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70: 1) E. F. Heedecre (13) 2) J. E. Preiser 16

In reviewing the attached strategie summary on Firearus, one product feature which we stress internally, but to my knowledge we do not stress very extensively in the marketplace, is <u>safety</u>. (For example, our barvels will "bird-cage" rather than shatter like some competitive offerings.) The world is surely increasingly safety-conscious - I don't know whether mucho hunters are concerned, but they should be. R E D is working on improved safety and security features which should have marketable value. (If they don't, we ought to stop the work.)

I'd be glad to discuss further with you and share views.

Thanks.

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