

**LEGAL NOTICE
TOWN OF MANCHESTER
NOTICE OF THE COLLECTOR OF REVENUE**



The Assistant Collector of Revenue of the Town of Manchester is giving notice that Motor Vehicle taxes on the Grand List of October 1, 2016 becomes due and payable on October 1, 2017. There is one installment payment for all motor vehicle tax bills.

Motor Vehicle Taxes must be paid on or before November 1, 2017 to avoid interest charges. Taxes will become delinquent on November 2, 2017. As soon as such tax becomes delinquent, it shall be subject to interest at the rate of 1 1/2% of such tax for each month or fraction thereof which elapses from the time when such tax becomes due and payable (October 1) until the same is paid. Minimum interest is \$2.00.

FAILURE TO RECEIVE A TAX BILL SHALL NOT INVALIDATE THE TAX OR INTEREST CHARGES.

AVOID WAITING IN LONG LINES. PLEASE RETURN YOUR PAYMENT BY MAIL. If a receipt is desired, please enclose a self-addressed, stamped envelope and all copies of the bill. Payment may also be made online at www.townofmanchester.org, a convenience fee applies for online payments.

The CT DMV and municipalities statewide are working to resolve remaining inconsistencies among residents' mailing addresses and domicile addresses. If you received a tax bill from a town that you did not reside in or garage your vehicle in as of October 1, 2016, contact the Assessor to request a transfer to the correct municipality. If your registration has expired or is due to expire within 60 days, and you have not received a renewal notification, you must contact DMV. You may renew your registration, cancel license plates and verify your renewal status at DMV's web site at: www.ct.gov/dmv/online.

The Office of Assessment & Collection is located at 41 Center Street. The office hours are Monday through Friday, 8:30 AM to 5:00 PM. Extended hours until 6:00 PM on Tuesday, October 31, 2017, and Wednesday, November 1, 2017.

This notice will run on:

September 26

October 5

October 26

Elizabeth R. Jacobs CCMC
Assistant Collector of Revenue