GAMING IN NEVADA

The Legislature has declared that “the gaming industry is vitally important to the economy of the State and the general welfare of the inhabitants.” Nevada has developed a comprehensive system designed to regulate many of the aspects of gaming, including the taxation of gaming establishments. Nevada Revised Statutes (NRS) 463.0129 sets forth the State’s policy concerning gaming. The statute stresses strict regulation of the gaming industry by means of licensing, controlling, and assisting activities related to gaming.

HISTORY OF GAMING IN NEVADA

Gaming has always played a significant role in the history of Nevada. Gaming was widespread during the State’s frontier days, particularly in the mining camps. With the discovery of the Comstock Lode in 1859 came a population explosion in western Nevada. The Comstock Lode was the largest and wealthiest gold and silver deposit in the United States. The money and people that invaded the area were accompanied by one of the few forms of recreation available to the miners—gambling. The gambler held a respected position in society. One of the most famous residents of Nevada, Mark Twain (then known as Samuel Clemens), described the role of the gambler in his book *Roughing It*, as follows:

In Nevada, for a time, the lawyer, the editor, the chief desperado, the chief gambler, and the saloon keeper, occupied the same level in society, and it was the highest.

Gaming has also been controversial to one degree or another. In 1861, the Territorial Legislature prohibited all forms of gaming and provided criminal penalties. Conducting a gambling game was a felony punishable by a fine of not more than $5,000 and up to two years imprisonment. Betting was
punishable by a fine of not more than $500 and up to six months imprisonment. The law was generally ignored, and various forms of gaming, particularly faro, poker, and roulette, were widely and openly played.

**The Initial Legalization of Gaming**

In 1869, the Legislature, notwithstanding Governor Henry Goode Blasdel’s veto, passed a bill legalizing gaming and providing for its regulation. The fee for a gaming license was set at $1,000 in counties with fewer than 2,000 registered voters and $1,600 in more populous counties. The State and the counties split the license fees evenly. Although gaming could not be conducted in the front room of a saloon, and minors under 17 years of age could not participate, the State did little to regulate gaming. Revenues generated from gaming license activities were an insignificant part of the overall State budget.

In 1879, the Legislature prohibited cheating in licensed games. Until that time, the problem of cheating had been settled privately between the participants. In 1905, in response to falling gaming license revenues, Nevada legalized nickel slot machines. Although gaming was tolerated during the heyday of mining, Nevada later began to develop an economy that was not entirely dependent upon mining. In addition, antigaming movements began to strengthen.

**The Prohibition of Gaming**

The Women’s Civil League and the Anti-Gambling League of Reno lobbied feverishly to repeal the gaming laws. Their persistence paid off when, in 1909, the Legislature enacted a law prohibiting all forms of gaming after October 1, 1910. In 1911, the prohibition was briefly repealed but was reimposed in 1913. From 1913 to 1931, gaming was illegal in Nevada. However, the ban was unevenly enforced, and illegal gaming establishments continued to operate in many cities.

The year 1931 was an eventful year throughout the U.S. It was a tough year in Nevada as a severe drought gripped the State. Mining had plunged to a new low, cattle were selling for 3 cents per pound, and the nation was in the throes of the worst economic depression the country had ever seen. With the federal government owning approximately 86 percent of the land in Nevada, there was little room for further development of agriculture, and the property tax base was limited.

**The Relegalization of Gaming**

Seventeen Senators and 37 Assemblymen gathered in the old Nevada Capitol for the 35th Legislative Session. Phil Tobin, a freshman Republican Assemblyman from Humboldt County in northern Nevada, introduced the gambling bill that would change the face and fate of Nevada. The opposing sides of the gambling question conducted a brief but furious debate before the Committee on Public Morals. The bill’s supporters backed Assemblyman Tobin’s stand that gambling was too common to ignore and that it went untaxed. Antigambling groups argued that gambling was a vice, pure and simple, and would attract gangsters and bring shame to Nevada.
The supporters of Assembly Bill 98 (Chapter 99, *Statutes of Nevada 1931*) were victorious as it was passed by the Legislature (Senate vote: 13 to 3; Assembly vote: 24 to 1) and signed by Governor Fredrick B. Balzar on March 19, 1931. Nevada would never be the same.

Between 1931 and 1945, the State left the regulation of gaming up to the local governments and did not attempt to directly tax gaming establishments. As tourists began traveling to the renowned Las Vegas area and full-service casinos began springing up at a rapid rate, the State (in 1945) required licenses for casinos and imposed a 1 percent tax on gross revenues. During the decade between 1945 and 1955, however, there were acknowledged shortcomings in the State’s ability to regulate the burgeoning industry.

