1	HOUSE BILL 159
2	56TH LEGISLATURE - STATE OF NEW MEXICO - SECOND SESSION, 2024
3	INTRODUCED BY
4	Martin R. Zamora
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10	AN ACT
11	RELATING TO GAMING; REMOVING ALLOWABLE GAMING EXPENSES FROM THE
12	NET TAKE CALCULATION FOR NONPROFIT GAMING OPERATOR LICENSEES;
13	RESCINDING THE JULY 1, 2027 REPEAL AND REENACTMENT OF SECTION
14	60-2E-47 NMSA 1978 (BEING LAWS 1997, CHAPTER 190, SECTION 49,
15	AS AMENDED BY LAWS 2023, CHAPTER 122, SECTION 1 AND BY LAWS
16	2023, CHAPTER 154, SECTION 2) BY REPEALING LAWS 2023, CHAPTER
17	122, SECTIONS 2 AND 4.
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19	BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF NEW MEXICO:
20	SECTION 1. Section 60-2E-47 NMSA 1978 (being Laws 1997,
21	Chapter 190, Section 49, as amended by Laws 2023, Chapter 122,
22	Section 1 and by Laws 2023, Chapter 154, Section 2) is amended
23	to read:
24	"60-2E-47. GAMING TAXIMPOSITIONADMINISTRATION
25	A. An excise tax is imposed on the privilege of
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engaging in gaming activities in the state. This tax shall be
 known as the "gaming tax".

3 The gaming tax is an amount equal to ten percent Β. 4 of the gross receipts of manufacturer licensees from the sale, 5 lease or other transfer of gaming devices in or into the state, 6 except receipts of a manufacturer from the sale, lease or other 7 transfer to a licensed distributor for subsequent sale or lease 8 may be excluded from gross receipts; ten percent of the gross 9 receipts of distributor licensees from the sale, lease or other 10 transfer of gaming devices in or into the state; ten percent of 11 the net take of a gaming operator licensee that is a nonprofit 12 organization; and twenty-four and eight-tenths percent of the 13 net take of every other gaming operator licensee. For the 14 purposes of this section, "gross receipts" means the total 15 amount of money or the value of other consideration received 16 from selling, leasing or otherwise transferring gaming devices.

C. The gaming tax imposed on a licensee is in lieu of all state and local gross receipts taxes on that portion of the licensee's gross receipts attributable to gaming activities.

D. The gaming tax is to be paid on or before the fifteenth day of the month following the month in which the taxable event occurs. The gaming tax shall be administered and collected by the taxation and revenue department in cooperation with the board. The provisions of the Tax Administration Act

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apply to the collection and administration of the tax.

E. In addition to the gaming tax, a gaming operator licensee that is a racetrack shall pay:

(1) twenty percent of its net take solely to purses in accordance with rules adopted by the state racing commission; and

(2) one and two-tenths percent of its net take solely to offset the costs of jockey and exercise rider insurance and to comply with federal and state laws affecting horse racing.

F. An amount not to exceed twenty percent of the interest earned on the balance of any fund consisting of money for purses distributed by racetrack gaming operator licensees pursuant to this subsection may be expended for the costs of administering the distributions. The state racing commission is responsible for regulatory oversight of funds withdrawn for exercise rider and jockey insurance and compliance with federal and state laws affecting horse racing. The state racing commission is also responsible for regulatory oversight of the twenty percent and one and two-tenths percent fees funding from gaming. A racetrack gaming operator licensee shall spend no less than one-fourth percent of the net take of its gaming machines to fund or support programs for the treatment and assistance of compulsive gamblers.

G. A nonprofit gaming operator licensee shall
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1	distribute at least twenty percent of the balance of its net
2	take, after payment of the gaming tax <u>and</u> any income taxes [and
3	allowable gaming expenses], for charitable or educational
4	purposes."
5	SECTION 2. REPEALLaws 2023, Chapter 122, Sections 2
6	and 4 are repealed.
7	SECTION 3. EFFECTIVE DATEThe effective date of the
8	provisions of this act is July 1, 2024.
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