The original instrument and the following digest, which constitutes no part of the legislative instrument, were prepared by Senate Legislative Services. The keyword, summary, and digest do not constitute part of the law or proof or indicia of legislative intent. [R.S. 1:13(B) and 24:177(E)]

DIGEST

SB 232 Engrossed

2025 Regular Session

Bass

<u>Present law</u> provides a credit for motion picture productions in Louisiana and allows a taxpayer to transfer motion picture production credits back to the La. Dept. of Revenue for a reduced rate.

Proposed law retains present law.

<u>Present law</u> defines "office" to mean the office of entertainment industry development in Louisiana Economic Development (LED).

<u>Proposed law</u> repeals <u>present law</u> and defines the term "office" to mean the office of economic development in Louisiana Economic Development on or after July 1, 2025.

<u>Present law</u> authorizes a project-based production tax credit of up to 40% which may include combinations of the following:

- (1) A base investment credit of 25% of base investment that is greater than \$300,000.
- (2) A 5% base investment credit increase if the production office and 60% of principal photography is based and occurring outside of New Orleans.
- (3) A 10% credit increase on production expenditures equal or greater than \$50,000 but not more than \$5M for a screenplay created by a Louisiana resident.
- (4) A 15% credit increase on base investment on payroll for Louisiana residents.
- (5) A 5% increase on base investment of visual effects expenditures if at least 50% of visual effects budget or a minimum of \$1M of visual effects budget is expended on services performed in Louisiana.

<u>Proposed law</u> repeals <u>present law</u> for applications approved on or after July 1, 2025, and instead authorizes a tax credit of up to 40% credit in accordance with program rules and the annual cap provisions of <u>present law</u>.

Present law authorizes a payroll credit of either:

(1) 15% for each new job whose QEC payroll is equal to or greater than \$45,000 but no more

than \$66,000 per year.

(2) 20% for each new job whose QEC payroll is equal to or greater than \$66,000 but no greater than \$200,000 per year.

Proposed law repeals present law for applications of state-certified productions after July 1, 2025.

<u>Proposed law</u> authorizes LED to consider discretionary factors in approving applications, including but not limited to estimated economic impact, disbursement of funding statewide, availability of funding and the best interest of the state.

<u>Proposed law</u> authorizes LED to promulgate rules for the administration of the program in accordance with the APA, subject to oversight by the Senate Committee on Revenue and Fiscal Affairs and the House Committee on Ways and Means. Further authorizes LED to utilize emergency rulemaking for the promulgation of the initial administrative rules.

Present law authorizes the following project issuance tax credits caps:

- (1) \$20M credit cap on a single state-certified production, except that state-certified productions for scripted episodic content that may be granted up to \$25M tax credit per season.
- (2) \$1M per year cap on the amount of Company-based QEC payroll tax credit for a single company.

Proposed law repeals present law for applications of state-certified productions after July 1, 2025.

Present law authorizes the following individual payroll caps:

- (1) \$3M cap on qualifying payroll for the services rendered by an individual, and no tax credits shall be earned for payroll expenditures in excess of \$3M per person.
- (2) \$200,000 cap on qualifying QEC payroll expenditures for each employee as reported on a Form W-2, and no tax credits shall be earned for payroll expenditures in excess of two hundred thousand dollars per person.

Proposed law repeals present law for applications of state-certified productions after July 1, 2025.

(Amends R.S. 47:6007(B)(18),(C)(1)(a)(intro para),(C)(1)(b)(intro para), (J)(3) and (4); adds R.S. 47:6007(C)(1)(d))