

Ship to:  
WWG - Shipping  
6000 S Eastern Ave #2C  
Las Vegas, NV 89119  
702-798-4570

**Please provide the following information:**

<b>Name:</b>	
<b>Phone:</b>	
<b>Email:</b>	
<b>Address:</b>	

\*Please note that we will ship firearm back to you signature required. **We cannot ship to a mailbox store.**

**Firearm information:**

<b>Manufacturer:</b>	
<b>Model:</b>	
<b>Serial Number:</b>	

**Description of repairs needed / work wanted:**


**Shipping instructions:**

Please use **FedEx** or **UPS** to ship your firearm. **Ship it with an adult signature requirement!** Ship firearm in an unmarked box. **Please do not ship it in your factory box.** **We cannot guarantee that you will get your supplied shipping box back.** Please do not include accessories, manuals, etc. unless they are required for the work being requested. Include a copy of this form with the firearm inside the box. Do not attach it to the outside.

**MAKE SURE FIREARM IS UNLOADED! THEN DOUBLE CHECK IT! DO NOT SHIP AMMUNITION WITH GUN!**

**Please review and sign below:**

You (The Shipper) will be charged for an examination fee (if firearm is sent in for a repair) and return shipping regardless of if repairs can be done or suggested repairs are declined by The Shipper. If a repair is simple and can be done while your firearm is being examined, it should be covered under the examination fee. If more time or parts are required to correct the problems with your firearm, you will be called with an updated quote for your repair. **The examination fee is \$90.00. Return shipping is: Long Gun - \$65.00/Hand Gun - \$45.00.** If you are sending your firearm in for custom work/upgrades the examination fee will not apply. Once we receive your request, we will call you with a quote for the work requested. Please note: if you do not want the work done, you will still be required to pay for return shipping. If you are having a dealer send your firearm to us on your behalf, please make sure they include this document with the firearm.

---

Signature

Date