

TRANSFERS

ALL WEAPONS TRANSFERS MUST BE THROUGH AN FFL DEALER.

1: BY SERVING AS THE AGENT IN DEALER-TO-DEALER TRANSACTIONS TRIPLE CREEK, LLC WILL RECEIVE THE

WEAPONS FROM THE SELLER/SELLER'S DEALER AND COMPLETE THE REQUIRED PAPERWORK.

2: THE LICENSE SHALL BE VALID EXCLUSIVELY FOR THE BUSINESS INDICATED ON THE FFL AND IS NON-TRANSFERABLE.

3: THE FEE FOR PROVIDING THIS SERVICE IS \$30.00 PER TRANSFER. FOR EXAMPLE, IF YOU TRANSFER TWO WEAPONS FROM THE SAME DEALER OR DIFFERENT DEALERS, THE TOTAL COST WILL BE \$60.00.

4: RECEIVING A WEAPON WITHOUT PRIOR INFORMATION WILL INCUR AN ADDITIONAL \$15.00 CHARGE PER WEAPON PER TRANSFER.

5: THE CUSTOMER MUST ENSURE TRIPLE CREEK RECEIVES A COPY OF THE DEALER'S FFL LICENSE FROM WHOM THE FIREARM WAS PURCHASED. A COPY MUST BE PROVIDED **PRIOR** TO SHIPPING THE WEAPON TO OUR STORE.

EMAIL: INFO@TRIPLECREEK.NET

PLEASE ENSURE THAT YOUR EMAIL INCLUDES A PHONE NUMBER, CONTACT NAME, YOUR NAME, ORDER NUMBER, AND THE FIREARM'S MAKE, MODEL, AND SERIAL NUMBER. THIS INFORMATION WILL HELP US ACCURATELY ASSOCIATE YOUR WEAPON UPON ITS ARRIVAL AT OUR STORE.

6: ONCE THE FIREARM IS RECEIVED BY TRIPLE CREEK, LLC IF WE HAVE YOUR INFORMATION WE WILL NOTITY YOU. YOU WILL THEN BE REQUIRED TO COME IN STORE WITH A VALID ID AND FILL OUT THE REQUIRED PAPERWORK. THIS PAPERWORK INCLUDES THE NECESSARY FEDERAL FORM (4473).

7: IF WE RECEIVE A FIREARM FOR TRANSFER TO YOU AND YOU CANNOT OBTAIN IT FOR ANY REASON, INCLUDING DENIAL BY THE FLORIDA DEPARTMENT OF LAW ENFORCEMENT (FOLE) OR YOUR ADMISSION ON FORM 4473, YOU MUST PAY SHIPMENT CHARGES TO RETURN THE FIREARM TO THE ORIGINAL DEALER. IF NO ARRANGEMENTS ARE MADE WITHIN 30 DAYS, THE WEAPON WILL BECOME PROPERTY OF TRIPLE CREEK, LLC.

8: ADVANCE NOTICE IS REQUIRED FOR EXCEPTIONS AND MAY INCUR ADDITIONAL FEES.

9: TRIPLE CREEK, LLC SHALL NOT BE HELD RESPONSIBLE FOR THE CONDITION OF THE WEAPON. ANY WARRANTIES PROVIDED ARE EXCLUSIVELY BETWEEN THE PURCHASER AND THE ORIGINAL DEALER.

*TRIPLE CREEK, LLC HAS THE RIGHT TO CANCEL ANY TRANSACTION(S) AT ANY GIVEN TIME FOR ANY REASON