

City of Las Vegas
PO Box 160
Las Vegas, NM 87701

City of Las Vegas
Business Registration/License Application*
(505) 454-1401 FAX (505) 425-7335

City of Las Vegas
1700 N. Grand Ave.
Las Vegas, NM 87701

Check One: New Business Renewal New Location Closed _____ Date

Business Name: _____

DBA: _____

Location Address: _____ Las Vegas, New Mexico 87701
Street

Mailing Address: _____
Street City State Zip

Type of Business: _____ # Employees at this Location: Full Time ___ Part time ___

Business Phone: (____) _____ Other Phone: (____) _____

Type of Ownership: Private Owner Corp. Partnership Sole Proprietor LLC Non-Profit

Home Occupation: Yes No Insurance Carrier: _____

Contractor: Yes No Lic.# _____ Exp. Date: _____
(If Yes, a copy of State of NM Construction Industries card or letter with expiration date is required.)

Food Service---Will food be prepared/served?: Yes No
(If yes, NM Env. Dept. Must Approve Before Registration is Issued.)

For New Businesses & Locations. Will you be placing a sign?
Yes No If Yes, you will need a City sign permit.

NM Tax ID# _____
(NM CRS # Required before City Business Registration Certificate is Issued)

FEES

Business Registration: **\$35.00** **Standard Registration**
(required of all businesses)

Additional Fees--If Applicable

Other Fees \$ _____ 25.00 Dance Halls, Auto Wrecker-Yards & Pawnbrokers
Vending Machines \$ _____ \$25 for 1 Machine, 2-4 Machines \$50, 5+ Machines \$200
Late Penalty 10% \$ _____

Total \$ _____ Due by or before March 15. 10% late penalty after March 15

Owner Applicant:

Print Name Signature Date

Contact Person: _____
Print Name Date

Fire Inspector Approval (505) 425-6321
City of Las Vegas, Fire Dept.
604 Legion Dr. Las Vegas, NM

Zoning Approval (505)454-1401
City of Las Vegas, Community Development Dept.
1700 N. Grand Ave. Las Vegas, NM

NM Environment Dept. (505) 454-2801
505 National Ave. Las Vegas, NM

*Per City Ordinance 75-51 Form Revised 12/20/05

FOR OFFICIAL USE
Receipt # _____ ID # _____
Date _____ Issued By _____
SIC _____