**The Modern Regulation of Gaming**

In 1955, the Legislature organized the State Gaming Control Board to regulate the industry. Comprehensive background checks of license applicants were also instituted. The Nevada Gaming Commission, which is responsible for overseeing the activities of the Board, was organized in 1959. In 1961, the Legislature created the Gaming Policy Committee, with authority to hold hearings—at the call of the Governor—on gaming policy and make recommendations to the Board and the Commission. (These entities are discussed in more detail in the next section of this report.)

Throughout the early years of gaming, the State continuously revised the gaming regulatory scheme. Perhaps one of the most important steps taken by the State occurred in 1967 when the Legislature approved a bill that was signed by Governor Paul Laxalt to allow publicly held corporations to own gaming facilities. Until then, each stockholder had been subject to a background investigation. This change made it much easier for the industry to raise capital and paved the way for the enormous expansion of gaming in recent years.

The history of gaming in Nevada is a colorful one. Much of the success of gaming can be attributed to a unique balance that has been reached in regulating the industry. The State has consistently sought to balance competing interests. The need for tax revenue is balanced with the need to create an economic and tax environment that promotes gaming. The need to ensure that gaming is conducted fairly is balanced with the need to avoid overregulation.

**THE REGULATION OF GAMING IN NEVADA**

As the history of gaming demonstrates, the regulation of gaming is vital to its success. The Nevada Legislature has provided the regulatory framework by establishing a complex statutory system.

**The Role of NRS**

To effectuate this State’s policy on gaming under NRS 463.0129, the Legislature has adopted various laws that strictly control gaming. Chapter 463 of NRS, referred to as the “Nevada Gaming Control Act,” is the principal authority in gaming regulation. The Act addresses ownership, operation,

In order to implement these laws, various agencies have been created and authorized to adopt regulations to further the laws that generally regulate the gaming industry.

**State Gaming Agencies**

The principal State agencies concerned with gaming control are the Nevada Gaming Commission (Commission) and the State Gaming Control Board (Board). The three primary responsibilities of these agencies are to assure that: (1) gaming is conducted honestly; (2) the industry is free from organized crime and corruption; and (3) the State receives its full entitlement of gaming tax revenues.

In addition to these agencies, a Gaming Policy Committee was created to discuss matters of gaming policy and make recommendations to the Commission and Board.

**State Gaming Control Board**

The State Gaming Control Board, which is comprised of three individuals appointed by the Governor, was established in 1955 as the agency charged with the full-time administration of the Nevada Gaming Control Act and its corresponding regulations. In addition, the Board establishes rules and regulations for all tax reports submitted to the State by gaming licensees.

In terms of the gaming license application process, the Board conducts a thorough investigation of the qualifications of each applicant before any license is issued or other required approval is granted. After completing the investigation, the Board recommends that the Nevada Gaming Commission deny, limit, condition, restrict, or approve any license, registration, or finding of suitability. Investigations are conducted by the Board’s staff. The Board’s staff is divided into seven divisions: (1) Administration; (2) Audit; (3) Corporate Securities; (4) Enforcement; (5) Investigations; (6) Tax and License; and (7) Technology.

**Nevada Gaming Commission**

The Nevada Gaming Commission was created by the 1959 Nevada Legislature. It is a five-member lay body appointed by the Governor. The primary responsibilities of the Commission include acting on recommendations of the State Gaming Control Board in licensing matters and ruling over gaming employee registration appeal cases. The Commission is the State’s final administrative authority and is empowered to accept, deny, or modify the recommendations of the Board on any particular license application. The Commission also has the power to approve, restrict, limit, condition, deny, revoke, or suspend any current gaming license.
In addition, the Commission is required to pass regulations, including those prescribing the method and form of applications, information required, fingerprinting of applicants, and the procedure for a licensing hearing.

Gaming Policy Committee
Created in 1961, Nevada’s Gaming Policy Committee is an administrative body consisting of government, public, and industry representatives who are charged with the responsibility of recommending gaming policy. The committee consists of 11 members: the Governor (chair), a Commission member, a Board member, a member of the Senate, a member of the Assembly, two members of the general public, two representatives of nonrestricted gaming licensees, one representative of restricted gaming licensees, and one enrolled member of a Nevada Indian tribe appointed by the Inter-Tribal Council of Nevada, Inc. In general, only the Governor may call meetings of the Gaming Policy Committee. After discussing matters of gaming policy, the Committee may make recommendations. These recommendations are advisory only and are not required to be implemented by the Board or Commission. In 1997, the Gaming Policy Committee received the statutory responsibility to hear appeals of decisions by local governing bodies to grant or deny a petition to designate certain locations as gaming enterprise districts.

