



Boise Airport

4655 S. Enterprise Street, Boise ID 83705

Regular Office Hours

Monday-Friday, 0830-1930
Mountain Time (MT)

Hours of Service for Entrance and Clearance

Inspection services for the entrance/ arrival of aircraft at Boise Airport are generally available M-F, 0830-1930 in accordance with the port's permission to land procedures. After hours and weekends may be approved on a case-by-case basis.

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

Contact Information

(208) 972-8730 CBP Boise General Aviation Facility
(503) 335-2900 Area Port of Portland
(800) 973-2867 SECTOR Communications toll free
(407) 975-1740 SECTOR Communications
cbp-boi@cbp.dhs.gov

Permission to Land Procedures

Pilots must secure permission to land by contacting CBP prior to departure from foreign and at least one business day in advance of the anticipated arrival time at KBOI.

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

Inspection Process

- Aircraft should park at the CBP Ramp.
- Air Traffic Control/Ground can direct you to the CBP Ramp if needed.
- A CBP Officer will meet the aircraft on the ramp to begin the inspection.
- Be prepared to present passports, visas, pilot's license, medical certificate, aircraft registration, and user fee decal (if appropriate).
- Regulated waste/garbage will be handled by Jackson Jet Center 208-338-3300.

Special Procedures/Miscellaneous

- Accurate ETA's and timely updates are critical.
- Weekend and after hours service are approved on a case by case basis.
- Weekend and after hours permission to land requests must be made prior to Friday at 1600 hours (MT).

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