

NOTES	
0 MALFUNCTIONS	
AMMO WIN SHV7MMR1 HARD TO CYCLE. HAD TO HAMMER BOLT BACK 20 TIMES.	
AMMO WIN X7MMR2 HARD TO CYCLE. HAD TO HAMMER BOLT BACK 12 TIMES.	
AMMO FED 7RA HARD TO CYCLE. HAD TO HAMMER BOLT BACK 13 TIMES.	
0 MALFUNCTIONS	
AMMO WIN SHV7MMR1 HARD TO CYCLE BOLT 20 TIMES.	
AMMO REM R7MM2 HARD TO CYCLE BOLT 20 TIMES.	
AMMO REM R7MM3 HARD TO CYCLE BOLT 20 TIMES (BUT NOT AS HARD).	
AMMO WIN SHV7MMR1 HARD TO CYCLE BOLT 20 TIMES.	
AMMO REM R7MM3 FAIL TO EJECT 4 TIMES.	
AMMO REM PRC7MMRC FAIL TO EJECT 3 TIMES.	
AMMO REM PRSC7MMB FAIL TO EJECT 4 TIMES.	
AMMO WIN SHV7MMR1 FAIL TO EXTRACT 1 TIME.	
AMMO FED 7RBG FAIL TO EXTRACT 5 TIMES.	
AMMO WIN SHV7MMR1 HARD TO CYCLE BOLT 20 TIMES.	
AMMO FED 7RA HARD TO CYCLE. HAD TO HAMMER BOLT BACK 5 TIMES.	
AMMO FED 7RBG HARD TO CYCLE. HAD TO HAMMER BOLT BACK 10 TIMES.	
0 MALFUNCTIONS	
AMMO WIN SHV7MMR1 HARD TO CYCLE. HAD TO HAMMER BOLT BACK 20 TIMES.	
0 MALFUNCTIONS	
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AMMO REM R7MM3 FAIL TO EJECT 2 TIMES.	
0 MALFUNCTIONS	
AMMO WIN X7MMR2 HARD TO CYCLE. HAD TO HAMMER BOLT BACK 3 TIMES.	
AMMO FED 7RA HARD TO CYCLE. HAD TO HAMMER BOLT BACK 5 TIMES.	
AMMO FED 7RBG HARD TO CYCLE. HAD TO HAMMER BOLT BACK 7 TIMES.	