



Game Over Taxidermy CC

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GAME OVER TAXIDERMISTRY

CLIENT INFORMATION SHEET



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Dear Valued Game Over Taxidermy Client

Please give me an opportunity to thank you for your consideration in using Game Over Taxidermy to process your valued hunting trophies. Please be assured of our best service and quality workmanship at all times. Explained hereunder is a short clarification of the taxidermy process and the procedures taken to successfully process your order from the time Game Over Taxidermy receives your trophies until they are delivered to your residence.

1. RECEIVING YOUR TROPHIES

As per arrangement between Game Over Taxidermy and your outfitter, Game Over Taxidermy will either collect your trophies at your outfitters trophy preparation facility or your outfitter will deliver your trophies to our facility.

2. TAXIDERMY ORDERS

Upon arrival at our premises your trophies will be booked into our taxidermy system, which is our custom made production software system. As soon as your order has been captured on the system, Game Over Taxidermy will forward you a quotation and a request for all the required information such as, trophy instructions, directions, etc. As the client you will need to confirm your Taxidermy order by providing all the necessary information and confer a 50% deposit. After receipt of your instructions, Game Over Taxidermy will forward you an itemized tax invoice. Please note that you will have the choice/opportunity to make payment of the deposit only once you have arrived back at home, and thus you will not be required to make payment immediately after we have taken receipt of your trophies.

Payments can be made via electronic wire transfer (preferred), cash, travelers cheques and credit cards. **No cheques will be accepted.** Internet banking or deposits will not be possible, since your bank will need written confirmation from you to transfer the funds. In case of travelers cheques, please ensure that your own name and address is reflected on the travelers cheques provided. After receipt of your confirmation the trophies will be placed into production, which will take approximately three to four months. Please note that your delivery date will only be calculated from the time we have received both your confirmation and the 50% deposit. Regular updates will be sent to you via e-mail to keep you informed about the progress of your order.

3. SHIPPING TAXIDERMY TROPHIES

Once your trophies have been processed in full they will be packed and crated. The crates as well as the crate sizes will be presented to three reputable shipping agents in order to obtain the best shipping quote to your nearest port of entry. The shipping costs as well as the final taxidermy payment will be forwarded to you for review. The full and final imbursement on your taxidermy work as well as the shipping costs will be payable to Game Over Taxidermy, unless instructions indicate for payments to be made to another organization or agent. However, please note that by making only one payment, you will be saving on banking fees.

The chosen shipping agent will subsequently bill Game Over Taxidermy for the shipping costs incurred for the transport of your trophies from South Africa to your closest port of entry, or as indicated on the shipping invoice. As soon as the final taxidermy payment and shipping bill has been settled in full, your trophies will be released to the shipping agent to be transported to your designated clearing agent (or customs broker) at the applicable port of entry. If you do not have a designated clearing agent, Game Over Taxidermy will be able to appoint or recommend a reputable clearing agent on your behalf. The clearing agent will then contact you in order to obtain a Power of Attorney from you as well as any other relevant information which might be required. All clearing fees at the port of entry as well as the delivery charges will be for the sole account of the client, where relevant.



4. DIPPING AND PACKING OF TROPHIES (DIP AND SHIP)

Game Over Taxidermy can provide a full Dip and Pack service to clients, who prefer to have their trophies prepared or processed by their local taxidermists.

4.1. All Dip and Pack Shipments to the USA

Dip and Pack shipments can only be sent to a USDA approved facility such as a USDA approved taxidermy or tannery. For more information, please go to www.aphis.usda.gov/NCIE/query-app-estab.html.

As the client you will need to confirm your Dip and Pack order by verifying that all the items on the invoice are accounted for and also by conferring the full and final payment in advance. Payments can be made via electronic wire transfer (preferred), cash, travelers cheques and credit cards. **No cheques will be accepted.** Internet banking or deposits will not be possible, since your bank will need written confirmation from you to transfer the funds. In case of travelers cheques, please ensure that your own name and address is reflected on the travelers cheques provided. After receipt of your confirmation and payment, the trophies will be placed into production, which will take approximately three to four months. Regular updates will be sent to you via e-mail to keep you informed about the progress of your order.

