



SAN MIGUEL COUNTY ASSESSOR'S OFFICE ESTIMATED TAX REQUEST

FAX TO (505) 454-9625

OR

E-MAIL TO [pgallegos@smcounty.net](mailto:pgallegos@smcounty.net)

Owner Number of Property: \_\_\_\_\_ (6 Digits)

Map Code: \_\_\_\_\_ (13 Digits)

Physical Address of Property: \_\_\_\_\_

Listed Price of Property: \$ \_\_\_\_\_

Name of Person or Entity Making Request:

\_\_\_\_\_

Date: \_\_\_\_\_ Time: \_\_\_\_\_

**Contact Information**

Telephone Number: (\_\_\_\_) \_\_\_\_\_

Fax Number: (\_\_\_\_) \_\_\_\_\_

E-Mail Address: \_\_\_\_\_

**DISCLAIMER - As per New Mexico Statutes Annotated 1978 Real Estate Disclosure Act (Section 47-13-1)**

*The estimated amount of property tax levy is calculated using the stated price and estimates of the applicable tax rates. The county assessor is required, by law, to value the property at its "current and correct" value, which may differ from the listed price. Further, the estimated tax rates may be higher or lower than those that will actually be imposed. Accordingly, the actual tax levy may be higher or lower than the estimated amount. New Mexico law requires your real estate broker or agent to provide you an estimate of the property tax levy on the property on which you have submitted or intend to submit an offer of purchase. All real estate brokers and agents who have complied with these disclosure requirements shall be immune from suit and liability arising from suits relating to the estimated amount of property tax levy.*

I hereby verify that I have read and understand all statements made in the above NMSA Real Estate Disclosure Act Disclaimer. Further, I certify that the above property owner number(s), address, appraised and selling values are correct to the best of my knowledge. I recognize that the values provided to me by the San Miguel County Assessor's Office are merely an **ESTIMATE** and that the actual tax value may differ based upon changes described in the above disclaimer.

\_\_\_\_\_  
Seller, Real Estate Broker, or Authorized Agent

\_\_\_\_\_  
Date