GAMING LICENSES

Two types of gaming licenses are issued in Nevada—a “nonrestricted license” and a “restricted license.” A “nonrestricted license” or a “nonrestricted operation” means one of the following:

1. A State gaming license for, or an operation consisting of, 16 or more slot machines;
2. A license for, or operation of, any number of slot machines together with any other game, gaming device, race book, or sports pool at one establishment;
3. A license for, or the operation of, a slot machine route;
4. A license for, or the operation of, an inter-casino linked system; or
5. A license for, or the operation of, a mobile gaming system.

A “restricted license” or “restricted operation” means a State gaming license for, or an operation consisting of, not more than 15 slot machines and no other game or gaming device at an establishment in which the operation of slot machines is incidental to the primary business of the establishment. Effective January 1, 2014, in a county whose population is 100,000 or more (currently Clark and Washoe Counties), a restricted license may only be granted at certain establishments if it contains:

1. A minimum of 2,500 square feet of space available for patrons;
2. A permanent, physical bar; and
3. A restaurant that meets certain requirements.
Gaming Employee Registration

The State Gaming Control Board also administers the statewide Gaming Employee Registration Program. In Nevada, a person cannot be employed as a gaming employee unless the person has registered as a gaming employee. Applications for registration are filed through the licensee for whom the applicant will start working, unless otherwise filed with the Board as prescribed by regulation (see NRS 463.335 for additional information).

The Board must conduct an investigation of each applicant to determine eligibility, including a criminal history background check. Fees charged for the issuance of a gaming employee registration are limited to the equivalent of actual investigation and administration costs.

TAXES AND REVENUE

Gaming taxes and sales tax are the State’s two largest revenue sources. In the 2013-2015 Biennium, State gaming taxes are forecast to comprise 23 percent of the State’s General Fund revenue.

The largest source of gaming revenue is the monthly percentage fee based on gross gaming revenue from nonrestricted licensees. The rate of the fee is 3.5 percent for the first $50,000 during the month, plus 4.5 percent of the next $84,000, plus 6.75 percent of revenue exceeding $134,000 (NRS 463.370). Other sources of gaming revenue include license fees, quarterly fees on games, slot fees, and gaming penalties.

Gaming/Live Entertainment Tax

As of January 1, 2004, the Legislature (in 2003) repealed the Casino Entertainment Tax and replaced the tax with the Live Entertainment Tax; this tax is not limited to gaming establishments. Exemptions from the tax are outlined in NRS 368A.200. The rate of the tax is 5 percent of the admission price if the entertainment is in a facility with 7,500 or more seats. If the maximum seating is less than 7,500 seats, a 10 percent tax is imposed on the admission price, plus a 10 percent tax on food, refreshments, and merchandise purchased.

In Fiscal Year 2011-2012, this tax brought in approximately 4.5 percent of the State’s General Fund revenue. It generated $137 million, including $125 million from the gaming portion of the tax and $12 million from the nongaming portion.

2013 SIGNIFICANT GAMING LEGISLATION

Several major bills were approved by the 2013 Legislature that impacted gaming. The bills may be summarized as relating to three primary topics:

1. Interactive gaming;
2. Restricted/non-restricted gaming licenses; and

3. Pari-mutuel wagering.

**Interactive Gaming**

With the approval of A.B. 114 (Chapter 2, *Statutes of Nevada*), Nevada took the lead in making online poker available across the country. This measure directs the Nevada Gaming Commission to adopt regulations authorizing the Governor to enter into an agreement with another state to enable patrons in Nevada and the other states to participate in interactive gaming offered by licensees in those states.

In order for customers of interactive gaming to know that they are accessing an official Nevada site, A.B. 127 (Chapter 10, *Statutes of Nevada*) authorizes the Nevada Gaming Commission to adopt a seal for its use in identifying various licenses related to interactive gaming. The bill also makes unauthorized use of the seal a misdemeanor, except for circumstances in which a person fraudulently counterfeits or forges and makes use of a seal, which is a category D felony. In addition, A.B. 127 makes a person convicted of unauthorized use of the seal liable for a $5,000 civil penalty for each violation, which is to be remitted to the Nevada Gaming Commission.

