

Instrument Prepared By
And Recording Requested By:

Space Above For Recorder's Use

**CLAIM OF LIEN ON REAL PROPERTY
BY PARTY THAT CONTRACTED WITH PROPERTY OWNER**

N.C.G.S. 44A-12

| | |
|--|--|
| <p>The Claimant:</p> <p>The Property Owner:</p> <p>The Party Who Hired the Claimant ("Hiring Party"):</p> | <p>The Property to be charged with the lien: State of North Carolina County:</p> <p>Municipal Address:</p> <p>Legal Property Description:</p> <p>Services/Materials Provided ("Services"):</p> |
| <p>Amount of Claim/Total Balance Due:</p> <p>\$ _____</p> | <p>Claimant First Furnished Labor/Materials on:</p> <p>Claimant First Furnished Labor/Materials on:</p> |

I hereby certify that I have served the property owner listed above in accordance with the requirements of G.S. 44A-11.

Signature of Claimant

Company: _____
Signed by Authorized Agent _____



File a Lien to Ensure Payment

If your lien rights are protected and you still haven't been paid, it's time to file a lien!



71%

Of contractors have filed a lien*

480,000+

Liens have been filed through Levelset

97%

Is the acceptance rate of Levelset-filed liens

*According to a 2021 survey of construction companies nationwide.

Filing a lien is a powerful way to get paid, and Levelset makes the process easy!

How does it work?



- ✓ Answer a few simple questions about your job.
- ✓ Have your job information reviewed by our research experts.
- ✓ Levelset sends the lien to the county recorder and all necessary parties as required by your state.
- ✓ Receive help every step of the way from our support team via phone, email, or chat.

"[To file a lien], it took maybe two minutes. It was easy. I'm no expert, but I would say that I can't imagine not using Levelset. You've taken something that has a lot of mystery to it and made it easy."

Hal Bolter | President at Regions Facility Services



[File a Lien Now](#)

[Visit our website](#)

to learn more about notices and how they help construction companies get paid!

Payment help is here. | www.levelset.com