

CONTRACTORS CLOTHING CO. RETURN / EXCHANGE FORM

For fast exchange, place a new order on our website and send your current item(s) back, marked as a refund.

STEP 1: PLEASE REVIEW OUR RETURN CRITERIA BELOW

- Items must be in new, unworn, unwashed and unaltered condition with original tags attached.
- Footwear must be returned in original shoe box.
- Custom embroidered items can only be returned if the product is defective.
- Most products may be exchanged up to 90 days. Contact us for details.

We reserve the right to refuse returned merchandise based on our own assessment of condition. In addition, we may charge a restocking fee of 20%. We DO NOT pay for return shipping for the items being returned as well as the shipping back of the new items.

STEP 2: CUSTOMER INFORMATION

You do not need to fill out step 2 if you are including your receipt with this form.

Order # _____ Full Name: _____
Address: _____ Email: _____
City: _____ State: _____ Zip Code: _____

STEP 3: PRODUCTS YOU ARE RETURNING

PRODUCT CODE	SIZE	COLOR	QTY	PRICE	REASON FOR RETURN?

STEP 4: REFUND OR EXCHANGE

- I would like a REFUND. (You DO NOT need to fill out section below)
 I would like to EXCHANGE. (Please fill out section below)

PRODUCT CODE	SIZE	COLOR	QTY	PRICE	DESCRIPTION

CARD TYPE: Visa Master Card American Express Discover

CARD NUMBER: _____

NAME ON CARD: _____

EXPIRATION DATE: _____

STEP 5: HOW TO SHIP BACK

1. Print out this form and enclose this in your package, along with your receipt (if you have it).
2. Print and cut out the return label (page 2). Attach to outside of package with clear tape.
3. Please ship all returns to:

Contractors Clothing Co.
29350 John R. Road
Madison Heights, MI 48071

Contractors Clothing is not responsible for lost or damaged packages. Please record your tracking number before sending.

Please add correct postage to package

CONTRACTORS CLOTHING CO. RETURN

ORDER # : _____

**29350 John R. Road
Madison Heights, MI 48071**

Please use clear tape to attach this return label to your package.