

# Buncombe County Tax Department Property Tax Notice

## DO NOT THROW AWAY IMPORTANT PROPERTY TAX INFORMATION ENCLOSED

FEES WILL BE ADDED BY THE PAYMENT PROCESSOR TO ALL DEBIT/CREDIT PAYMENTS. BUNCOMBE COUNTY DOES NOT RETAIN ANY PORTION OF THESE FEES.

BILL NUMBER						TAX YEAR BILL		DATE	ACRES	
000 <b>3030911</b> -2020-2020-0000-00										
LOCATION				DESCRIPTION						
REAL VALUE	PERSONAL VALUE		E	XCLUSION/EXEMPTION	DEFERMENT		TAXABLE VALUE			
IMPORTANT INFORMATION		TAX DISTRICTS	TA		TAX RATE		AMOUNT			
If your taxes are escrowed as part of your mortgage, your tax bill information will be made available to your mortgage provider. This copy is for your records.										
CONTACT INFORMATION										
Pool Estato: (828) 250 4040		ONLINE PAYMENT OPTIONS  Visit: https://buncombenc.gov/paytaxes  Pay by phone: Call 1-828-656-5636								

Return this portion with your payment. Please write the bill number on your check or correspondence.

YEAR		LAST DAY TO PAY BEFORE	
		INTEREST BEGINS	
BILL NUMBER	0003030911-2020-2020-0000-00		

☐ Check for Address Changes on Back

#### MAKE CHECK PAYABLE AND REMIT TO:

### (NOTE: Do not complete if you changed your address with the Post Office.)

ADDRESS CHANGE:	
•	
EMAIL:	
	<del></del>
PHONE:	

#### **ADDITIONAL PAYMENT OPTIONS**

By mail: Detach and enclose the payment coupon in the envelope provided. Be sure to include the bill number on your check and any additional correspondence.

In person: Buncombe County Tax Collections 182 College St, Asheville, NC

**Drop-box:** 35 Woodfin Street, Asheville, on the driver's side as you exit the driveway. Walk-up drop-box at the entrance of our office at 182 College St, Asheville. Both drop-boxes are available after hours.

**Payment services through your bank:** Be sure to reference your current bill number for accurate credit.

Payment plans: Call and talk with one of our representatives to set up monthly payment drafts from your banking account.

If you are currently in bankruptcy, please contact our office, (828) 250-4910.