Uncertainty and Diminished Resources Small Arms Ammunition Industry Perspective

12 NOVEMBER 2013



Nammo Perspective

- Nammo is a medium-sized Multi-National Defense Company
 - \$600-700M/yr. operating as both a prime and as a subcontractor
 - About 1/3 of Nammo's sales in North America
- We are agile and innovative focusing on specialty munitions that leverage legacy systems:
 - Specialty Ammunition:, MK211/MP, AP, 40mm AB, Tracer/Dim Tracer
 - Shoulder Fired Rockets: Modern M72 & SMAW/BDM variants
 - Rocket/Missile Components: ESSM, AMRAM, 2.75" Warhead
- We are a part of the US Industrial Base
 - We make products unavailable elsewhere
 - Invested about \$100M in US production facilities in 4 states
 - Employ more than 350 Americans.

Uncertainty







Uncertainty In Industry The Customer Must Help Keep us on Track

- We know you don't know
 - What the budget will be or
 - Which items will be cut/kept or
 - When it will be passed or
 - When sequestration will end
- Please continue to: Keep industry "in-the-loop"
- Don't let us waste R&D resources solving the wrong problems
- Let us help! Give us opportunities to "weigh in"
 - Some of these issues have been faced before



Diminishing Resources The Consequences

We all saw this coming, but, are we doing the right things for a healthy base and to continue innovation?

At Nammo we are forced to take negative actions:

Reducing workforce = Less Brains

Consolidating = Less Competitors

Reducing R&D Budgets = Less Innovation

Releasing Resources = Less Agile

Watching Other markets = Less US Focused





THE SOLUTION

- We must continue to find opportunities to exchange information that leads to industry co-innovation with the Military Munitions Community
- We cannot afford to waste time, energy and money working on the wrong stuff! Neither the Government nor Industry has "excess funds"
- Industry is prepared to invest and innovate where we are asked to, while we shrink – BUT the projects need to be focused with a clear path, clear objectives and pass/fail criteria.

