

Export Customs Clearance for Fedex Express Shipments – New Zealand

All goods going out of New Zealand must be cleared through the border before we can expedite delivery of your shipments.

We endeavour to make your exporting experience as smooth as possible, however you will need to be aware of certain Government Regulations and Authorities which may delay or restrict the Customs Clearance of your shipments.

Export

Learn about international agreements, guidance and documentation you'll need as an exporter.

You can learn more about these international agreements and Customs' role in the export sector and access information, guidance and documentation you will need in your important role as a New Zealand exporter by clicking below link: -

https://www.customs.govt.nz/business/export/

Top Three Reasons for Delayed Clearance

1. **Client Code** - A client code is required as part of the import and export entry preparation and Customs clearance for shipments valued at NZ\$1000 or more

https://www.customs.govt.nz/business/import/lodge-your-importentry/client-codes/

- 2. **Missing or Incomplete Documentation** (some or all maybe required)
- ✓ Commercial Invoice (in English)
- ✓ Packing List
- ✓ Copy of Permit (if required)
- ✓ Country of Origin
- ✓ Certificate of Origin
- ✓ Detailed description of goods, including itemised breakdown of commodities
- ✓ Textile composition



3. Export **Prohibited/Restricted** Commodities including CITES

Certain commodities are Prohibited and or Restricted – please refer to the below links to see what is required before shipping: -

https://www.customs.govt.nz/business/export/export-prohibitions-and-restrictions/

FedEx Information

For complete terms and conditions governing FedEx's services and the type of shipments that FedEx will accept for transportation, please refer to the reverse side of the FedEx International Air Waybill, the Standard Conditions of Carriage and also the FedEx Express New Zealand website.

https://www.fedex.com/en-nz/conditions-of-carriage.html