

# ORDERING SPECIAL LICENSE PLATES

1. Print the application form from the Internet screen. **NOTE:** If you are using Microsoft® Internet Explorer, **do not use the Microsoft® print menu.** Instead, use the Acrobat Reader print menu to obtain optimum print quality.
2. Clearly print all requested information on the application form and sign in the appropriate places.
3. Attach any documentation required for special eligibility plates, i.e., DD-214 for Veteran plates.
4. Use one form for **each** vehicle.
5. Do not send fees with your application **unless** the application specifically states that pre-payment is allowed, i.e., Sample plates. You will be billed or you may include your MasterCard or Visa number and card expiration date.
6. Credit will be given for unexpired registration fees when special plates are issued before your current registration is expired. (Excludes Classic and Old Timer plates.)
7. Personalized plates, in any language, may not carry a sexual term that is vulgar, obscene, or in poor taste, nor consist of a term that is considered to be one of obscenity, contempt, prejudice, hostility, insult, racial degradation, ethnic degradation, profanity, or vulgarity. Punctuation marks or special characters may not be used on personalized plates.
8. Personalized plates that are allowed to expire will become immediately available for reissue to another applicant. There is no grace period.

Special plates may be used on:

- Passenger cars and pickups with maximum gross vehicle weights (GVW) of 26,000 pounds or less.
- Motor Homes.
- Motorcycles. This applies to Standard Personalized plates only.

Mail forms to:  
**Idaho Transportation Department**  
**Special Plates**  
**PO Box 7129**  
**Boise ID 83707-1129**

Write to the address above or call **(208) 334-8649** for more information about special license plates. Forms may be faxed to (208) 334-8542

Hearing impaired applicants may communicate with Special Plates through a telecommunication device for the deaf (TDD) by dialing (208)334-4458.