4.2. The Shipping of Dipped and Packed Trophies

After the completion of your trophies, Game Over Taxidermy will deliver your Dipped and Packed trophies to a designated shipping agent in South Africa. The shipping agent will contact you with regards to the shipping bill and to confirm all the relevant information. The shipping agent will then send your shipment as well as all the necessary legal and export documentation to your designated clearing agent (customs broker) at the appropriate port of entry. If you do not have a designated clearing agent, Game Over Taxidermy will be able to appoint or recommend a reputable clearing agent on your behalf. The clearing agent will then contact you in order to obtain a Power of Attorney from you as well as any other relevant information which might be required. All clearing fees at the port of entry as well as the delivery charges will be for the sole account of the client, where relevant.

5. CLEARING AGENTS

Your local clearing agent (or customs broker) will approve or clear your trophies along with your country's Customs Department, Conservation Body and Veterinary Department, in order to conclude the legal importation of your trophies.

6. CITES PERMITS

CITES Import Permits are the sole responsibility of the client. Please note that CITES Import Permits are only valid for one year and that you need to contact your local conservation body to apply for these permits. Your clearing agent can also assist you in applying for these permits. The original permit/s will be requested by your clearing agent when approving or clearing your trophies in your country or origin. Copies of your permits must be faxed to Game Over Taxidermy in order to submit an application, obtain and/or reapply for CITES Export Permits from South Africa. Please note that all CITES Export Permits will be applied for by Game Over Taxidermy.



7. IMPORTATIONS TO AFRICA

As the client, you will be solely responsible for the Dip and Pack services of the trophies as well as the documentation fees in your country of origin. These are usually payable after your hunt or before the trophies are released for shipment to South Africa. All importation fees (such as shipping costs, documentation fees, irradiation fees and delivery fees to Game Over Taxidermy) are to be paid in full along with the taxidermy deposit.

8. PAYMENTS TO GAME OVER TAXIDERMY

Please note that funds have to be transferred in the currency stated on your invoice and must be paid into the account as indicated on the statement. Please do not make any payment in South African Rands. All credit card payments will be subjected to a 5% transaction fee. Internet transfers or deposits will not be accepted, since your bank will need written confirmation from you to transfer the funds to a foreign country.

9. ILLUSTRATIONS FOR SHOULDER AND PEDESTAL MOUNTS

9.1. Shoulder or Pedestal Mounts With an Eighth, Quarter or Half Turn to the Right (Figure 1)

- **Eighth ($\frac{1}{8}$) turn to the right:** If you were to stand directly in front of a shoulder or pedestal mount trophy that has an eighth of a turn to the right, its head will be turned very slightly ($\pm 12^\circ$ from the centerline) to the right from the trophy's perspective. The animal would then be looking very slightly to your left side.
- **Quarter ($\frac{1}{4}$) turn to the right:** If you were to stand directly in front of a shoulder or pedestal mount trophy that has a quarter of a turn to the right, its head will be turned slightly ($\pm 23^\circ$ from the centerline) to the right from the trophy's perspective. The animal would then be looking slightly to your left side.
- **Half ($\frac{1}{2}$) turn to the right:** If you were to stand directly in front of a shoulder or pedestal mount trophy that has a half turn to the right, its head will be turned strongly ($\pm 45^\circ$ from the centerline) to the right from the trophy's perspective. The animal would then be looking strongly to your left side. A half turn is usually not desirable on many of the species.

9.2. Shoulder or Pedestal Mounts With an Eighth, Quarter or Half Turn to the Left (Figure 2)

- **Eighth ($\frac{1}{8}$) turn to the left:** If you were to stand directly in front of a shoulder or pedestal mount trophy that has an eighth of a turn to the left, its head will be turned very slightly ($\pm 12^\circ$ from the centerline) to the left from the trophy's perspective. The animal would then be looking very slightly to your right side.
- **Quarter ($\frac{1}{4}$) turn to the left:** If you were to stand directly in front of a shoulder or pedestal mount trophy that has a quarter of a turn to the left, its head will be turned slightly ($\pm 23^\circ$ from the centerline) to the left from the trophy's perspective. The animal would then be looking slightly to your right side.
- **Half ($\frac{1}{2}$) turn to the left:** If you were to stand directly in front of a shoulder or pedestal mount trophy that has a half turn to the left, its head will be turned strongly ($\pm 45^\circ$ from the centerline) to the left from the trophy's perspective. The animal would then be looking strongly to your right side. A half turn is usually not desirable on many of the species.



