Schedule

Name



Community Rehabilitation Program Credit

2023

Identifying Number

Enclose with Wisconsin Form 1, 1NPR, 2, 3, 4, 4T, 5S, or 6

Read instructions before filling in this schedule

Part	I – To be completed by claimant		
1	Enter amount paid in the taxable year to a community rehabilitation program to perform work for your business. Do not fill in more than \$500,000	1	
2	Multiply line 1 by 5% (0.05)	. 2	
3	If you paid an amount to more than one community rehabilitation program to perform work for your business, fill in the amount from line 2 of any additional Schedules CM	. 3	
4	Community rehabilitation program credit passed through from other entities:		
4a	Entity Name	_	
	FEIN Amount 4a	_	
4b	Entity Name	_	
	FEIN Amount 4b	_	
4c	Total pass through credits from additional schedule. 4c	_	
4d	Total credits (add lines 4a through 4c)	. 4d	
5	Add lines 2, 3, and 4d. This is your 2023 credit (see instructions)	. 5	_
5a	Fiduciaries – enter the amount of credit allocated to beneficiaries	. 5a	_
5b	Fiduciaries – subtract line 5a from line 5	. 5b	_
6	Carryover of unused community rehabilitation program credit. Include Schedule CF	. 6	
7	Add lines 5 and 6 (lines 5b and 6 if fiduciary). This is the available community rehabilitation program credit. Include Schedule CF if the credit was not used in full	. 7	

2023 Schedule CM	Name	ID Number	Page 2 of 2

Part II – To be completed by the community rehabilitation program

Sign Here

Iame of entity for which work was provided Eaxable year of entity beginning M M D D Y Y Y Y M M D D Y Y Y Y		Suite Number Zip Code		
Name of entity for which work was provided		Zip Code		
Taxable year of entity beginning and ending and ending and ending and ending	and ending			
Date contract signed MMDDDYYYYY	and ending			
Date contract signed MMDDDYYYYY	Taxable year of entity beginning m m _ D _ D _ Y _ Y _ Y _ and ending m _ m _ D _ D _ Y _ Y _ Y _ Y			
Fotal payments received during the period listed in 3 above				
	ove	5		
Amount of payments in 5 above that was for work performed				
		ove		