

Who can claim this credit?

- **You may claim** – this credit if you transfer a home after the January 1, 2021 certification date; it may qualify for the Lottery and Gaming Credit if the property was used by the previous owner as a primary residence on January 1, 2021.
- **You cannot claim this credit if the home was:**
 - Not the primary residence of the previous owner on January 1, 2021
 - Used as rental property on January 1, 2021
 - Unoccupied on January 1, 2021

Questions? – if you have questions on the Lottery and Gaming Credit, contact your County Treasurer or the Wisconsin Department of Revenue at (608) 266-9457, (608) 266-0772, or lgs@wisconsin.gov.

Seller Information			
Seller name <i>(please print)</i>			
Seller current address	City	State	Zip

2021 Lottery and Gaming Credit Claim	
Property address _____ _____ _____	Parcel number _____ <input type="checkbox"/> Town } <input type="checkbox"/> Village } <input type="checkbox"/> City } _____ County of _____
<i>To the best of my knowledge, the property described above was used by the previous owner as a primary residence on January 1, 2021. I attest, under penalty of law, that as of _____, 2021 (insert date you acquired this property) I am the owner of the property described above. I understand that I am to notify the county treasurer within 30 days of the date on which I no longer use the property as my primary residence.</i>	
Claimant name <i>(please print)</i>	Email
Signature	Phone () - _____ Date <i>(mm-dd-yyyy)</i> - -

Submitting Your Application

If the property qualified as your primary residence on January 1, 2021, submit this completed form to your **County Treasurer**. The credit will appear on your 2021 property tax bill.

<p>Filing deadline: _____ <i>(mm-dd-yyyy)</i></p>	<p>County Treasurer address:</p> _____ _____ _____
<div style="border: 1px solid black; padding: 5px;"> <p>Note: If the property is located in Milwaukee County, submit this completed form to your Municipal Treasurer. Do not send it to the Milwaukee County Treasurer.</p> </div>	