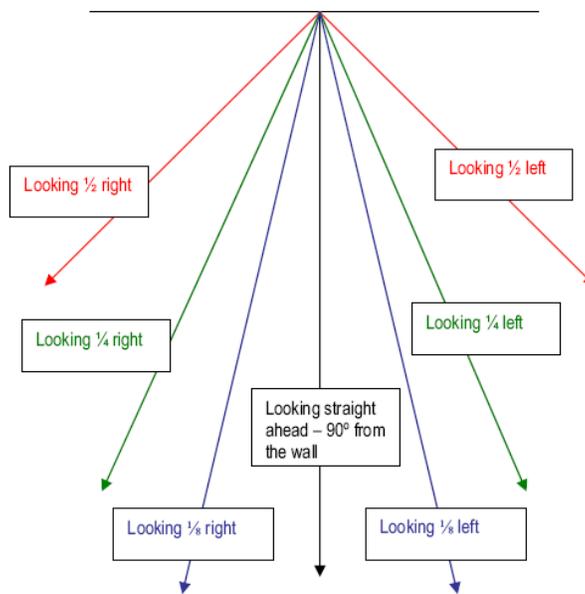


Figure 1: Quarter (1/4) turn to the right

Figure 2: Quarter (1/4) turn to the left

10. ILLUSTRATIONS FOR WALL PEDESTAL MOUNTS

Wall pedestals can either be a right turn or a left turn. There are different directions within the right and left turns.

10.1. Wall Pedestal with a Right Turn (Figure 3)

- **A right turn looking straight** means that the left shoulder of the animal is against the wall and the animal is looking straight out from the wall (90° turn). Therefore, if you were to stand directly in front of the animal it would be looking straight at you.
- **Eight (1/8) turn to the right:** If you were to stand directly in front of a wall pedestal trophy that is an eight turn to the right, the animal would then be looking over your left shoulder, its head turned very slightly away from the center (as if the animal is looking at something behind it).
- **Quarter (1/4) turn to the right:** If you were to stand directly in front of a wall pedestal trophy that is an quarter turn to the right, the animal would then be looking over your left shoulder, its head turned slightly away from the center, but a more pronounced turn (as if the animal is looking at something behind it).
- **Half (1/2) turn to the right:** If you were to stand directly in front of a wall pedestal trophy that is a half turn to the right, the animal would then be looking over your left shoulder, its head turned quite extremely away from the center (as if the animal is looking at something behind it).
- **Eight (1/8) turn to the left:** If you were to stand directly in front of a wall pedestal trophy that is an eight turn to the left, the animal would then be looking over your right shoulder, its head turned very slightly away from the center (as if the animal is looking ahead).
- **Quarter (1/4) turn to the left:** If you were to stand directly in front of a wall pedestal trophy that is a quarter turn to the left, the animal would then be looking over your right shoulder, its head turned slightly away from the center, but a more pronounced turn (as if the animal is looking ahead).

- **Half ($\frac{1}{2}$) turn to the left:** If you were to stand directly in front of a wall pedestal trophy that is a half turn to the left, the animal would then be looking over your right shoulder, its head turned quite extremely away from the center (as if the animal is looking ahead).

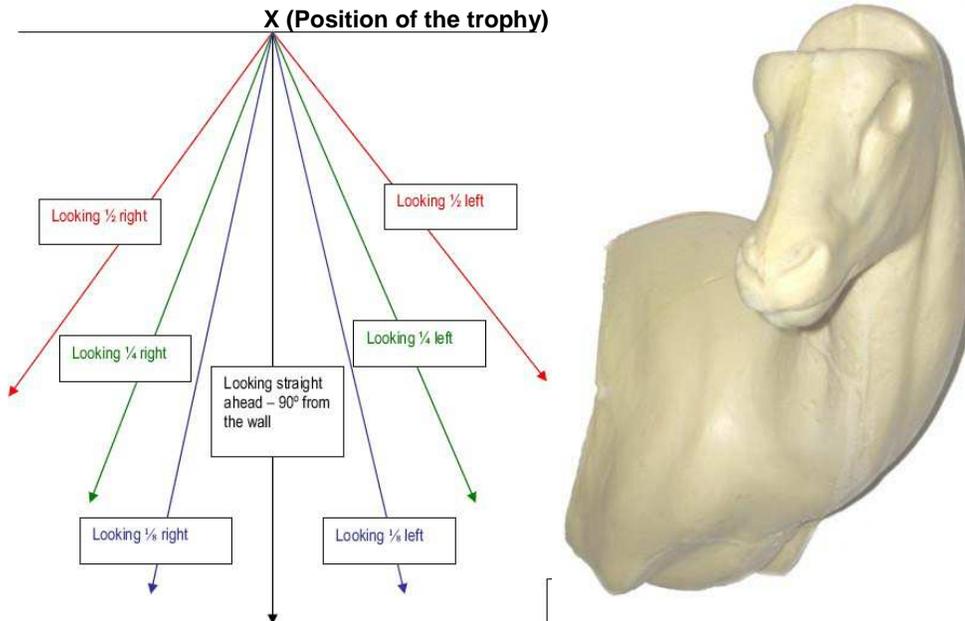


Figure 3: Wall pedestal with a right turn (left shoulder level against the wall) looking a quarter ($\frac{1}{4}$) right