Finally, in an effort to eliminate any attempt to commit fraud while playing an interactive game, A.B. 10 (Chapter 285, *Statutes of Nevada*) provides that it is unlawful to use, possess with intent to use, or assist another person in using any hardware, software, or combination thereof that is designed to obtain an advantage at any game in a licensed gaming establishment or any game offered by a licensee or affiliate.

**Nonrestricted and Restricted Gaming Establishments**

Discussions concerning the definitions of restricted and nonrestricted gaming establishments were also central to the 2013 Session. A joint informational hearing of the Senate and Assembly Committees on Judiciary was held on March 20, 2013, to discuss the history of such licenses. Based upon the discussions, legislation addressing gaming licenses was approved.

With regard to restricted gaming licenses, Senate Bill 416 (Chapter 396, *Statutes of Nevada*) clarifies that a “restricted license” or “restricted operation” means a State gaming license for the operation of not more than 15 slot machines and which does not include a race book or sports pool. The measure requires that a separate license be obtained for each location at which such an operation is conducted. The bill also provides that the exception to having a single license at one establishment applies only to nonrestricted licenses at an establishment with 16 or more slot machines or at an establishment with any number of slot machines together with any other game, gaming device, race book, or sports pool.

Senate Bill 416 also provides that a restricted license may only be granted at establishments located in Clark and Washoe Counties that contain a minimum of 2,500 square feet of space available for patrons; a permanent physical bar; and a restaurant that meets certain requirements.
Regarding nonrestricted gaming licenses, the Legislature approved A.B. 7 (Chapter 534, *Statutes of Nevada*) to revise the definition of “resort hotel.” Under existing law, the Nevada Gaming Commission is prohibited from approving a nonrestricted license for an establishment in Clark and Washoe Counties unless the establishment is a resort hotel. Assembly Bill 7 revises the definition of “resort hotel” to provide that such an establishment in Washoe County must have more than 300 rooms available for sleeping accommodations.

Finally, in order to study the impact of interactive gaming in Nevada, particularly on restricted and nonrestricted gaming establishments, the Legislature approved an interim study on these issues. Assembly Bill 360 (Chapter 508, *Statutes of Nevada*) requires the Legislative Commission to create a committee to conduct an interim study concerning the impact of technology on the regulation of gaming and the distinction between restricted and nonrestricted gaming licensees. The Commission is required to submit a report of findings of the committee to the 2015 Nevada Legislature.

*Pari-Mutuel Wagering*

Existing law in Nevada prohibits a person who is licensed to engage in off-track pari-mutuel wagering from offering rebates on such wagers. During the 2013 Session, the Legislature discussed the continued need for this prohibition. Based upon the discussion, the Legislature approved S.B. 425 (Chapter 498, *Statutes of Nevada*), which requires the Nevada Gaming Commission to study and review issues related to offering rebates on pari-mutuel wagers. If the Commission determines that it is in the best interests of Nevada and licensed gaming to exempt certain bets, refunds, rebates, payoffs, or bonuses from the existing statutes prohibiting them, it must adopt regulations to that effect by April 1, 2014. After its review, if the Commission finds that such an exemption is not in the best interests of Nevada and licensed gaming in Nevada, it must report its findings at the next regularly scheduled meeting of the Legislative Commission.

**ADDITIONAL INFORMATION**

Extensive information regarding the gaming industry in Nevada is available through its regulatory bodies:

*Nevada Gaming Commission*
Peter C. Bernhard (Chair)
Tony Alamo, M.D.
Joseph W. Brown
John T. Moran Jr.
Randolph J. Townsend

*State Gaming Control Board*
A. G. Burnett (Chair)
Terry Johnson
Shawn R. Reid

Research Division, Legislative Counsel Bureau
Policy and Program Report, April 2014
Gaming in Nevada

Office Address:
1919 College Parkway
Carson City, Nevada 89706-7941

Mailing Address:
P.O. Box 8003
Carson City, Nevada 89702-8003

Telephone (Commission): (775) 684-7750
Telephone (Board): (775) 684-7700

Website: [http://gaming.nv.gov/](http://gaming.nv.gov/)
(Includes links to other state, federal, and international bodies involved in the regulation of gaming.)

