

■ACEにおけるディスポジション・コード(抜粋)

Disposition Codes		
Code	Name	Description
1A	Entered: Intensive examination required	Generated as a result of selectivity processing or CBP manual posting: Writes ENT quantity to the bill. An entry has been filed against the cargo, and it is pending examination by CBP. Cargo is not RELEASED.
1B	Released: Intensive examination completed	Generated as a result of selectivity processing or CBP manual posting: Writes REL quantity to the bill. The cargo examination by CBP has been completed and the cargo has been released. Cargo, however, must be held intact and not released if there are any HOLDS in place against the bill. Do not RELEASE until all HOLDS have been removed.
1C	Entered and released: General examination	Generated as a result of selectivity processing or CBP manual posting. Writes ENT/REL quantity to the bill. Entry has been filed and the cargo has been release: however, the cargo must be held intact if there are any HOLDS in place against the bill. Do not RELEASE the cargo until all HOLDS have been removed.
1J	In-bond movement authorize: Bill of lading open	Generated in response to IT, TE, and IE bill data input by AMS participants or CBP: ENT/REL quantities unaffected. If there are no HOLDS in force at the port of discharge, the cargo may move in-bond to the destination port.
2Q	Do Not Load – No ISF on File	Generated by CBP when no ISF is on file for the BOL. Cargo should not be loaded to a vessel sailing or transiting CBP territory.
2R	Do Not Load – ISF Compliance issue	Generated by CBP when there is an ISF compliance issue. Cargo should not be loaded to a vessel sailing or transiting CBP territory.
6H	No Load	Generated by CBP. Cargo should not be loaded to a vessel sailing or transiting CBP territory.
6I	Release of No Load	Generated by CBP. Cargo may again resume loading to vessel destined for sailing or transiting CBP territory.

出所: 米国税関ウェブサイトを基に N X 総合研究所が作成

https://www.cbp.gov/sites/default/files/assets/documents/2023-Jun/ACE%20Appendix%20N%20-%206.2023_508c.pdf