

Instructions for the FMME

(Forma Migratoria Multiple Electronica)

What you will need:

- Internet access
- Passport
- Printer

People entering Mexico by bus are required to present a completed FMME upon arrival at the border. Anyone not traveling by bus will likely be asked to present this form as well. We recommend everyone complete it ahead of your trip.

This step-by-step will help you fill in the form before your trip and save time at the border.

We have included some information and tips to help you fill in the boxes.

If you have any questions, please contact your group leader.

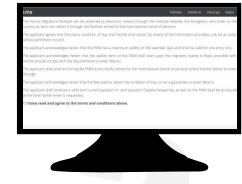
If your passport expires within 6 months of your arrival, you cannot fill this out online. You will have to fill it out in person at the border.



Before your trip visit:
www.inm.gob.mx/fmme



First, change the form to English by clicking **EN**.
Then choose **By Land**.



Scroll down and check the agreement box. Have your passport ready for the next section.

Entry Information:

Point of entry: El Chaparral (for charter buses only)
Point of entry: Otay Mesa

For Puerto Penasco Only:

Point of entry: Sonyota

Identification document:

Type of document: You must use a passport or passport card

Trip Information:

Reason of Trip: Tourism
Specify: Recreational Activities
State: Baja California
Address in Mexico: Valle Redondo

For Puerto Penasco Only:

State: Sonora
Address in Mexico: Puerto Penasco

Click Save
And **PRINT** document.

The screenshot shows the 'Forma Migratoria Múltiple (FMM)' form on the 'gob.mx' website. The form is divided into several sections: 'Entry Information', 'Personal information', 'Identification document', 'Place of residence', 'Trip information', and 'Email'. Red circles highlight specific fields: 'Point of entry*' in the 'Entry Information' section, 'Type of document*' in the 'Identification document' section, 'Trip information' in the 'Trip information' section, and the 'Save' button at the bottom right.

YOU MUST BRING YOUR PRINTED FORM AND PASSPORT TO PRESENT TO BORDER OFFICIALS.