Gaming Associations
A great deal of information regarding gaming in Nevada and throughout the country is available through the industry itself. Two examples of gaming organizations follow:

<table>
<thead>
<tr>
<th>American Gaming Association</th>
<th>Nevada Resort Association</th>
</tr>
</thead>
<tbody>
<tr>
<td>1299 Pennsylvania Avenue, N.W.</td>
<td>P.O. Box 81526</td>
</tr>
<tr>
<td>Suite 1175</td>
<td>Las Vegas, Nevada 89180-1526</td>
</tr>
<tr>
<td>Washington, D.C. 20004-2426</td>
<td>Telephone: (702) 735-4888</td>
</tr>
<tr>
<td>Telephone: (202) 552-2675</td>
<td>Fax: (702) 735-4620</td>
</tr>
</tbody>
</table>

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GLOSSARY OF GAMING TERMS

While the terms in the Glossary are based on the definitions used in *Nevada Revised Statutes* (NRS) and the regulations (Reg.) of the Nevada Gaming Commission and State Gaming Control Board, the definitions are not always verbatim reproductions of the legal definitions. Always consult the actual statute or regulation for technical purposes.

**Ante**  
A player’s initial wager or predetermined contribution to the pot prior to the dealing of the first hand. (Reg. 23.020[1])

**Authorized Player**  
A person who has registered with the operator of interactive gaming to engage in interactive gaming. (Reg. 5A.020[1])

**Banking Game**  
Any gambling game in which players compete against the licensed gaming establishment rather than against one another. (NRS 463.01365)

**Black Book**  
A term used in popular parlance for the list of excluded persons established by NRS 463.151. (See “Excluded Person.”)

**Board**  
The State Gaming Control Board. (NRS 463.0137)

**Call**  
A wager made in an amount equal to the immediately preceding wager. (Reg. 23.020[2])

**Candidate**  
Any person who the Board believes should be placed on the list of persons who are to be excluded or ejected from licensed gaming establishments. (Reg. 28.020[1] and [3])

**Card Game Shill**  
An employee engaged and financed by the licensee as a player for the purpose of starting and/or maintaining a sufficient number of players in a card game. (Reg. 23.020[3])

**Cashless Wagering System**  
A method of wagering and accounting:

1. In which the validity and value of a wagering instrument or wagering credits are determined, monitored and retained by a computer operated and maintained by a licensee which maintains a record of each transaction involving the wagering instrument or wagering credits, exclusive of the
game or gaming device on which wagers are being made. The term includes computerized systems which facilitate electronic transfers of money directly to or from a game or gaming device; or

2. Used in a race book or sports pool in which the validity and value of a wagering instrument or wagering credits are determined, monitored, and retained on a computer that maintains a record of each transaction involving the wagering instrument or wagering credits and is operated and maintained by a licensee. (NRS 463.014)

Casino
The room or rooms wherein gaming is conducted and includes any bar, cocktail lounge, or other facilities housed therein as well as the area occupied by the games, except restricted gaming operations as defined by NRS 463.0189. (Reg. 1.065)

Cheat
To alter the elements of chance, method of selection, or criteria which determine the result of a game, the amount or frequency of payment in a game, the value of a wagering instrument, or the value of a wagering credit. (NRS 465.015)

Chip
A nonmetal or partly metal representative of value issued by a licensee for use at table games or counter games at the licensee’s gaming establishment. (Reg. 12.010[2])

Commission
Nevada Gaming Commission. (NRS 463.0145)

Communications Technology
Any method used and the components employed by an establishment to facilitate the transmission of information, including, without limitation, transmission and reception by systems based on wire, cable, radio, microwave, light, optics, or computer data networks, including, without limitation, the Internet and intranets. (NRS 463.016425[2])

Covered Asset
Any tangible or intangible asset specifically designed for use in, and used in connection with, the operation of an interactive gaming facility that, after December 31, 2006, knowingly and intentionally operated interactive gaming that involved patrons located in the U.S., unless and to the extent such activity was licensed at all times by a state or the federal government, including, without limitation:

1. Any trademark, trade name, service mark, or similar intellectual property under which an interactive gaming facility was identified to the patrons of the interactive gaming facility;

2. Any information regarding persons via a database, customer list, or any derivative of a database or customer list; and

3. Any software or hardware relating to the management, administration, development, testing, or control of an interactive gaming facility. (NRS 463.01464)
Gaming

**Covered Person**

Any person who:

1. Has at any time owned, in whole or in significant part, an interactive gaming facility or an entity operating an interactive gaming facility that after December 31, 2006, knowingly and intentionally operated interactive gaming that involved patrons located in the U.S., unless and to the extent such activity was licensed at all times by a state or the Federal Government;

2. After December 31, 2006, acted, or proposed to act, on behalf of a person described in paragraph 1 and knowingly and intentionally provided, or proposed to provide, to such person any services as an interactive gaming service provider, with knowledge that the interactive gaming facility’s operation of interactive gaming involved patrons located in the U.S.; or

