SENATE BILL NO. 98-SENATOR SEGERBLOM

Prefiled January 30, 2015

Referred to Committee on Judiciary

SUMMARY—Revises Nevada's public policy concerning gaming. (BDR 41-100)

FISCAL NOTE: Effect on Local Government: No.

Effect on the State: No.

EXPLANATION - Matter in bolded italics is new; matter between brackets formitted material is material to be omitted.

AN ACT relating to gaming; revising Nevada's public policy concerning gaming; and providing other matters properly relating thereto.

Legislative Counsel's Digest:

The Nevada Gaming Control Act governs the licensing and control of gaming to protect the public health, safety, morals, good order and general welfare of the inhabitants of this State. (Chapter 463 of NRS) Existing law sets forth the public policy of Nevada concerning the gaming industry, finding that the gaming industry is vital to the State's economy. (NRS 463.0129) This bill amends Nevada's public policy concerning the gaming industry by adding that the purpose of the gaming industry is to generate revenue and create jobs for the inhabitants of Nevada.

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

- **Section 1.** NRS 463.0129 is hereby amended to read as follows:
- 463.0129 1. The Legislature hereby finds, and declares to be the public policy of this state, that:
- (a) The gaming industry is vitally important to the economy of the State and the general welfare of the inhabitants.
- (b) The primary purpose of the gaming industry is to generate revenue and create jobs for the benefit of the inhabitants of this State.
- (c) The continued growth and success of gaming is dependent upon public confidence and trust that licensed gaming and the





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manufacture, sale and distribution of gaming devices and associated equipment are conducted honestly and competitively, that establishments which hold restricted and nonrestricted licenses where gaming is conducted and where gambling devices are operated do not unduly impact the quality of life enjoyed by residents of the surrounding neighborhoods, that the rights of the creditors of licensees are protected and that gaming is free from criminal and corruptive elements.

[(e)] (d) Public confidence and trust can only be maintained by strict regulation of all persons, locations, practices, associations and activities related to the operation of licensed gaming establishments, the manufacture, sale or distribution of gaming devices and associated equipment and the operation of inter-casino linked systems.

[(d)] (e) All establishments where gaming is conducted and where gaming devices are operated, and manufacturers, sellers and distributors of certain gaming devices and equipment, and operators of inter-casino linked systems must therefore be licensed, controlled and assisted to protect the public health, safety, morals, good order and general welfare of the inhabitants of the State, to foster the stability and success of gaming and to preserve the competitive economy and policies of free competition of the State of Nevada.

[(e)] (f) To ensure that gaming is conducted honestly, competitively and free of criminal and corruptive elements, all gaming establishments in this state must remain open to the general public and the access of the general public to gaming activities must not be restricted in any manner except as provided by the Legislature.

- 2. No applicant for a license or other affirmative commission approval has any right to a license or the granting of the approval sought. Any license issued or other commission approval granted pursuant to the provisions of this chapter or chapter 464 of NRS is a revocable privilege, and no holder acquires any vested right therein or thereunder.
 - 3. This section does not:
- (a) Abrogate or abridge any common-law right of a gaming establishment to exclude any person from gaming activities or eject any person from the premises of the establishment for any reason; or
- (b) Prohibit a licensee from establishing minimum wagers for any gambling game or slot machine.





