

BLUECREATION SHIPMENT POLICY

This Shipping Policy is to be used in conjunction with the General Terms and Conditions (GENERALTNC-002)

1. GENERAL TERMS

- 1.1 BlueCreation shipments are Ex-Works - Incoterms. This means that BlueCreation is not responsible for any shipment after it has left BlueCreation's premises. The Customer pays all transportation costs and also bears the risks for bringing the goods to their final destination.
- 1.2 The Customer is solely responsible for customs clearance of international shipments. It is responsible for obtaining, at its own cost such import licenses and other consents in relation to the Goods. If required by BlueCreation the Customer shall make those licences and consents available to BlueCreation prior to the relevant shipment. The Customer bears the risk of loss during shipment, including seizure at customs. Any other handling, duties, customs, exportation fees, shipping costs, etc. are the responsibility of the Customer.
- 1.3 BlueCreation prefers to ship on the buyer's shipping account. We currently accept shipping account for the following couriers: FedEx, UPS and DHL (though we reserve the right to add or remove shipping companies to the list of acceptable vendors). BlueCreation will ship using the method that the buyer requests. If no method is specified, BlueCreation will ship Economy or Standard. If the buyer does not have a shipping account, BlueCreation will ship on its account and will charge all shipping charges - including any taxes, duties, and handling fees - to the Customer. BlueCreation is not responsible for any duties and taxes associated with a shipment. All duties and taxes will be billed to the Customer. Purchase orders and order forms will not be accepted without either the Customer's shipping account number or a request to use BlueCreation's shipping account.
- 1.4 Ownership of the Goods shall pass to the Customer once BlueCreation has received all monies owed by the Customer.
- 1.5 Shipping fees are not refundable under any circumstance.