



If we compare all the rifles I've used and, most importantly, the rifle changes I've made over the years, and also take a look at what I came up with when there weren't many rules between me and ideals, we can see the road that led to the TUBB 2000.



came along almost on their own, like the Sof-Shot® recoil reducer. That wasn't planned out in advance along with the essential blueprints, but was so easy to add that it didn't take a good deal of thought to realize it was a worthwhile enhancement. I had already made up my mind that it was to be magazine fed and have an Anschütz® trigger.

at either end to become a superlative.

Stock adjustment was an absolute: the new rifle absolutely had to provide practically unlimited configuration capabilities. I also wanted to extend that to other areas, like the sight mounting system and forend. Other ideas I'd been using on the other rifles were re-engineered for production and applied to that rifle as well. Things like the handstop, hand grip, and forend weight were essentially cloned from my prototypes that had been in use for a few years. McBros had been producing outstanding actions for decades, in all different configurations. (I shot a McMillan action in my standard Silhouette Rifle to win six championships.) The application of the technology McBros had already been working with wasn't new to them, although the expression of it was going to be a little different in the T2K. This is the first rifle that incorporated all of many individual features into one action design. A few other things

Aside from the adjustment capacity, we wanted to provide an action that got past any strength, reliability, lock time, and precision issues I had uncovered in the others.

We wanted the ultimate manually operated rifle, which, to me, meant designing a bolt, bolt path, feeding system, and firing mechanism that surpassed anything available. I had used Model 70 actions in the past for across the course and some different benchrest-style single-shot actions in my long range rifles, and, of course, had grown accustomed to using and became convinced of the superiority of a box magazine through working with the SR-25. Experience with that rifle also showed me the unquestionable superiority of being able to keep one's head in position during rapid fire. Lock time and trigger systems are covered later in this segment, and that material I believe fully explained the importance of maximizing those elements, and the examples given there explained how we attained it with the T2K.

We all were excited about being able to "share" this rifle with anyone who wanted one. That, in itself, is a first, by my evaluation and estimation. The T2K is the best across the course rifle, and yet it's commercially manufactured. There is nothing to add, modify, or change after purchase (beyond accessories some may wish to have). Owning anything even remotely similar in concept to the T2K was reserved only for those willing to invest the time and money in custom built rifles. I don't believe anyone could reasonably duplicate a T2K,

but the "concept" I am referring to is found through having something similar to my SR-25 or Model 70. In other words, the best possible manifestation built on those platforms. Comparing ultimate expressions of those two rifles to the TUBB 2000, the T2K ranges from equivalent in cost to a good deal less. I estimate the value of my SR-25, for example, at four thousand dollars, considering the custom machine work that manufactured many of its parts. A Model 70 taken to its limit can exceed three thousand dollars.

To further enhance the owner's satisfaction, especially long term satisfaction, with the T2K, a combination of manufacturing techniques, essential design, and intentional goals established to that end, we were able to virtually eliminate the need for a gunsmith. Barrels, for instance, can be purchased and installed by the owner. It's easy to begin with, and the custom action wrench McBros has available makes it even easier. Quality standards made possible by the state-of-the-art



machinery and controls used mean that McBros can produce headspaced and chambered barrels that interchange perfectly the same on all actions. This feature not only allows the shooter to replace a worn barrel