3. Purchased or acquired, directly or indirectly:
   a) In whole or in significant part, a person described in paragraph 1 or 2; or
   b) Any covered assets, in whole or in part, of such person. (NRS 463.014645)

**Daily Double**

A wager requiring the selection of the winners of two separate program events designated by the licensee as a daily double. (Reg. 26.030[3])

**Disseminator**

Any person who furnishes an operator of a race book, sports pool, or gambling game with information relating to horse racing or other racing which is then used to determine winners of, or payoffs on, wagers accepted by the operator. The term does not include a person who provides a televised broadcast without charge to any person who receives the broadcast. (NRS 463.0147)

**Drop**

1. For table games, the total amount of money, guaranteed drafts, chips, tokens, and wagering vouchers contained in the drop boxes and any electronic money transfers made to the game through the use of a cashless wagering system.

2. For slot machines, the total amount of money, tokens, and wagering vouchers contained in the drop box, and any electronic money transfers made to the slot machine through the use of a cashless wagering system. (Reg. 1.095)

**Drop Box**

1. For table games, a locked container permanently marked with the game, shift, and a number corresponding to a permanent number on the table.

2. For slot machines, a container in a locked portion of the machine or its cabinet used to collect the money and tokens retained by the machine that is not used to make automatic payouts from the machine. (Reg. 1.100)
Event
An individual race, game, or contest wherein pari-mutuel wagering is conducted upon the competing entrants. (Reg. 26.030[15])

Exacta
The selection, in order of finishing, of the entrants finishing first and second in a given event. (Reg. 26.030[5])

Excluded Person
Any person who has been placed upon the list of persons who are to be excluded or ejected from licensed gaming establishments by the Board and who has failed to timely request a hearing as provided in NRS 463.153, or who remains on the list after a final determination by the Commission. (NRS 463.151) (Reg. 28.020[2] and [3]) (See “Black Book.”)

Foreign Gaming
The conduct of gaming outside this State. (NRS 463.680[1])

Gaming Device
Any object used remotely or directly in connection with gaming or any game which affects the result of a wager by determining win or loss and which does not otherwise constitute associated equipment. (NRS 463.0155)

Gaming Enterprise District
An area that has been approved by a county, city, or town as suitable for operating an establishment that has been issued a nonrestricted license. (NRS 463.0158)

Gaming or Gambling
To deal, operate, carry on, conduct, maintain, or expose for play any game as defined in NRS 463.0152, or to operate an inter-casino linked system. (NRS 463.0153)

Hand
One game in a series, one deal in a card game, or the cards held by a player. (Reg. 23.020[7])

Independent Agent
Any person who:

1. Approves or grants the extension of gaming credit on behalf of a State gaming licensee or collects a debt evidenced by a credit instrument; or

2. Contracts with a State gaming licensee or its affiliate to provide services outside of Nevada consisting of arranging complimentary transportation, food, lodging or other services, or any combination thereof, whose combined retail price per person exceeds $1,000 in any seven-day period for guests at a licensed gaming establishment. (NRS 463.0164[1])
Information Service
A person who sells and provides information to a licensed sports pool that is used primarily to aid the placing of wagers on events of any kind. The term includes, without limitation, a person who sells and provides any:

1. Line, point spread, or odds;

2. Information, advice, or consultation considered by a licensee in establishing or setting any line, point spread, or odds; or

3. Advice, estimate, or prediction regarding the outcome of an event. (NRS 463.01642)

Interactive Gaming
The conduct of gambling games through the use of communications technology that allows a person, utilizing money, checks, electronic checks, electronic transfers of money, credit cards, debit cards, or any other instrumentality, to transmit to a computer information to assist in the placing of a bet or wager and corresponding information related to the display of the game, game outcomes, or other similar information. The term:

1. Includes, without limitation, Internet poker.

2. Does not include the operation of a race book or sports pool that uses communications technology approved by the Board pursuant to regulations adopted by the Commission to accept wagers originating within this State for races, or sporting events or other events. (NRS 463.016425[1])

Interactive Gaming Account
An electronic ledger operated and maintained by an operator of interactive gaming wherein information relative to interactive gaming is recorded on behalf of an authorized player including, but not limited to deposits, withdrawals, amounts wagered, amounts paid on winnings, and adjustments to the Account. (Reg. 5A.020[3])

Interactive Gaming Facility
Any Internet website, or similar communications facility in which transmissions may cross any state’s boundaries, through which any person operates interactive gaming through the use of communications technology. (NRS 463.016427[1])

Interactive Gaming Service Provider
A person who acts on behalf of an establishment licensed to operate interactive gaming and:

