



TAX DOLLARS

\$\$ TREASURER'S REPORT \$\$



September 2015 Report To: Citizens of San Miguel County
By: Bertha C. Bustamante, San Miguel County Treasurer

&

Jennifer LaFebre, Tax Processor III

MONTHLY DISTRIBUTIONS FOR:

September 2015

Entity	Amount
West Las Vegas Schools	\$ 26,369.61
East Las Vegas Schools	\$ 25,939.11
Pecos Independent Schools	\$ 4,950.35
Santa Rosa Schools	\$ 71.72
Luna Community College	\$ 10,563.30
City of Las Vegas (Gen)	\$ 17,055.69
Village of Pecos	\$ 134.76
Tierras Y Montes	\$ 4,718.47
MESA	\$ 2.32
Guadalupe (Soil Water)	\$ -
Ute Creek	\$ -
N. M. State Treasurer	\$ 7,366.00
San Miguel County	
Current Taxes	\$ 21,481.26
Prior Year's Taxes	\$ 15,436.29
Penalty & Interest	\$ 16,304.66
Administrative Fees	\$ 31.29
Soil Water Districts (Fee)	\$ 196.70
1% Collection Fees	\$ 933.83
N.M. Taxation & Revenue	
Penalty & Interest	\$ 10,933.15
Cost of State	\$ 4,972.95
Children's Trust Fund	\$ 120.00
GRAND TOTAL	\$ 167,581.46

Distributions will be mailed on:
October 15, 2015

As of **September 2015**, the San Miguel County Treasurer's Office has collected the following amounts and percentages of the anticipated total collections* for the years listed below:
***Subject to Adjustments in Valuations...**

Year	Amounts Collected	Percentage
2014	\$12,628,126.57	89%
2013	\$13,143,166.95	93%
2012	\$12,995,961.82	95%
2011	\$12,622,301.79	97%
2010	\$13,152,568.59	97%
2009	\$11,226,214.79	98%
2008	\$10,840,293.03	98%
2007	\$10,353,290.43	98%
2006	\$9,768,086.18	98%
2005	\$10,040,815.23	98%
10 YR.	\$116,770,825.38	TOTAL

REMINDER: The 2015 Property Taxes will be mailed out to the San Miguel County Taxpayers on November 1, 2015. The 1st Half will be due on November 10, 2015 and will become Delinquent on December 11, 2015. The 2nd half will be due on April 10, 2016 and will become Delinquent on May 11, 2016.. Please keep your Property Account(s) "current" to avoid paying Penalty and Interest or "possibly" having the State "auction your property(s)"...

www.smccounty.net/treasurer.htm

"Thank You"