

ASSEMBLY BILL NO. 7—COMMITTEE ON JUDICIARY

(ON BEHALF OF THE STATE GAMING CONTROL BOARD)

PREFILED DECEMBER 19, 2012

Referred to Committee on Judiciary

SUMMARY—Revises provisions relating to the Gaming Policy Committee. (BDR 41-333)

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; revising provisions relating to the Gaming Policy Committee; and providing other matters properly relating thereto.

Legislative Counsel's Digest:

1 Existing law establishes the Gaming Policy Committee and provides for the
2 composition and duties of the Committee. (NRS 463.021) This bill: (1) adds to the
3 Committee a representative of academia who possesses knowledge of matters
4 related to gaming; (2) authorizes the Governor, as Chair of the Committee, to
5 appoint an advisory committee on gaming education; and (3) specifies the duties of
6 the advisory committee.

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

1 **Section 1.** NRS 463.021 is hereby amended to read as follows:
2 463.021 1. The Gaming Policy Committee, consisting of the
3 Governor as Chair and ~~10~~ *11* members, is hereby created.
4 2. The Committee must be composed of:
5 (a) One member of the Commission, designated by the Chair of
6 the Commission;
7 (b) One member of the Board, designated by the Chair of the
8 Board;
9 (c) One member of the Senate appointed by the Legislative
10 Commission;



1 (d) One member of the Assembly appointed by the Legislative
2 Commission;

3 (e) One enrolled member of a Nevada Indian tribe appointed by
4 the Inter-Tribal Council of Nevada, Inc.; and

5 (f) ~~Five~~ Six members appointed by the Governor for terms of 2
6 years as follows:

7 (1) Two representatives of the general public;

8 (2) Two representatives of nonrestricted gaming licensees;

9 ~~and~~

10 (3) One representative of restricted gaming licensees ~~H~~ ;

11 *and*

12 *(4) One representative of academia who possesses*
13 *knowledge of matters related to gaming.*

14 3. Members who are appointed by the Governor serve at the
15 pleasure of the Governor.

16 4. Members who are Legislators serve terms beginning when
17 the Legislature convenes and continuing until the next regular
18 session of the Legislature is convened.

19 5. Except as otherwise provided in subsection 6, the Governor
20 may call meetings of the Gaming Policy Committee for the
21 exclusive purpose of discussing matters of gaming policy. The
22 recommendations concerning gaming policy made by the
23 Committee pursuant to this subsection are advisory and not binding
24 on the Board or the Commission in the performance of their duties
25 and functions.

26 6. An appeal filed pursuant to NRS 463.3088 may be
27 considered only by a Review Panel of the Committee. The Review
28 Panel must consist of the members of the Committee who are
29 identified in paragraphs (a), (b) and (e) of subsection 2 and
30 subparagraph (1) of paragraph (f) of subsection 2.

31 *7. The Governor, as Chair of the Committee, may appoint an*
32 *advisory committee on gaming education. An advisory committee*
33 *appointed pursuant to this subsection must:*

34 *(a) Contain not more than five members who serve at the*
35 *pleasure of the Governor; and*

36 *(b) Be chaired by the person selected as chair by the Governor.*

37 8. *An advisory committee created pursuant to subsection 7*
38 *shall:*

39 *(a) Review and evaluate all gaming-related educational*
40 *entities in this State, including, without limitation, the Culinary*
41 *Academy of Las Vegas, the Institute for the Study of Gambling*
42 *and Commercial Gaming of the University of Nevada, Reno, and*
43 *the UNLV International Gaming Institute of the William F.*
44 *Harrah College of Hotel Administration of the University of*



- 1 *Nevada, Las Vegas, to determine how to align such entities with*
2 *the needs of the gaming industry;*
3 *(b) Study and analyze the workforce and technology needs of*
4 *the gaming industry to determine how the gaming-related*
5 *educational entities may satisfy those needs;*
6 *(c) Study the potential for leveraging gaming-related*
7 *competencies and technologies developed by gaming-related*
8 *educational entities into other industries; and*
9 *(d) Report any findings and recommendations to the*
10 *Committee.*

