

ATTENTION TENANTS:

Sign-up today to pay your rent online or check payment history at
www.slorealty.com

Step 1: Go to McNamara Realty's website at www.slorealty.com

Step 2: Visit "Resident Portal" and click on "McNamara Realty Residents" under
CHECK MY RENTAL PAYMENT HISTORY OR MAKE A PAYMENT

Step 3: You will then need to click "Register Now!"

Step 4: Fill out the Resident Registration information which includes the following:

Please note:

Authorization from our office may take up to two business days, so please register before rent is due if you wish to pay online.

Email Address:	<input type="text"/>
Property/Unit:	<input type="text"/>
Your First and Last Name:	<input type="text"/>
Your Phone:	<input type="text"/>

Each tenant may register online and pay their rent separately from other tenants. Only one email address may be registered per tenant. There is no fee if using a checking account for payments. Credit card payments may also be made, but with additional fees, please visit the Resident Portal for more info.

Making Payments from Checking Accounts

NAME ADDRESS CITY, STATE ZIP 0123 01-23456789

DATE _____

PAY TO THE ORDER OF _____ \$ DOLLARS

BANK NAME ADDRESS CITY, STATE ZIP

FOR _____

⑆0123456789⑆ 01234567890123⑆ 0123

Bank Routing Number Bank Account Number Check Number

Please view sample check above in order to correctly input your account and routing numbers.

Management is not responsible for account numbers or routing numbers that are incorrectly submitted and you will be charged for any related fees due to a returned electronic payment.

Would you like to Sign up for Automatic Payments?

Attached you will find a form to sign-up for Automatic Payments using a checking account. If you would like to set-up automatic payments, please fill out the green form, attach a voided check and return to our office at: McNamara Realty, 390 Higuera Street, San Luis Obispo, CA 93401.

**If you have any additional questions,
please contact our office (805)543-7777 or mcnamararealty@charter.net**