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SECOND REPRINT

A.B. 7

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; making appropriations; 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) **Section 1** of this bill: (1)  
 3 adds to the Committee a representative of academia who possesses knowledge of  
 4 matters related to gaming; (2) authorizes the Governor, as Chair of the Committee,  
 5 to appoint an advisory committee on gaming education; and (3) specifies the duties  
 6 of the advisory committee.  
 7 **Sections 2 and 3** of this bill make appropriations to the State Gaming Control  
 8 Board and the Nevada Gaming Commission for various travel, staffing and  
 9 operating costs.

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;



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1 (c) One member of the Senate appointed by the Legislative  
2 Commission;

3 (d) One member of the Assembly appointed by the Legislative  
4 Commission;

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

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

9 (1) Two representatives of the general public;

10 (2) Two representatives of nonrestricted gaming licensees;  
11 ~~and~~

12 (3) One representative of restricted gaming licensees ~~H~~ ;  
13 and

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

16 3. Members who are appointed by the Governor serve at the  
17 pleasure of the Governor.

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

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

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

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

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

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

39 8. *An advisory committee created pursuant to subsection 7*  
40 *shall:*

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



1 *Harrah College of Hotel Administration of the University of*  
2 *Nevada, Las Vegas, to determine how to align such entities with*  
3 *the needs of the gaming industry;*

4 *(b) Study and analyze the workforce and technology needs of*  
5 *the gaming industry to determine how the gaming-related*  
6 *educational entities may satisfy those needs;*

7 *(c) Study the potential for leveraging gaming-related*  
8 *competencies and technologies developed by gaming-related*  
9 *educational entities into other industries; and*

10 *(d) Report any findings and recommendations to the*  
11 *Committee.*

12 **Sec. 2.** 1. There is hereby appropriated from the State  
13 General Fund to the State Gaming Control Board the following  
14 sums for travel and operating costs:

15 For the Fiscal Year 2013-2014..... \$15,208

16 For the Fiscal Year 2014-2015..... \$15,208

17 2. Any balance of the sums appropriated by subsection 1  
18 remaining at the end of the respective fiscal years must not be  
19 committed for expenditure after June 30 of the respective fiscal  
20 years by the State Gaming Control Board or any entity to which  
21 money from the appropriation is granted or otherwise transferred in  
22 any manner, and any portion of the appropriated money remaining  
23 must not be spent for any purpose after September 19, 2014, and  
24 September 18, 2015, respectively, by either the State Gaming  
25 Control Board or the entity to which the money was subsequently  
26 granted or transferred, and must be reverted to the State General  
27 Fund on or before September 19, 2014, and September 18, 2015,  
28 respectively.

29 **Sec. 3.** 1. There is hereby appropriated from the State  
30 General Fund to the Nevada Gaming Commission the following  
31 sums for staffing and operating costs:

32 For the Fiscal Year 2013-2014..... \$54,673

33 For the Fiscal Year 2014-2015..... \$55,083

34 2. Any balance of the sums appropriated by subsection 1  
35 remaining at the end of the respective fiscal years must not be  
36 committed for expenditure after June 30 of the respective fiscal  
37 years by the Nevada Gaming Commission or any entity to which  
38 money from the appropriation is granted or otherwise transferred in  
39 any manner, and any portion of the appropriated money remaining  
40 must not be spent for any purpose after September 19, 2014, and  
41 September 18, 2015, respectively, by either the Nevada Gaming  
42 Commission or the entity to which the money was subsequently  
43 granted or transferred, and must be reverted to the State General  
44 Fund on or before September 19, 2014, and September 18, 2015,  
45 respectively.



- 1     **Sec. 4.** 1. This section and sections 2 and 3 of this act  
2 become effective on July 1, 2013.  
3     2. Section 1 of this act becomes effective on October 1, 2013.

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