.

The general condition of the gun appeared to be good, and it was noted that scope mounts had been added after it originally left our factory. In addition, it was noted that the stock contained slight mars as did the bolt plug. In going over the individual parts, we found the head-space, recoil shoulders, and chamber all to be normal.

Examination of the rifle and trigger assembly could not duplicate the condition that was reported. All parts tolerances and dimensions were found to be normal, including sear-connector engagement. Also, factory seals were intact on the trigger adjusting screws, indicating no alterations were made on the trigger outside our company. Trigger pull was within our specifications at 3 pounds.

Based on our findings, Remington Arms Company, Inc., cannot accept any liability or responsibility for the incidents. It is possible that while you were moving the safety lever from the "safe" position to the "fire" position, you at the same time were inadvertently applying finger pressure to the trigger. When the safety lever reached the "fire" position, the gun then discharged - as it is designed to do - because the trigger was being pulled with the gun no longer on "safe".