

Nebraska Advantage Rural Development Comparison

| | Livestock Production | Livestock Modernization |
|---|---|---|
| Investment and employment requirements | Level 1: \$125,000 + 2 FTE Level 2: \$250,000 + 5 FTE | \$50,000 (no employment growth required) |
| Location | Level 1: county population < 15,000* Level 2: county population < 25,000** | Anywhere in Nebraska |
| Multiple counties? | No | Yes |
| Base year | Tax year before year of application | Tax year before year of application |
| Attainment period | Year of application and next tax year | Year of application and next tax year |
| Qualified property | Depreciable assets other than vehicles, planes, and railroad rolling stock | Depreciable buildings, facilities, or equipment other than vehicles, planes, and railroad rolling stock used for livestock housing, confinement, feeding, production, and waste management. Breeding stock is not considered equipment. |
| Investment credits earned | \$2,750 for each \$50,000 in net investment | 10% of net investment |
| Employment credits earned | \$3,000 for each new FTE earning the required wage | Not available |
| Limit on project credits | Remaining amount of the annual authorization | Lesser of \$150,000 or the remaining amount of the annual authorization |
| Required to attain 75% of estimated investment and employment? | Yes | Yes |
| Recapture if minimum levels not maintained for 3 years after credit earned? | Yes | No |

77-27,187.01 (3) Livestock means all animals, including cattle, horses, sheep, goats, hogs, dairy animals, chickens, turkeys, and other species of game birds and animals raised and produced subject to permit and regulation by the Nebraska Game and Parks Commission or the Nebraska Department of Agriculture.

*A Level 1 project may also be located within the boundaries of a village in any county or in certain census tracts.

**A Level 2 project may also be located within the boundaries of a city of second class in any county.

For more information on Level 1 and 2 eligible project locations, go to the [Application Guide](#).