1. Manages, administers, or controls wagers that are initiated, received, or made on an interactive gaming system;
2. Manages, administers, or controls the games with which wagers that are initiated, received, or made on an interactive gaming system are associated;

3. Maintains or operates the software or hardware of an interactive gaming system;

4. Provides the trademarks, trade names, service marks, or similar intellectual property under which an establishment licensed to operate interactive gaming identifies its interactive gaming system to patrons;

5. Provides information regarding persons to an establishment licensed to operate interactive gaming via a database or customer list; or

6. Provides products, services, information, or assets to an establishment licensed to operate interactive gaming and receives therefor a percentage of gaming revenue from the establishment’s interactive gaming system. (NRS 463.677[5])

Inter-Casino Linked System
A network of electronically interfaced similar games which are located at two or more licensed gaming establishments that are linked to conduct gaming activities, contests, or tournaments. (NRS 463.01643)

Inter-Operator Poker Network
A pool of authorized players from two or more operators collected together to play the game of poker on one interactive gaming system. (Reg. 5A.020[6])

Layoff Bets
Books may accept wagers placed by other books. Books may place wagers only with other books. A book that places a wager shall inform the book accepting the wager that the wager is being placed by a book and shall disclose its identity. (Reg. 22.110)

Mobile Gaming
The conduct of gambling games through communications devices operated solely in an establishment which holds a nonrestricted gaming license and which operates at least 100 slot machines and at least one other game by the use of communications technology that allows a person to transmit information to a computer to assist in the placing of a bet or wager and corresponding information related to the display of the game, game outcomes, or other similar information. (NRS 463.0176)

Nonrestricted License or Nonrestricted Operation
1. A State gaming license for, or an operation consisting of, 16 or more slot machines;

2. A license for, or operation of, any number of slot machines together with any other game, gaming device, race book, or sports pool at one establishment;
3. A license for, or the operation of, a slot machine route;

4. A license for, or the operation of, an inter-casino linked system; or

5. A license for, or the operation of, a mobile gaming system. (NRS 463.0177)

**Off-Track Pari-Mutuel System**
A computerized system, or component of such a system, that is used with regard to a pari-mutuel pool to transmit information such as amounts wagered, odds, and payoffs on races. (NRS 464.005[2])

**Off-Track Pari-Mutuel Wagering**
Any pari-mutuel system of wagering approved by the Commission for the acceptance of wagers on horse or dog races which take place outside of this State or sporting events. (NRS 464.005[3])

**Operator of an Inter-Casino Linked System**
A person who, under any agreement whereby consideration is paid or payable for the right to place an inter-casino linked system, engages in the business of placing and operating an inter-casino linked system upon the premises of two or more licensed gaming establishments, and who is authorized to share in the revenue from the linked games without having been individually licensed to conduct gaming at the establishment. (NRS 463.01805)

**Operator of a Slot Machine Route**
A person who, under any agreement whereby consideration is paid or payable for the right to place slot machines, engages in the business of placing and operating slot machines upon the business premises of others at three or more locations. (NRS 463.018)

**Operator of a System**
A person engaged in providing an off-track pari-mutuel system. (NRS 464.005[4])

**Pari-Mutuel System of Wagering**
Any system whereby wagers with respect to the outcome of a race or sporting event are placed in a wagering pool conducted by a person licensed or otherwise permitted to do so under State law, and in which the participants are wagering with each other and not against that person. The term includes off-track pari-mutuel wagering. (NRS 464.005[5]) (See next entry.)

**Pari-Mutuel Wagering (Chapter 466 [“Horse Racing”] of NRS)**
A system of placing wagers on a horse race whereby the wager is placed at a window and equipment is used to pay a person’s winnings in the precise amount of money wagered by persons who did not win, after deducting taxes owed and commissions charged by the race track. (NRS 466.028) (See previous entry.)

**Pot**
The total amount anted and wagered by players during a hand. (Reg. 23.020[8])
Poker
The traditional game of poker, and any derivative of the game of poker as approved by chairman and published on the Board’s website, wherein two or more players play against each other and wager on the value of their hands. For purposes of interactive gaming, poker is not a banking game. (Reg. 5A.020[9])

Preferred Guest
Any person, 21 years of age or older, who receives complimentary transportation, food, lodging, or other consideration with a retail price over $1,000 in any seven-day period from a licensed establishment as an inducement to gamble. (Reg. 25.010[3])

Progressive Payoff Schedule
A game or machine payoff schedule, including those associated with contests, tournaments, or promotions, that increases automatically over time or as the game(s) or machine(s) are played. (Reg. 5.110[1-d])

