Maine EZ Pay

EZA

City/Town

Pay your income tax electronically at www.maine.gov/revenue and eliminate the necessity of filing Form 1040ME-PV (individual income tax payment voucher).

⁰⁹Maine EZ Pay is an online application that allows Maine taxpayers to make payments online, quickly and easily. To avoid $^{
m 10}$ having to make payments earlier than necessary, payments may be scheduled in advance and will automatically be withdrawn 11 on the payment date the taxpayer selects.

13 Taxpayers must pre-register online with personal and bank account information, and payments will be withdrawn from the 14 checking or savings account that is set up in the registration. For more information, see www.maine.gov/revenue (click on ¹⁵Electronic Services)

To mail your payment, follow the instructions below.

Use this voucher only for Maine individual income tax that is due on your electronically filed tax return.

²¹Enter your name(s), social security number(s), telephone number and address in the spaces provided. If you are filing a ²²joint return, enter your names and social security numbers in the same order as they appear on your return.

²⁴Enter the amount of your check or money order in the space provided.

²⁶Make checks payable to "Treasurer, State of Maine."

²⁸Mail your completed Form 1040ME-PV and payment to Maine Revenue Services, PO Box 9101, Augusta, ME 04332-9101

DO NOT STAPLE OR TAPE CHECK TO YOUR FORM. DO NOT CUT OR DETACH THIS FORM.

Form 1040ME-PV **Maine Individual Income Tax Payment Voucher**



xxxxxxxxxxxxx	X	999	99 9999
Your First Name	Initial	Your Socia	al Security Number
xxxxxxxxxxxxxxxxxx		999	99 9999
Your Last Name		Spouse's Social Security Number	
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx	X	999	999 9999
Spouse's First Name	Initial	Area Code	Home Phone Number
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx		999	999 9999
Spouse's Last Name		Area Code	Work Phone Number
xxxxxxxxxxxxxxxxxxxxxxxxx	xxx		
Address (number, street and apt. no.)			

Amount Paid with this voucher

999999 .00

ZIP Code

State