

**REMINGTON ARMS COMPANY, INC.**  
**Product Team Meeting Agenda**  
**January 29, 2004 Ilion Meeting (7:30 a.m.)**

**Future Meetings**

Feb. 24<sup>th</sup> - Ilion  
March 2<sup>nd</sup> - E'town (2100 Field Review)  
March 24<sup>th</sup> - Ilion

**Future Important Dates**

Feb 12-15, 2004 SHOT Show (Las Vegas, NV)  
Feb. 28<sup>th</sup> Customer Early Order Qualification Period Ends  
March 11<sup>th</sup> Planning Meeting - Madison  
March 31<sup>st</sup> Target Rev. 1 Forecast

**Business Review**

Jay Bunting to provide overview of current business environment

**ILION BASED SHOTGUN PRODUCTS**

**2002 New Shotgun Product**

- Model 332  
 OBJECTIVE: Establish a legitimate presence in the O/U market  
 Production Status: Guns per day  
 ACTION: Engineering to prepare CAR for Cahan to review and submit to corporate. Team concurs that this is an effort which needs to be pursued.  
 Fore end loosening has hopefully been corrected through Assembly further tightening fore ends prior to pack.  
 ACTION: Trull to review with Evans to see if any repairs or calls have been received regarding this issue.  
 CSR's are not reporting any new issues concerning loose fore ends.  
 Cosmetic issues identified above should be corrected.  
 ACTION: Trull to order 5 new guns from OHL to review for cosmetics  
 As a whole, guns looked good. A couple of guns with wood to metal fit that was not perfect. Gun function test was perfect for three guns.  
 ACTION: Perniciaro to contact Billy Crutchfield at Lonoke to discuss performance of current guns on hand at Lonoke and to arrange to have ported guns delivered to Lonoke for use. Steve to update Team at January MTG.

**2004 New Shotgun Product**

- General New Product Discussion  
 OBJECTIVE: Ship new product on time  
 ACTION: Ilion to provide status of any 2004 new shotgun products that have not been released in production yet. From my notes, these products are:
  - 9583 - M1100 Sporting 28/27  
 T&P scheduled for Feb. Production May.
 ACTION: 2 samples needed by end of January for SHOT Show display.