10.2. Wall Pedestal with a Left Turn (Figure 4)

- **A left turn looking straight** means that the right shoulder of the animal is against the wall and the animal is looking straight out from the wall (90° turn) Therefore, if you were to stand directly in front of the animal it would be looking straight at you.
- **Eight ($\frac{1}{8}$) turn to the right:** If you were to stand directly in front of a wall pedestal trophy that is an eighth turn to the right, the animal would then be looking over your left shoulder, its head turned very slightly away from the center (as if the animal is looking ahead).
- **Quarter ($\frac{1}{4}$) turn to the right:** If you were to stand directly in front of a wall pedestal trophy that is a quarter turn to the right, the animal would then be looking over your left shoulder, its head turned slightly away from the center, but a more pronounced turn (as if the animal is looking ahead).
- **Half ($\frac{1}{2}$) turn to the right:** If you were to stand directly in front of a wall pedestal trophy that is a half turn to the right, the animal would then be looking over your left shoulder, its head turned its head turned quite extremely away from the center (as if the animal is looking ahead).
- **Eight ($\frac{1}{8}$) turn to the left:** If you were to stand directly in front of a wall pedestal trophy that is an eighth turn to the left, the animal would then be looking over your right shoulder, its head turned very slightly away from the center (as if the animal is looking at something behind it).
- **Quarter ($\frac{1}{4}$) turn to the left:** If you were to stand directly in front of a wall pedestal trophy that is a quarter turn to the left, the animal would then be looking over your right shoulder, its head turned slightly away from the center, but a more pronounced turn (as if the animal is looking at something behind it).

- **Half (½) turn to the left:** If you were to stand directly in front of a wall pedestal trophy that is a half turn to the left, the animal would then be looking over your right shoulder, its head turned quite extremely away from the center (as if the animal is looking at something behind it).

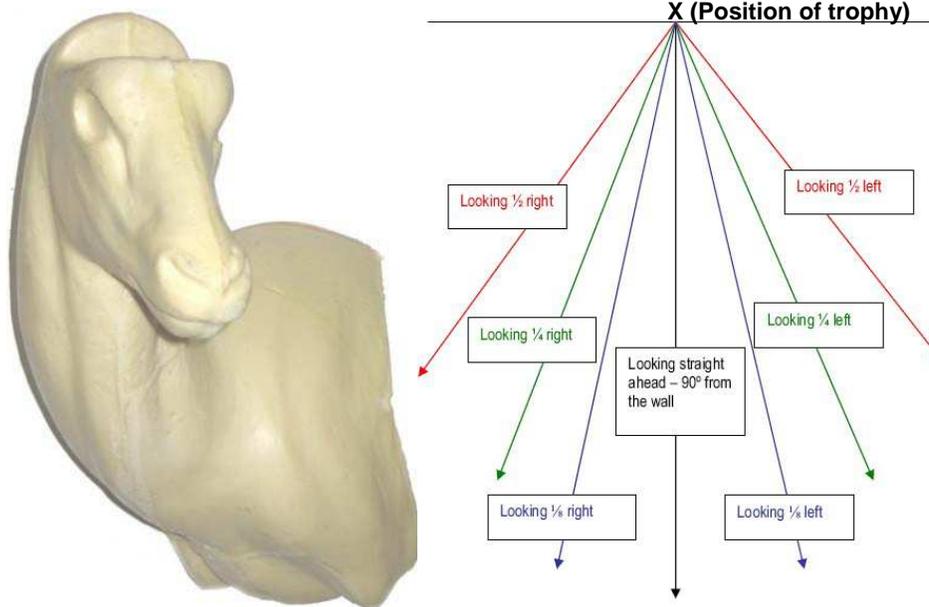


Figure 4: Wall pedestal with a left turn (right shoulder level against the wall) looking a quarter (¼) left

11. ILLUSTRATIONS FOR FULL MOUNTS

Full body mounts (or full mounts for short) are available with floor bases that will be able to stand free on a flat surface or with a wall base that can be hung on a vertical surface or wall. Wall bases are only practical for small to medium sized species. When confirming your order, please indicate clearly whether you prefer to have your full mount with a floor or wall base.

