



CITY OF ALBUQUERQUE
CODE ENFORCEMENT DIVISION
APPLICATION FOR VACANT BUILDING REGISTRATION

Revised 8/2015

The City of Albuquerque's Uniform Housing Code requires registration of certain vacant buildings, including "a dwelling, dwelling unit, efficiency dwelling unit, habitable space, residential building, or structure lacking the continuous habitual presence of human beings who have a legal right to be on the premises for a period of 90 days or longer but excluding property under a listing agreement with a real estate agent licensed in New Mexico" (reference § 14-3-1-4, ROA 1994).

NOTE: THIS REGISTRATION IS VALID FOR ONLY ONE YEAR AND MUST BE RENEWED EACH YEAR THE BUILDING IS VACANT. APPLICATIONS WILL BE DENIED IF THE SUBJECT PROPERTY IS FOUND TO BE IN VIOLATION AT THE TIME OF INSPECTION. AN ADDITIONAL APPLICATION AND FEE WILL BE REQUIRED AFTER THE NOTED VIOLATIONS HAVE BEEN CORRECTED.

PLEASE TYPE OR PRINT. COMPLETE ALL SECTIONS.

APPLICANT INFORMATION

DATE: \_\_\_\_\_

NAME: \_\_\_\_\_

MAILING ADDRESS: \_\_\_\_\_

CITY / STATE / ZIP: \_\_\_\_\_

PHONE: \_\_\_\_\_ EMAIL: \_\_\_\_\_

PROPERTY TO BE REGISTERED

ADDRESS: \_\_\_\_\_

LOT/TRACT: \_\_\_\_\_ BLOCK: \_\_\_\_\_

SUBDIVISION: \_\_\_\_\_

UNIFORM PROPERTY CODE: \_\_\_\_\_

Please return this completed application form and related fee to:

City of Albuquerque - Code Enforcement Division, 600 2nd St. NW, Suite 500, Albuquerque, NM 87102

OFFICIAL USE ONLY

PAYMENT RECEIVED FROM: \_\_\_\_\_

PAYMENT#: \_\_\_\_\_

DATE RECEIVED: \_\_\_\_\_

PROPERTY IS WITHIN CITY LIMITS: [ ] YES [ ] NO

INSPECTOR: \_\_\_\_\_ DATE OF INSPECTION: \_\_\_\_\_

Property occupied at the time of inspection? [ ] No / [ ] Yes

Property listed with a licensed real estate agent? [ ] No / [ ] Yes

Access available to property (not within a gated community)? [ ] No / [ ] Yes

Property is in compliance with the Uniform Housing Code? [ ] No / [ ] Yes

Comments: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

[ ] APPROVED

[ ] DENIED

ACTIVITY 441018 / ACCOUNT 4919000
FEE \$100 - NON-REFUNDABLE