

Goes Tall extending up to 1.7m



Levelling System ±15° tilt and 360° pan



Rifle Clamp head option (GM)





Designed for precision shooters, this is a series of tall, solid gun rests with a levelling system and a choice of heads to deliver the most accurate shot in any situation.



COMMON FEATURES

Levelling System ±15° tilt and 360° pan **3 Easy Set Leg Angles** 23°, 50° & 80°



Shoulder Strap for easy transport

Rubber & Spiked Feet & easy clean leg locks

"GM" MODELS



"GM" models include the **Endeavor GM-70** Gun Mount, a universal rifle clamp that can fit any forestock from 30mm to 70mm, with an oversized handle that is easy to use in any conditions, and a rubber inner to protect your rifle. The clamp is attached with a 3/8" thread, and includes an Arca compatible base, so it can also be used on any suitable tripod or any of the "PR" models.

"PR" MODELS



"PR" models include a built in, dual clamp system. The top clamp is designed to fit Arca compatible plates (like the Endeavor GM-70 or many spotting scope feet), and the lower clamp is designed to hold an Endeavor Picatinny Rail securely.



PRODUCT SPECIFICATIONS

ENDEAVOR L	263AGM	263CGM	263APR	263CPR	303AGM	303CGM
Head Name	ENDEAVOR GM-70		-		ENDEAVOR GM-70	
Head Style	Rifle Clamp		Arca & Picatinny Clamp		Rifle Clamp	
Quick Release Plate	-		QS-75P & Picatinny Rail		-	
Removable Head	Yes		No		Yes	
Thread Size	3/8" & 1/4"		-		3/8" & 1/4"	
Levelling Bowl	Yes		Yes		Yes	
Tilt	±15°		±15°		±15°	
Pan	360°		360°		360°	
Leg Material	Aluminium	Carbon Fibre	Aluminium	Carbon Fibre	Aluminium	Carbon Fibre
Weight	2635g	2375g	1840g	1580g	3000g	2560g
Max. Load Capacity	12kg		12kg		15kg	
Leg Diameter	26mm		26mm		30mm	
Leg Sections	3		3		3	
Extended Height	1540mm		1525mm		1790mm	
Low Angle Height	220mm		180mm		220mm	
Folded Height	760mm		685mm		835mm	
Leg Grip Foam	Yes		Yes		Yes	
Feet Type	Rubber & Spiked Feet		Rubber &Spiked Feet		Rubber & Spiked Feet	
Tripod Bag	-		-		-	
Shoulder Strap	Yes		Yes		Yes	

TIP

If you want the tripod to hold your rifle securely, but need to adjust your aim quickly, then simply leave the levelling system slightly loose.

