

## **Opencut Mining Application Fee Electronic Payment Instructions**

To make an application fee payment via credit card, please go to the DEQ website at

[www.deq.mt.gov](http://www.deq.mt.gov):



Once on the DEQ page –

- Scroll Down and Under “Quick Links” on the left side of the page
- Click “Pay a Bill”

### Quick Links

ASBESTOS INFORMATION
CLIMATE POLLUTION REDUCTION PLAN
FREE RADON TEST KITS
GOVERNOR'S HOUSING TASK FORCE
LEAD IN SCHOOLS
MEPA PUBLIC PROCESS
NUTRIENT WORK GROUP
PAY A BILL
PFAS
PUBLIC COMMENT OPPORTUNITIES



- Enter the fee amount in the Item Cost Field
- Enter the Opencut #/Permit # in the Invoice # Field
- Enter the Opencut #/Permit # in the Retype Invoice # Field
- Enter the Opencut #/Permit # in the Customer # Field
- Enter the Operator Name and Site Name in the Business/Customer Name Field
- Click Next

## Items

Payment Type \*

- Credit/Debit Card  
 ACH (eCheck)

Item	Item Cost	Item Total
Number Invoice Starts With is Not Listed	1	\$0.00
<p>Invoice # * <input type="text" value="Invoice #"/></p> <p>Retype Invoice # * <input type="text" value="Retype Invoice #"/></p> <p><small>Please retype the invoice # for verification</small></p> <p>Customer Number * <input type="text" value="Customer Number"/></p> <p>Business / Customer Name * <input type="text" value="Business / Customer Name"/></p> <p><small>Your Customer Number is on your invoice</small></p>		
Total		-

Add Item

Reset Next

- Enter Billing Information (\*Required Fields)
- Click Next
- Follow the remaining instructions

## Details

### Billing Information

First Name \*

Last Name \*

Address \*

Address Line Two

City \*

Country

State \*

Zip Code \*

Phone \*

Email Address

[Back](#) [Cancel](#) [Next](#)

**Note:** Once the fee payment has been made, submit a copy of the confirmation/receipt you receive with your application materials.

**If you require assistance making your fee payment, please contact Financial Services at 406-444-2442.**

Opencut Mining Section  
Montana Department of Environmental Quality