Full mounts are explained in degrees in order to eliminate confusion

- **Looking Straight (0°):** If you were to stand directly in front of a full mount trophy that is looking straight, its head will be looking parallel to the body of the mount. The animal would then be looking straight at you.
- **Turned to the right looking 45°:** If you were to stand directly in front of a full mount trophy that is turned 45° to the right, its head will be turned 45° from the 0° centerline, to the right from the trophy's perspective. The animal would then be looking 45° from the 0° centerline, to your left side.
- **Turned to the right looking 90°:** If you were to stand directly in front of a full mount trophy that is turned 90° to the right, its head will be turned 90° from the 0° centerline, to the right from the trophy's perspective. The animal would then be looking 90° from the 0° centerline, to your left side.
- **Turned to the right looking 135°:** If you were to stand directly in front of a full mount trophy that is turned 135° to the right, its head will be turned 135° from the 0° centerline, to the right from the trophy's perspective. The animal would then be looking slightly to its back, 135° from the 0° centerline, to your left side.

- **Turned to the right looking 180°:** If you were to stand directly in front of a full mount trophy that is turned 180° to the right, its head will be turned 180° from the 0° centerline, to the right from the trophy's perspective. The animal would then be looking completely over its back, 180° from the 0° centerline, your left side.
- **Turned to the left looking 45°:** If you were to stand directly in front of a full mount trophy that is turned 45° to the left, its head will be turned 45° from the 0° centerline, to the left from the trophy's perspective. The animal would then be looking 45° from the 0° centerline, to your right side.
- **Turned to the left looking 90°:** If you were to stand directly in front of a full mount trophy that is turned 90° to the left, its head will be turned 90° from the 0° centerline, to the left from the trophy's perspective. The animal would then be looking 90° from the 0° centerline, your right side.
- **Turned to the left looking 135°:** If you were to stand directly in front of a full mount trophy that is turned 135° to the left, its head will be turned 135° from the 0° centerline, to the left from the trophy's perspective. The animal would then be looking slightly over its back, 135° from the 0° centerline, to your right side.
- **Turned to the left looking 180°:** If you were to stand directly in front of a full mount trophy that is turned 180° to the left, its head will be turned 180° from the 0° centerline, to the left from the trophy's perspective. The animal would then be looking completely over its back, 180° from the 0° centerline, to your right side.



Figure 5: Wall base with a left turn at 45°



Figure 6: Floor base with a right turn at 90°

12. GAME OVER TAXIDERMY CLIENT INFORMATION SHEET

(Please leave this form with your Outfitter or PH)

NAME OF OUTFITTER		PROCESS <small>Please mark with X</small>	TAXIDERMY	
NAME OF PH			DIP AND PACK	
PH REG NO				

CLIENT'S FULL NAMES <small>(This name should appear on the PH register. As indicated on birth certificate, no initials)</small>				
RESIDENTIAL ADDRESS <small>(This address should appear on the PH register)</small>	WORK ADDRESS			
	STREET:		STREET:	
	CITY:		CITY:	
	ZIP CODE:		ZIP CODE:	
HOME TEL		WORK TEL		
HOME FAX		WORK FAX		
MOBILE/CELL		MOBILE/CELL		
HOME E-MAIL		WORK E-MAIL		

CUSTOMS CLEARING AGENT DETAILS		SHIPPING ADDRESS
CUSTOMS BROKER		
LOCAL TAXIDERMIST		

TROPHY CONSOLIDATION <small>(Please mark with X)</small>	
Consolidation 1	More than one client, with more than one crate and more than one export permit. ALL CRATES TO SHIP AT THE SAME TIME TO THE SAME PORT OF ENTRY.
Consolidation 2	More than one client, shipped in one crate, with one export permit.
Consolidation 3	More than one client, shipped in one crate, with more than one export permit.
NAMES OF CLIENTS TO BE CONSOLIDATED	

PREFERRED METHOD OF PAYMENT	ELECTRONIC WIRE TRANSFER	CASH	TRAVELERS CHEQUE	CREDIT CARD
AMOUNT LEFT WITH OUTFITTER OR PH, AS DEPOSIT OR DIP & PACK PAYMENT			\$	

SPECIAL INSTRUCTIONS:
TROPHY INSTRUCTIONS:

