

# SAN MIGUEL COUNTY

## DEED RESTRICTED RENTER QUALIFICATION PROCESS

### STEP 1 - Identify a Property to Rent

Identify a property and visit [smrha.org](http://smrha.org) to review the San Miguel County Covenant Procedures.

### STEP 2 - Review Qualifications

#### Employment

Applicant is earning Qualifying Income\* for an average of at least 30 hours per week or Applicant intends to earn Qualifying Income for an average of at least 30 hours per week.

\*Qualifying Income is income earned from employment that either requires one's physical presence in the Telluride R-1 School District or that necessitates one's physical presence in the Telluride R-1 School District in order to provide goods or services to residents or visitors in the Telluride R-1 School District.

#### Property Ownership

Applicants cannot own more than a 10% interest, direct or indirect, in Residential Property in the Telluride R-1 School District.

#### Retired or Disabled

Applicant has maintained his or her primary residence in the Four County region earned qualifying income for at least 1032 hours and non-qualifying income did not exceed qualifying income for at least 5 of the 8 years preceding date.

### STEP 3 - Apply through SMRHA

Download a San Miguel County Rental Application from [smrha.org](http://smrha.org) or call 970-728-3034 or email [admin@smrha.org](mailto:admin@smrha.org) to have SMRHA send you an application. Submit a completed rental application to SMRHA via mail, email or in person along with supporting documentation and non-refundable \$10 application fee. We will not process incomplete applications. Once processed, you will receive a letter of approval or denial from SMRHA.

### STEP 4 - Execute Lease

If approved, the Owner must send SMRHA a copy of the executed lease, signed by all parties, within 5 business days of execution.

### STEP 5 - Requalify

If you plan to stay at the same residence, you must requalify before renewing your lease and requalify at least once per year for the homeowner to stay within compliance.