

Congratulations on your New Home Purchase and Welcome to Garden City!

Please review the information below regarding your new property:

Title Companies typically provide basic information during the closing process in order to provide you with a clean and clear title. ***(Debts for Utility Bills stay with the property, they do not travel with customers)***. During the closing process, we will have received your name and closing date in order to provide information on any outstanding balance the property may have with the city.

We recommend that you contact Garden City Utility Billing at 472-2930 to confirm that the transfer of ownership took place as scheduled and that we show the correct information for the new owner of record.

Please Note:

1. The account is transferred into your name based on the closing date provided by the title company and charges will begin immediately. This date may be different from the date you take occupancy.
2. The City of Garden City bills for water, sewer and trash services on one statement. We bill in arrears, meaning you are billed for services used. Please review your statement carefully and please call if you have any questions.
3. Upon move-out/termination, there will be a final bill calculated through the final date of ownership/occupancy.
4. ****Should you choose to turn the property into a rental home, but retain ownership, please complete the **Owner Agreement** located on our web site. As a landlord, you are still responsible for any unpaid charges your tenant may leave on the account.****

You are not required to make an in person visit for an owner occupied property, but please call our utility billing office at 472-2930 to confirm the information provided by the title company and to provide additional contact information or if you would like the statement mailed to a different mailing address.

Garden City Utility Billing ** 6015 N. Glenwood St. (Corner of Marigold and Glenwood)

Phone: (208) 472-2930 Fax: (208) 472-2996 e-mail: ubilling@gardencityidaho.org