

CCW Renewal Instructions

The CCW permit must be renewed every two years for most people (Judges must renew every 3 years and Reserve Peace Officers must renew every 4 years). You must take a renewal class from one of the Department approved instructors and present the certificate of completion to the Department. Pursuant to Penal Code 26155(a)(3), you must qualify with each handgun you want listed on the permit.

Processing of CCW renewals will be by appointment only. The Department does not send reminders, so CCW holders need to pay attention to their expiration date and make sure they take the renewal class and get an appointment for the renewal before the permit expires. There is a six-month window from expiration, if you go past six months, you will have to start the process over again; also, once the permit has expired you cannot legally carry your handgun per the CCW until it is renewed.

To renew your CCW:

1. Attend one of the approved classes (ask the presenter about class details, cost, and equipment needed to complete the class)
2. Make an appointment with the Sheriff's Office in Madera (559-675-7770), the Oakhurst Substation (559-642-3201) Or the Madera Ranchos Substation (645-0035) to renew your CCW permit.
3. You will need to bring the following to your appointment:
 - a. Original certificate of completion from an approved CCW course
 - b. Current CCW that is set to expire
 - c. Current utility bill (PG&E, water, propane, disposal services, cable, and land line telephone, etc.) with your name and physical address
 - d. \$72 renewal fee in cash or check
 - e. Photo ID/Driver's License

If there are no concerns regarding your CCW, it should be approved and re-issued the same day.

Should you need to make any other modifications to your CCW permit after it is issued (adding a weapon, deleting a weapon or address change), an appointment is needed. Contact one of the stations listed above for an appointment. Please have the information you need changed ready to give to the clerk when you call.