

NEVADA GAMING COMMISSION
RESTRICTED LICENSEES ONLY
LIVE ENTERTAINMENT TAX REPORT

This report, with your remittance payable to the order of the NEVADA GAMING COMMISSION, is required to be filed QUARTERLY, NOT LATER THAN THE 10 DAYS AFTER THE END OF EACH CALENDAR QUARTER.

For Calendar Quarter: _____

Filing Deadline: _____

For Office Use Only

Account Number:		Check Number	
Legal Name:		Batch Number	
Trade Name:		Entry Date	
Address:			
City, State, Zip:			
Please correct if in error			

Instructions

This report is required for those locations that offer Live Entertainment in a facility with a maximum occupancy of at least 200 and an admission charge is collected. **This report should only be completed for the quarter beginning July 1, 2015 and prior.**

Line 1.	Taxable Sales	\$ _____
	Note: Taxable sales for the purpose of LET are net of sales and use tax	
Line 2.	TOTAL DUE BEFORE PENALTY [10% of line 1]	_____
Line 3.	Penalty for late payment NRS 463.270 (5): Enter number of day(s) late: _____	
	A. Less than 10 days late: 25% of the amount due, but not less than \$50 and not more than \$1,000	_____
	B. Ten or more days late: 25% of the amount due, but not less than \$50 and not more than \$5,000	_____
Line 4.	TOTAL AMOUNT DUE [Total of lines 2 and 3A or 3B]	\$ _____

Please make remittance payable to: NEVADA GAMING COMMISSION
Return to the Nevada Gaming Control Board, PO Box 8004, Carson City, NV 89702-8004.
Pursuant to NRS 353.1467, payments made to the State, in the aggregate, that amount to \$10,000 or more must be sent electronically.

I, _____ certify and declare under the penalties of perjury that I am the _____ of the business named above; that this is a true, correct and complete report (Owner, Partner, President, Treasurer, Other-describe) to the best of my knowledge, information, and belief; and that this application and report is made with the knowledge and consent of all other individuals licensed.

Dated _____ Signed _____

Person to contact regarding this report: Name: _____ Phone: _____

RETURN ORIGINAL AND MAKE DUPLICATE FOR YOUR RECORDS