

New Mexico

Monthly Benefit Issuance Schedule

Date: 07/02/2014

Benefits are made available over 20 days every month, based on the last two digits of the SSN:

SSN number ends in: 11, 31, 51, 71, 91 = benefits available on the 1st of the month

SSN number ends in: 01, 21, 41, 61, 81 = benefits available on the 2nd of the month

SSN number ends in: 12, 32, 52, 72, 92 = benefits available on the 3rd of the month

SSN number ends in: 02, 22, 42, 62, 82 = benefits available on the 4th of the month

SSN number ends in: 13, 33, 53, 73, 93 = benefits available on the 5th of the month

SSN number ends in: 03, 23, 43, 63, 83 = benefits available on the 6th of the month

SSN number ends in: 14, 34, 54, 74, 94 = benefits available on the 7th of the month

SSN number ends in: 04, 24, 44, 64, 84 = benefits available on the 8th of the month

SSN number ends in: 15, 35, 55, 75, 95 = benefits available on the 9th of the month

SSN number ends in: 05, 25, 45, 65, 85 = benefits available on the 10th of the month

SSN number ends in: 16, 36, 56, 76, 96 = benefits available on the 11th of the month

SSN number ends in: 06, 26, 46, 66, 86 = benefits available on the 12th of the month

SSN number ends in: 17, 37, 57, 77, 97 = benefits available on the 13th of the month

SSN number ends in: 07, 27, 47, 67, 87 = benefits available on the 14th of the month

SSN number ends in: 18, 38, 58, 78, 98 = benefits available on the 15th of the month

SSN number ends in: 08, 28, 48, 68, 88 = benefits available on the 16th of the month

SSN number ends in: 19, 39, 59, 79, 99 = benefits available on the 17th of the month

SSN number ends in: 09, 29, 49, 69, 89 = benefits available on the 18th of the month

SSN number ends in: 10, 30, 50, 70, 90 = benefits available on the 19th of the month

SSN number ends in: 00, 20, 40, 60, 80 = benefits available on the 20th of the month

Exceptions: New Mexico also issues benefits on a compressed staggered schedule. Recipients may obtain information about benefit availability by calling 1-800-432-6217