SENATE BILL NO. 9–COMMITTEE ON JUDICIARY

(ON BEHALF OF THE COMMITTEE TO CONDUCT AN INTERIM STUDY CONCERNING THE IMPACT OF TECHNOLOGY UPON GAMING)

PREFILED DECEMBER 19, 2014

Referred to Committee on Judiciary

SUMMARY—Requires the Nevada Gaming Commission to adopt regulations relating to the development of technology in gaming. (BDR 41-61)

FISCAL NOTE: Effect on Local Government: No.
Effect on the State: Yes.

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EXPLANATION – Matter in ***bolded italics*** is new; matter between brackets ~~[omitted material]~~ is material to be omitted.

AN ACT relating to gaming; requiring the Nevada Gaming Commission to adopt regulations relating to the development of certain technology in gaming; and providing other matters properly relating thereto.

Legislative Counsel's Digest:

Existing law establishes provisions for the licensing and control of gaming in this State. (Chapter 463 of NRS) Existing law also requires the Nevada Gaming Commission to adopt, amend or repeal regulations for purposes of carrying out those provisions. (NRS 463.150) This bill requires the Commission to adopt regulations which encourage manufacturers to develop and deploy gaming devices that incorporate innovative, alternative and advanced technology. This bill also provides that such regulations may include technical standards for the manufacture of gaming devices that incorporate certain features.

THE PEOPLE OF THE STATE OF NEVADA, REPRESENTED IN SENATE AND ASSEMBLY, DO ENACT AS FOLLOWS:

Section 1. Chapter 463 of NRS is hereby amended by adding thereto a new section to read as follows:

1. The Legislature hereby declares that:

(a) The State of Nevada leads the nation as the home state for companies that design, develop and bring to market the technology

which supports the global gaming industry, including gaming devices, associated equipment and various gaming support systems.

(b) The continued growth and success of the gaming industry in the State of Nevada depends on the fostering of a business and regulatory environment that promotes continued advances in the use of technology in gaming, which improves the entertainment experience, encourages innovation and supports expansion of the domestic technology sector of the economy of this State.

2. The Commission shall, with the advice and assistance of the Board, adopt regulations which encourage manufacturers to develop and deploy gaming devices that incorporate innovative, alternative and advanced technology.

3. The regulations adopted pursuant to subsection 2 may include, without limitation, technical standards for the manufacture of gaming devices that:

(a) Define and differentiate between the requirements for and the outcomes of a game of skill and a game of chance;

(b) Allow flexibility in payout percentages or the outcome of a game as determined on the basis of nondiscriminatory identifiers;

(c) Support integration of social networking technologies;

(d) Facilitate among enrolled players the interactive and concurrent play of games supported by networked server computers;

(e) Accommodate secure account wagering and transactions using electronic commerce; and

(f) Require, when applicable, appropriate information to be disclosed to a player explaining that the outcome of a game will be affected by skill or identifiers.

4. As used in this section:

(a) "Game of skill" means a game in which the skill of the player, by reason of the knowledge, dexterity or any other ability or expertise of the player, rather than chance, is the dominant factor in affecting the outcome of the game as determined over a period of continuous play.

(b) "Identifier" means any specific and verifiable fact concerning a player or group of players which is based upon objective criteria relating to the player or group of players, including, without limitation:

(1) The frequency, value or extent of predefined commercial activity;

(2) The subscription to or enrollment in particular services; or

(3) The use of a particular technology concurrent with the play of a gaming device.

1 **Sec. 2.** This act becomes effective upon passage and approval.

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