

Before You Charge Backers

The China-to-U.S. Shipping Fee Readiness Checklist for Kickstarter Board Games



Do not charge shipping just because the pledge manager can accept numbers.

Charge only when the shipping table, final carton file, receiving hub, import-cost assumption, and backer update still describe the same shipment.



5-Question Gate

Answer these 5 questions before you charge backers in BackerKit, Gamefound, or another pledge manager.

1. Have final carton weights been measured after final pack-out?
2. Is the receiving hub final?
3. Does the shipping table use the latest item and packaging weights?
4. Is the DDP, importer, or tax handling final?
5. Has address-lock timing already been set and communicated?



Stop Rule

- Any two "No" answers = do not charge yet.
- One "No" on final carton weights, receiving hub, or import-cost handling = pause anyway.



Fast Stop Signals

If any of these are true, the shipping charge is probably ahead of the shipment.

- Carton count is still moving.
- The BackerKit or Gamefound table uses old weights.
- Shipping zones still are rough.
- Freight was booked before final hub or weight stability.
- Address-lock timing still is unclear.
- The shipment is still physically changing while the fee table is being treated as final.



**A pledge manager can collect a fee.
It cannot make unstable shipment assumptions safe.**

Where The Fee Breaks Before You Charge Backers

Use this page when the shipping table already exists, but you are not sure it still matches the real China-to-U.S. shipment.

Where The Fee Breaks

If one of these inputs changed, the shipping charge may no longer belong to the same shipment.

What changed	What breaks next	What to fix before charging
Final carton weight	The BackerKit or Gamefound shipping table may be using old numbers.	Remeasure the current pack-out and rebuild the table from the final weight inputs.
Carton count	The freight plan, receiving plan, and fee table may stop describing the same load.	Freeze carton count and confirm the table still belongs to that exact shipment.
Shipping zones	Backers may be charged from rough placeholders instead of the actual release plan.	Finalize the zone map before the live shipping charge goes out.
Receiving hub	The freight booking may point one way while the shipping table assumes a different U.S. hub.	Reconfirm the receiving hub and rerun the shipping table if the hub changed.
DDP / importer / tax handling	The campaign may charge shipping before it can clearly say where import cost belongs.	Finish the import-cost decision before the shipping table becomes a backer-facing promise.
Address-lock timing	The campaign may charge first and sort address readiness later.	Set the address-lock window and update backers before the shipping charge goes live.

Why This Gets Expensive

- 1 Fixing a carton-weight or carton-count mismatch at China pack-out usually is cheaper than discovering it after the shipment reaches the U.S.
- 2 Once the shipping charge is wrong, the campaign may have to absorb higher parcel cost, reopen shipping charges, explain a surcharge, delay address lock, or ask support to handle angry backers.
- 3 A wrong shipping charge is not just a platform setup issue. It becomes a commercial problem.

Send WinsBS These Files For A Stop/Go Review

Send the file set before you charge backers, not after the warehouse or support team has to discover the mismatch.

- Current BackerKit, Gamefound, or other pledge-manager shipping table
- Address-lock timing
- Carton count
- DDP or importer assumption
- Carton weight
- Tax setting
- Packing list
- Freight quote or booked lane
- Receiving hub plan
- Latest backer shipping communication

WinsBS will review whether the shipping table is actually ready, which assumptions still are unstable, and whether charging now creates a backer-facing mismatch.

Send Your Shipping Table For Review

winsbs.com/start-free/