

ASSEMBLY BILL NO. 221—COMMITTEE ON JUDICIARY

FEBRUARY 21, 2019

Referred to Committee on Judiciary

SUMMARY—Revises provisions relating to gaming employees. (BDR 41-716)

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

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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; authorizing certain persons who are under 21 years of age to be employed as gaming employees under certain circumstances; and providing other matters properly relating thereto.

Legislative Counsel’s Digest:

1 Existing law: (1) prohibits a person who is under 21 years of age from being
2 employed as a gaming employee, except in a counting room; and (2) provides that a
3 licensee who violates or permits the violation of this prohibition is guilty of a
4 misdemeanor. (NRS 463.350) Existing law also establishes the age of majority in
5 Nevada, which is the age at which a person is legally considered an adult and may
6 enter into a valid contract, as: (1) 18 years of age; or (2) 16 years of age if the
7 person is married or living apart from his or her parents or legal guardian and has
8 been declared emancipated by a court. (NRS 129.010)

9 This bill authorizes a person who is of the age of majority to be employed as a
10 gaming employee by a licensed manufacturer or distributor under certain
11 circumstances.

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

1 **Section 1.** NRS 463.350 is hereby amended to read as follows:
2 463.350 1. A person under the age of 21 years shall not:
3 (a) Play, be allowed to play, place wagers at, or collect winnings
4 from, whether personally or through an agent, any gambling game,
5 slot machine, race book, sports pool or pari-mutuel operator.



1 (b) Loiter, or be permitted to loiter, in or about any room or
2 premises wherein any licensed game, race book, sports pool or pari-
3 mutuel wagering is operated or conducted.

4 (c) ~~Be~~ *Except as otherwise provided in subsection 2, be*
5 *employed as a gaming employee. ~~except in a counting room.~~*

6 2. *A person who is of the age of majority as provided in NRS*
7 *129.010 may be employed as a gaming employee by a licensed*
8 *manufacturer or distributor if the employee, while on the business*
9 *premises:*

10 (a) *Designs, develops, programs, produces or composes a*
11 *control program or other software, source language or executable*
12 *code of a gaming device, associated equipment or a gaming*
13 *support system, subject to peer review and change management*
14 *procedures adopted by the licensee;*

15 (b) *Fabricates or assembles the components of a gaming*
16 *device, associated equipment or a gaming support system; or*

17 (c) *Installs, modifies, repairs or maintains a gaming device,*
18 *associated equipment or a gaming support system.*

19 3. Any licensee, employee, dealer or other person who violates
20 or permits the violation of any of the provisions of this section and
21 any person ~~is~~ *who is* under 21 years of age ~~is~~ *or not eligible to be*
22 *employed as a gaming employee pursuant to subsection 2* who
23 violates any of the provisions of this section is guilty of a
24 misdemeanor.

25 ~~3.~~ 4. In any prosecution or other proceeding for the violation
26 of any of the provisions of this section, it is no excuse for the
27 licensee, employee, dealer or other person to plead that he or she
28 believed the person to be 21 years old or over ~~is~~ *or to be eligible to*
29 *be employed as a gaming employee pursuant to subsection 2.*

30 **Sec. 2.** This act becomes effective on July 1, 2019.

