



SECTION 232 ALUMINUM SMELT AND CAST REQUIREMENTS

Most of the information required for license applications is separately required by CBP as part of the Form 7501, Customs Entry Summary. For certain fields, unique supply chain information was also required for the first time under the AIM system. Specifically, as described in the final rule and as stated in [19 CFR 361.103\(c\)\(1\)\(xiii\)](#), [\(xiv\)](#), and [\(xv\)](#), among other requirements, Commerce requires the applicant to provide the following information:

1. Primary Country of Smelt

The country where the largest volume of primary aluminum used in the manufacture of the imported aluminum product was smelted, referred to as “country of smelt for the largest volume of primary aluminum” or “country of smelt.” This will be the country where the largest volume of new aluminum metal is produced from alumina (or aluminum oxide) by the electrolytic Hall-Héroult process.

Country: _____

2. Secondary Country of Smelt

The country where the second largest volume of primary aluminum used in the manufacture of the imported aluminum product was smelted, referred to as “country of smelt for the second largest volume of primary aluminum” or “second country of smelt.” Note: This will be the country where the largest volume of new aluminum metal is produced from alumina (or aluminum oxide) by the electrolytic Hall-Héroult process. Secondary aluminum is defined as aluminum metal that is produced from recycled aluminum scrap through a re-melting process.

Country: _____

3. Country of Cast

The country where the aluminum used in the imported aluminum product was most recently cast, referred to as “country of most recent cast,” where the aluminum (with or without alloying elements) was last liquified by heat and cast into a solid state. Note: The final solid state can take the form of either a semi-finished product (slab, billets or ingots) or a finished aluminum product.

Country: _____

Signature: _____ Print Name: _____

Company Name: _____ Date: _____