WHAT YOU NEED TO KNOW BEFORE YOU TRAVEL OUTSIDE THE U.S.

Export Control Office

When you travel abroad for UCSD business or with UCSD property, safety and security must be a primary consideration. The U.S. State Department provides valuable country-specific information for travelers, and should be consulted before your trip.

In addition to your personal safety, it is your responsibility as a UCSD employee to safeguard items and sensitive data under your control while on travel. The U.S. Government controls the export of physical items, or proprietary data, outside of the U.S., or access to these items or data by foreign nationals, no matter the location.

It is the traveler’s responsibility to abide by export control requirements to avoid potential loss of proprietary information or technology. Penalties for export violations range from thousands to millions of dollars per violation.

Contact the UCSD Export Control Office for guidance on export license requirements for items you may be hand carrying or shipping abroad. export@ucsd.edu

BE AWARE OF ANY IMPORT RESTRICTIONS

Many countries restrict importation of biological, pathogenic or infectious materials and encrypted software or devices, among others. You may also be responsible for duties or taxes if you don’t have proper documentation when entering customs.

Travel to CUBA, IRAN, SYRIA, SUDAN and NORTH KOREA is highly regulated and may require a license. Contact the Export Control Office if you plan to travel to one of these countries.

What is an Export?

- Physical items, whether shipped, packed in luggage, or carried on, including proprietary technical data
- All physical or hand carried items are exports that may require a license or a license exception
- Contact UCSD Export Control for assistance: http://export.ucsd.edu

Visit http://export.ucsd.edu/ for more information on Export Controls

Some Export Controlled items: Laptops, Smartphones, PDAs and GPS; Software (including Windows, Mac and Linux OS); anything with encryption technology; prototypes; materials, components, hardware, samples; proprietary information.