

# REMINGTON REPAIR INSTRUCTIONS

Name: Steve Prossley Model: 710 ADL  
Mailing Address: 9935 Monterey Hwy Serial #: B 678 7764  
Monterey TN 38594 Date of Purchase: You have this  
(If available, please attach a copy of the proof of purchase.)  
Telephone: Day 931 839 3201 information on file.  
Evening 931 839 3121

Please describe the problem you are having with your firearm: Firearm was initially  
returned to factory for delayed firing. New trigger assembly  
was installed. Safety doesn't work properly now. When you take  
safety off (put to fire position) will not return to safe  
position unless bolt is raised. If you have any  
questions, please call.

## Optional Information:

Ammo Type: \_\_\_\_\_ Brand: \_\_\_\_\_ or Handload Specifications: \_\_\_\_\_

Bullet Weight: \_\_\_\_\_ Shot Size: \_\_\_\_\_

If your firearm has previously been repaired/evaluated by Remington or a Remington Authorized Repair Center, please provide copies of your repair paperwork.

Your firearm will be evaluated using the following criteria to determine if the repair will be charged to Remington: Date of Purchase Type of Repair Condition/Owner Maintenance

## Payment

Chargeable repairs under \$75 will be completed and returned C.O.D.. To avoid C.O.D processing, you may provide credit card authorization now. An estimate will be mailed for repairs over \$75. If you wish, you can also expedite repairs over \$75 by setting a pre-authorized amount that can be billed to your credit card.

You may repair my firearm and bill my credit card for charges up to \$ \_\_\_\_\_.

Credit Card Number: \_\_\_\_\_ Expiration Date: \_\_\_\_\_  
(American Express, Discover, MasterCard, or Visa)

Signature: \_\_\_\_\_

## Reminders:

Record your serial number—it will help reference your repair.

Properly package your unloaded firearm. Do not ship in a hard case If you would like to order a box, please call our Parts Department: 800-243-9700, 9 a.m.- 5p.m., EST.

Do not send live/loaded ammunition with your firearm.

Remove all accessories.