New Mexico Taxation & Revenue Department Workers' Compensation Fee Report

New Mexico Taxpayer Access Point (**TAP**), your online tax center, is available for you to file and pay your New Mexico Workers' Compensation Fee Report effective April 2014.

• How does this affect me?

- 1. New Mexico e-File is no longer available to file and pay your Workers' Compensation Fee Report.
- Effective April 2014, you must use TAP at <u>https://tap.state.nm.us</u> to file and pay your Workers' Compensation Fee Report.
- 3. If this is your first time using TAP you must:
 - Sign up for a TAP account by going to <u>https://tap.state.nm.us</u> and clicking on the Sign Up Business link under the SIGN UP FOR TAP section.
 - After signing up for a TAP account, log into TAP using your TAP Username, Password, and Authorization Code received at sign-up.
 - Click on the Account ID link and then click the File Now link to file your Workers' Compensation Fee Report.
 - After submitting your report, click the **Make a Payment** button at the top right corner of the page.

• How is this different than before?

- 1. Your New Mexico e-Filing Services *Login Name* and *Password* will **NOT** work in **TAP**. You must sign up for a TAP account to file your Workers' Compensation Fee Report.
- 2. The URL to file your Workers' Compensation Fee Report is: <u>https://tap.state.nm.us</u>.
- How do I get assistance?
 - Watch the "How-To" videos listed below by clicking on the How-To Videos link under Help on the left side of the TAP logon page at <u>https://tap.state.nm.us</u>.
 - Signing Up for TAP details the process of signing up for a TAP account.
 - Navigating in TAP demonstrates how to navigate through TAP.
 - Making a Payment in TAP details the process of making a payment.
 - 2. Click on the **FAQs/Contact Us** link under **Help** on the left side of the TAP logon page at <u>https://tap.state.nm.us</u> for answers to frequently asked questions and for department contact information.
 - 3. Email <u>TRD-CustomerAssistance@state.nm.us</u>.