



You can use this Personal Information Update Form to notify the NM Department of Game and Fish if you have changed your email, mailing, or physical address. If you have changed your name because of marriage, divorce, etc. complete Part IV. Be sure to provide the GMU-Ranch Number below for each ranch account that needs to be updated. Please contact the EPLUS Manager if you do not have your GMU-Ranch Number(s).

Please note this form is not intended to be used to assign a new Authorized Ranch Contact or to report a change of ownership. Please contact the EPLUS Manager, below, if you need assistance in these matters.

Please type or print	
List all ranch numbers that this change affects:	
1 📮 I am the current Authorized Ranch Contact for the above EPLUS Ranch Numbers	
2 📮 I am a current Landowner for the above EPLUS Ranch Numbers	
3aYour name (first, initial, last)3bCustomer I.D. N	lumber (available through licensing)
Part I Complete This Part to Change Your Mailing or Physical Address	
4 Old mailing address (no., street, apt. no., P.O. Box, city, state, and ZIP code)	
5 New mailing address (no., street, apt. no., P.O. Box, city, state, and ZIP code)	
6 Old physical address (no., street, apt. no., P.O. Box, city, state, and ZIP code)	
7 New physical address (no., street, apt. no., P.O. Box, city, state, and ZIP code)	
Part II Complete This Part to Change Your Phone Numbers	
8a Old <i>primary</i> phone number 8b New <i>primary</i> phone num	nber
9a Old secondary phone number 9b New secondary phone n	umber
<b>10a</b> Old <i>landowner list</i> phone number <b>10b</b> New <i>landowner list</i> phone	one number
Part III Complete This Part to Change Your Email	
9a Old email 9b New email	
Part IV Complete This Part to Change Your Name	
<b>10a</b> Prior name (first, initial, last) <b>10b</b> New name (first, initial)	l, last)
Part V Signature	
XDate:	
Please mail or email the address or email below.	

Mail to: EPLUS Manager 1 Wildlife Way Santa Fe, NM 87507 Phone: 505-476-8033 Email: <u>DGF-EPLUS@state.nm.us</u>