



Regular Office Hours

Thursday-Monday, 0900-1700
Mountain Time (MT)

Hours of Service for Entrance and Clearance

Inspection services for the entrance/ arrival of aircraft at Eagle County Regional Airport are available Thursday-Monday, 0900-1700 (MT) in accordance with the port's permission to land procedures.

Commercial aircraft operators departing the U.S. must obtain an outbound clearance by contacting CBP directly.

Contact Information

(970) 524-0490 CBP Eagle County Regional Airport

Permission to Land Procedures

Eagle County Regional Airport (KEGE) is designated as a "user fee airport" [19 CFR 122.1(m);19 CFR 122.15].

Pilots must secure permission to land by contacting CBP prior to departure from the foreign port or place.

Permission to land is granted with a tolerance of (+/-) 30 minutes. If your ETA deviates outside these parameters, previously granted permission(s) are invalid and you must contact the CBP port to re-secure permission to land.

Inspection Process

- Aircraft will be parked and cleared on the ramp at the Signature FBO.
- A CBP Officer will meet the aircraft on the ramp to begin the inspection.
- All crew and passengers will be processed plane-side.
- Be prepared to present passports, visas, pilot's license, medical certificate, aircraft registration, and user fee decal (if appropriate).

Special Procedures/Miscellaneous

- The port is closed on Tuesday and Wednesday.
- After hours service may be available with advance notification received during duty hours.
- This airport is a "User Fee" airport and fees are charged by the FBO for CBP services.
- Diversions: Due to weather or airport closures, proceed to Denver International (KDEN/DEN) as an alternate unless arrangements with another CBP staffed airport have been made.
- Commercial cargo cannot be processed at this airport.

NOTE: For further detailed information regarding national GA processing standards and procedures, please refer to the CBP Private Aircraft Arrival Information Document or contact GAsupport@cbp.dhs.gov