



**CITY OF VIRGINIA APPLICATION
FOR
SECONDHAND GOOD DEALERS LICENSE**

FEE: \$25.00/YEAR

LICENSE YEAR ENDING DECEMBER 31, _____

**APPLICANT
INFORMATION:**

First Middle (No Initials) Last

Applicant Address

City, State, Zip Date of Birth

Applicant Phone Number

**BUSINESS
INFORMATION:**

Business Name

Business Address

City, State, Zip Business Phone Number

Federal Tax ID No. State Tax ID No.

OWNER(S) INFORMATION:

First Middle (No Initials) Last

Owner Address

City, State, Zip Owner's Social Security No.

Owner's Telephone Number

First Middle (No Initials) Last

Owner Address

City, State, Zip Owner's Social Security No.

Owner's Telephone Number

BOND REQUIRED IN THE AMOUNT OF \$1,000.00

PURSUANT TO MINNESOTA STATUTE 270.72 TAX CLEARANCE:

ISSUANCE OF LICENSES: THE LICENSING AUTHORITY IS REQUIRED TO PROVIDE TO THE MINNESOTA COMMISSIONER OF REVENUE YOUR MINNESOTA BUSINESS TAX IDENTIFICATION NUMBER AND THE SOCIAL SECURITY NUMBER OF EACH LICENSE APPLICANT. UNDER THE MINNESOTA GOVERNMENT DATA PRACTICES ACT AND THE FEDERAL PRIVACY ACT OF 1974, WE ARE REQUIRED TO ADVISE YOU OF THE FOLLOWING REGARDING THE USE OF THIS INFORMATION:

- 1. THIS INFORMATION MAY BE USED TO DENY THE ISSUANCE, RENEWAL OR TRANSFER OF YOUR LICENSE IN THE EVENT YOU OWE THE MINNESOTA DEPARTMENT OF REVENUE DELINQUENT TAXES, PENALTIES OR INTEREST;**
- 2. UPON RECEIVING THIS INFORMATION, THE LICENSING AUTHORITY WILL SUPPLY IT ONLY TO THE MINNESOTA DEPARTMENT OF REVENUE. HOWEVER, UNDER THE FEDERAL EXCHANGE OF INFORMATION AGREEMENT, THE DEPARTMENT OF REVENUE MAY SUPPLY THIS INFORMATION TO THE INTERNAL REVENUE SERVICES;**
- 3. FAILURE TO SUPPLY THIS INFORMATION MAY JEOPARDIZE OR DELAY THE PROCESSING OF YOUR LICENSING ISSUANCE OR RENEWAL APPLICATION.**

THE UNDERSIGNED HEREBY AGREES TO OPERATE IN THE CITY OF VIRGINIA IN ACCORDANCE WITH THE REGULATIONS GOVERNING BUSINESSES AS SET FORTH IN THE CITY OF VIRGINIA CITY CODE. IT IS UNDERSTOOD THAT FAILURE TO CONFORM OR ABIDE RENDERS THIS LICENSE NULL AND VOID.

SIGNATURE OF APPLICANT

DATE