



**Steve J. Bestolarides**  
**Assessor-Recorder-County Clerk**

San Joaquin County  
44 N San Joaquin Street Suite 230  
Stockton, CA 95202-3273  
Exemption Section: (209) 468-2678  
[www.sjgov.org/assessor\\_recorder](http://www.sjgov.org/assessor_recorder)

**SERVICEMEMBERS CIVIL RELIEF ACT  
DECLARATION**

*Pursuant to section 571(d) of the Servicemembers Civil Relief Act (50 U.S.C. Appendix), the personal property of a servicemember shall not be deemed to be located or present in, or to have a situs for taxation in, the tax jurisdiction in which the servicemember is serving in compliance with military orders.*

SERVICEMEMBER NAME			DAYTIME TELEPHONE NUMBER (     )		
RANK	ORGANIZATION	SOCIAL SECURITY OR SERIAL NUMBER		E-MAIL ADDRESS	
MAILING ADDRESS		CITY	STATE	ZIP CODE	
LEGAL RESIDENCE ADDRESS		CITY	STATE	ZIP CODE	
VOTER REGISTRATION CITY		COUNTY	STATE	YEAR LAST VOTED	

LIST BELOW ANY PERSONAL PROPERTY OR MANUFACTURED HOME LOCATED IN CALIFORNIA.

PERSONAL PROPERTY		
PROPERTY TYPE	DESCRIPTION	SERIAL/ID NUMBER

MANUFACTURED HOME		
MANUFACTURER	YEAR OF MANUFACTURE	DECAL/SERIAL NUMBER

**INSTRUCTIONS:**

1. List personal property by type, description, and serial number or ID number.
2. Enter the manufacturer, year of manufacture, and decal or serial number of a manufactured home.
3. Attach a copy of your current leave and earnings statement.
4. Sign and date the declaration. If you are signing this document with Power of Attorney, attach a copy of the document through which you have been granted the Power of Attorney.
5. Mail the original declaration with attachments to the Assessor's office at the address shown.

**CERTIFICATION**

*I certify (or declare) under penalty of perjury under the laws of the State of California that the foregoing and all information hereon, including any accompanying statements or documents, is true and correct to the best of my knowledge and belief.*

SIGNATURE OF DECLARANT ▶	DATE
-----------------------------	------

**THIS DOCUMENT IS NOT SUBJECT TO PUBLIC INSPECTION**

