QUICK TIPS FOR PAYMENT REQUESTS



### SALES TAX: WILL THE STATE REIMBURSE?

- In Maryland stores? NO, but you can provide your purchasers with UMBC's tax exemption certificate that they can show to the store cashier to have the tax removed
- At restaurants? YES, the state will reimburse for tax..
- In non-Maryland locations? YES, the state will reimburse for sales tax outside Maryland..



## **RESTAURANT MEALS**

- Alcohol purchases should be on a separate receipt. They are not reimbursable.
- The maximum tip allowed is 20% of the <u>subtotal</u> of the bill.
- Tax at restaurants is reimbursable.
- If there is no proof of payment on the receipt, please provide a redacted credit card statement showing that the charge was paid.

# The #1 reason for delay in the payment request process is...

...when the supplier's invoice/support documentation (name, address, etc.) doesn't match what is in PAW exactly. <u>Please confirm</u> <u>that everything matches</u> before proceeding!

# **STILL HAVE QUESTIONS?**

Submit an RT ticket to the A/P queue at https://rt.umbc.edu/

# **ORDERING ONLINE**



- Purchases must be sent to campus, not to a home address.
- The state does <u>not</u> reimburse for sales tax on Amazon.
- If ordering from Amazon or another electronic supplier, use PAW instead of having an individual purchase and get reimbursed with a payment request. Much easier!

### DOCUMENTS NEEDED FOR MEAL REIMBURSEMENT



# **1.** Meals for groups with UMBC and non-UMBC attendees

- Agenda or flier from event
- List of attendees with title and affiliation
- Detailed receipt(s) with proof of payment

#### 2. Meals of UMBC personnel only

- All of the above, plus a Meal Pre-Approval Form
- 3. Meals for students
  - Everything needed in #1 plus, if GSA or SGA, include the appropriate reimbursement form

### MORE TIPS FOR SUCCESS!

- All attachments must be in PDF format.
- An individual cannot approve their own reimbursement.
- Travel expenses (parking, Uber receipts, hotels, etc.) must go through the Travel System.