## INFORMATION & STEPS ON HOW TO USE MoA's MOVEMENT CONTROL SERVICE FOR PASSES

The Ministry of Agriculture (MOA) and the Executive Committee on COVID-19 (ECOC) announce the launch of Liberia's first Agriculture Transport Permit System. The tool enables agriculture authorities to grant temporary permission to agriculture actors to move between approved counties amidst the lockdown.

It also allows law enforcement and other state security actors to easily verify if agriculture actors are approved to move between counties.

The MOA requests agriculture actors including farmers, traders and processors who wish to transport agriculture goods between counties to apply for a transport permit by dialing \*747\*104# on the Lonestar Cell MTN network only. The permit system is provided free of charge to the public; no phone credit will be deducted from anyone who uses the service.

The permit system is a component of the Liberia Agriculture Information Monitoring System (Liberia AIMS) a platform designed to collect real-time agriculture information nationwide.

The software platform was built by Cookshop Food Services, Inc. (Cookshop.biz), a Liberian agro-tech company that has developed advanced software solutions for the local market since 2014.

- Dial \*747\*104# use the MOA Movement Control Service. A menu with 1. Apply for a permit, 2. Request my code and 3. verify a permit will appear
  - Enter 1 to apply for the permit

    Type your full name
    - Choose your occupation
      Choose what type of trip you making? one way or round trip?
    - Enter your departure county and city
      Enter your destination county and city
  - 5 Enter the length of your trip
- Your unique reference code will be issued to you. A MOVCON Assistant from the MOA will then call you to obtain necessary details and approve your permit

## PRODUCED BY THE PROGRAM MANAGEMENT UNIT (PMU) MINISTRY OF AGRICULTURE

For further inquiries, please contact:
Ansu Sekou Konneh, <u>akonneh@moa.gov.lr</u>
Lonnie Herring, <u>lherring@moa.gov.lr</u>