# SERVICEMEMBERS CIVIL RELIEF ACT DECLARATION

RANDORANUMON

Pursuant to section 571(d) of the Servicemembers Civil Relief Act (50 U.S.C. Appendix), the personal property of a servicemember shall not be deemed to be located or present in, or to have a situs for taxation in, the tax jurisdiction in which the servicemember is serving in compliance with military orders.

# Office of Tom J. Bordonaro, Jr. San Luis Obispo County Assessor

County Government Center 1055 Monterey Street, Suite D360 San Luis Obispo, CA 93408 Telephone (805) 781-5643 Fax: (805) 781-5641 Email: Assessor@co.slo.ca.us Web Site: slocounty.ca.gov/assessor

SERVICEMEMBER NAME					DAYTIME TELEPHONE NUMBER		
RANK	ORGANIZATION	SOCIAL SECUR	RITY OR SERIAL NUMBER E-MAIL ADDRES		3		
MAILING ADDRESS			СІТҮ		STATE	ZIP CODE	
LEGAL RESIDENCE ADDRESS			CITY		STATE	ZIP CODE	
VOTER REGISTRATION CITY			COUNTY		STATE	YEAR LAST VOTED	

# LIST BELOW ANY PERSONAL PROPERTY OR MANUFACTURED HOME LOCATED IN CALIFORNIA.

PERSONAL PROPERTY						
PROPERTY TYPE	DESCRIPTION	SERIAL/ID NUMBER				
MANUFACTURED HOME						
MANUFACTURER	YEAR OF MANUFACTURE	DECAL/SERIAL NUMBER				

#### **INSTRUCTIONS:**

- 1. List personal property by type, description, and serial number or ID number.
- 2. Enter the manufacturer, year of manufacture, and decal or serial number of a manufactured home.
- 3. Attach a copy of your current leave and earnings statement.
- 4. Sign and date the declaration. If you are signing this document with Power of Attorney, attach a copy of the document through which you have been granted the Power of Attorney.
- 5. Mail the original declaration with attachments to the Assessor's office at the address shown.

### CERTIFICATION

I certify (or declare) under penalty of perjury under the laws of the State of California that the foregoing and all information hereon, including any accompanying statements or documents, is true and correct to the best of my knowledge and belief.

SIGNATURE OF DECLARANT

DATE

# THIS DOCUMENT IS NOT SUBJECT TO PUBLIC INSPECTION

