



WORLD WIDE MOVERS, INC.

Firearms in your shipment

World Wide Movers can and will move your unloaded personal firearms, provided they aren't on the excluded list. That list includes assault weapons, machine guns, short barrel (16") shotguns, short barrel (16") rifles, and silencers.

When you are moving across state lines you must be aware of state and local laws to ensure that movement of firearms into the new state does not violate any laws. Depending on where you're moving to, the new state or city may not recognize permits or licenses issued by another state. If this is the case, you need to research what your new state requires of you before moving into the state with your firearms. Check with your new state and the Bureau of Alcohol, Tobacco, Firearms and Explosives [ATF](#) to find more information.

We will not ship any ammunition. We are prohibited from moving dangerous and/or combustible items and material, such as propane tanks, aerosols, paint and other chemicals, as well as ammunition.

So what will we ship? Pretty much everything else. That includes conventional firearms, antique firearms and surplus military firearms -- as long as you have the correct licenses and permits required by law.

We will need the make, model and serial number of all firearms to be included in your shipment. Your packer will write the make, model, serial number, unique characteristics, and caliber/gauge on the inventories. It is your responsibility to ensure that the firearms are unloaded and this information is written on the inventories.

Your packers will pack firearms in normal fashion to prevent damage to the item, ensuring that all firearms are not loaded. Large firearms may have their own padded case. Firearms that will not fit in a carton will be properly padded.

The outside of the carton will be marked as sporting goods. It is against the Bureau of Alcohol, Tobacco, Firearms and Explosives regulations to in any way indicate that there is a firearm in the carton.

Gun safes can be transported with other household items, so long as they're empty and unlocked.