## **CITY OF HOBBS**



## SOLICITOR'S LICENSE APPLICATION CHAPTER 5.36

**Requirements:** Fingerprints by Hobbs Police Department

Background check by Hobbs Police Department

**Instructions:** Present <u>completed</u> application and one photo to Police Department for fingerprinting and approval. Fingerprinting is conducted at the Hobbs Police Department, Tuesday through Thursday between 10 a.m. and 11 a.m., 300 N. Turner, Hobbs, New Mexico 88240. Bring approved application to the City Clerk's office, 200 East Broadway, Hobbs, NM 88240, for issuance of license. License fee is \$25 and license expires December 31 of each year. **PRINT LEGIBLY**.

## **PERSONAL INFORMATION**

Name	Male	eFemale	
Permanent Address	City, State, Zip	City, State, Zip	
Telephone No	Date of Birth	Place of Birth	
HeightWeight	Hair Color	Eye Color	
Social Security #	Race		
State of Issue and Driver's Lice	ense No		
Scars or identifying marks			
Year and Make of Vehicle	License Plate #_	Color	
Local Address			
	No. Year		
Have you ever been convicted the preceding five years:	of any crime, misdemeanor or violatiYesNo	ion of any municipal ordinance in	
If yes, describe the nature of the	ne offense and punishment or penalty	assessed therefor.	

(over)

## **BUSINESS INFORMATION**

Name of Employer		
Address	City, State, Zip	
Telephone No	No. Years Employed	
New Mexico Gross Receipts Taxpayer	Identification No	
Goods, wares, merchandise, services t	to be sold:	
company that you	numbers of officers, directors or registered agents of the	
I, the undersigned applicant, hereby au check through the Hobbs Police Depart	Ithorize and release the City of Hobbs to conduct a background tment.	
	Applicant Signature	
	Date	
STATE OF NEW MEXICO ) )SS. COUNTY OF LEA ) THE FOREGOING INSTRUMENT V	ACKNOWLEDGMENT  WAS ACKNOWLEDGED BEFORE ME THIS DAY OF	
MY COMMISSION EXPIRES:	NOTARY PUBLIC	
HOBBS POLICE DEPARTMENT 300 N. TURNER HOBBS, NEW MEXICO 88240	Approved: Disapproved:	
	Chief of Police or Designee	

Form Revised: 5/10/2017

ID Issued By \_\_\_\_\_