Content	
Title:	Regulations Governing Carrying Coins and Notes Issued in the Mainland Area In and Out of Taiwan Area Ch
Date:	2008.06.27
Legislative :	1.Promulgated on May, 24, 2005 2.Promulgation of name and full text of Regulations Governing Carrying Coins and Notes Issued in the Mainland Area In and Out of Taiwan Area (originally named Rules to Comply With for Carrying Coins and Notes Issued in the Mainland Area In and Out of Taiwan Area) per decree of Financial Supervisory Commission No. Jing-Guan-Yin-(1)-Zi-No.0971000197 dated June 27, 2008 in conjunction with the decree of Central Bank of the Republic of China No. Tai-Yang-Wai-Qi-Zi-No.0970033659. The Regulations are in force on the date of promulgation.
Content :	Article 1 These Regulations are set forth pursuant to Paragraph 2, Article 38 of Act Governing Relations between Peoples of the Taiwan Area and the Mainland Area (referred to as the "Act" hereunder). Article 2 Coins and notes issued in Mainland Area (referred to as "Renminbi" hereunder) may be carried in and out of Taiwan Area within the limit prescribed in Paragraph 1, Article 38 of the Act. Where the amount of Renminbi carried into Taiwan Area by travelers or transport service personnel exceed the prescribed limit, the passenger or transport service personnel shall declare the excess portion voluntarily to and deposit with the Customs. The deposited monies may be carried out when the passenger or transport service personnel leaves Taiwan Area. Article 3 In case a violation of the foregoing paragraph is uncovered by a relevant agency, the Renminbi held by the offender shall be confiscated by the Customs pursuant to Paragraph 1, Article 92 of the Act. Article 4 Renminbi carried in and out of Taiwan Area by travelers or transport service personnel is not counted in the allowable limit of foreign currencies that may be carried in and out of Taiwan Area. Article 5 These Regulations shall be in force from the date of promulgation.

Data Source : Financial Supervisory Commission Laws and Regulations Retrieving System