Qualified Organization
A bona fide charitable, civic, educational, fraternal, patriotic, political, religious, or veterans’ organization that is not operated for profit. (NRS 463.4093)

Quinella
The selection of the entrants finishing first and second in any order in any given event. (Reg. 26.030[13])

Race Book
The business of accepting wagers upon the outcome of any event held at a track which uses the pari-mutuel system of wagering. (NRS 463.01855)

Rake-Off
A percentage of the total amount anted and wagered by players during a hand in a card game. (Reg. 1.150)

Registered as a Gaming Employee
Authorized to be employed as a gaming employee in this State. (NRS 463.01858)

Representative of Value
Any instrumentality used by a patron in a game whether or not the instrumentality may be redeemed for cash. (NRS 463.01862)
Gaming

**Resort Hotel (Chapter 463 [“Licensing and Control of Gaming”] of NRS)**
Any building or group of buildings maintained as a hotel where sleeping accommodations are furnished to the transient public and that has:

1. In a county whose population:
   a) Is 700,000 or more, more than 200 rooms available for sleeping accommodations; or
   b) Is 100,000 or more and less than 700,000, more than 300 rooms available for sleeping accommodations;

2. At least one bar with permanent seating capacity for more than 30 patrons that serves alcoholic beverages sold by the drink for consumption on the premises;

3. At least one restaurant with permanent seating capacity for more than 60 patrons that is open to the public 24 hours each day and 7 days each week; and

4. A gaming area within the building or group of buildings. (NRS 463.01865)

**Resort Hotel (Chapter 466 [“Horse Racing”] of NRS)**
Any building or group of buildings maintained as a hotel where sleeping accommodations are furnished to the transient public and that has:

1. More than 1,000 rooms available for sleeping accommodations;

2. At least one bar with permanent seating capacity for more than 30 patrons that serves alcoholic beverages sold by the drink for consumption on the premises;

3. At least one restaurant with permanent seating capacity for more than 60 patrons that is open to the public 24 hours each day and 7 days each week; and

4. A gaming area within the building or group of buildings. (NRS 466.029)

**Restricted License or Restricted Operation**
A State gaming license for, or an operation consisting of, not more than 15 slot machines and no other game or gaming device, race book, or sports pool at an establishment in which the operation of slot machines is incidental to the primary business of the establishment. (NRS 463.0189)

Effective January 1, 2014, in a county whose population is 100,000 or more (currently Clark and Washoe Counties), a restricted license may only be granted at certain establishments if it contains:

1. A minimum of 2,500 square feet of space available for patrons;

2. A permanent, physical bar; and

3. A restaurant which meets certain requirements. (NRS 463.161[2])
Slot Machine
Any mechanical, electrical, or other device, contrivance, or machine which, upon insertion of a coin, token, or similar object, or upon payment of any consideration, is available to play or operate, the play or operation of which, whether by reason of the skill of the operator in playing a gambling game which is presented for play by the machine or application of the element of chance, or both, may deliver or entitle the person playing or operating the machine to receive cash, premiums, merchandise, tokens, or any thing of value, whether the payoff is made automatically from the machine or in any other manner. (NRS 463.0191)

Sports Pool
The business of accepting wagers on sporting events or other events by any system or method of wagering. (NRS 463.0193)

Temporarily Registered as a Gaming Employee
Authorized to be employed as a gaming employee in this State from the date of submitting a complete application for registration or renewal of registration for a period not to exceed 120 days following receipt of the complete application by the Board, including classifiable fingerprints, unless otherwise suspended. (NRS 463.01955)

Token
A metal representative of value issued by a licensee for use in slot machines or for use in slot machines and at table games or counter games at the licensee’s gaming establishment. (Reg. 12.010[3])

User
An operator of a race book, sports pool, or gambling game who is licensed in this State and receives and displays a live broadcast within this State and uses information contained in the broadcast to determine winners of, or payoffs on, wagers the operator accepts. (NRS 463.4218)

Wager
A sum of money or representative of value that is risked on an occurrence for which the outcome is uncertain. (NRS 463.01962)

Wagering Credit
A representative of value, other than a chip, token, or wagering instrument that is used for wagering at a game or gaming device, race book, or sports pool and is obtained by the payment of cash or a cash equivalent, the use of a wagering instrument or the electronic transfer of money. (NRS 463.01963)

Wagering Instrument
A representative of value, other than a chip or token, that is issued by a licensee and approved by the Board for use in a cashless wagering system. (NRS 463.01967)