

Assembly Bill No. 7–Committee on Judiciary

CHAPTER.....

AN ACT relating to gaming; revising the definition of “resort hotel”; revising provisions relating to the Gaming Policy Committee; making appropriations; and providing other matters properly relating thereto.

Legislative Counsel’s Digest:

Existing law generally provides that the Nevada Gaming Commission is prohibited from approving a nonrestricted license for an establishment in a county whose population is 100,000 or more (currently Clark and Washoe Counties) unless the establishment is a resort hotel. (NRS 463.1605) Existing law defines “resort hotel” as any building or group of buildings that is maintained as and held out to the public to be a hotel where sleeping accommodations are furnished to the transient public and that has: (1) more than 200 rooms available for sleeping accommodations; (2) at least one bar with permanent seating capacity for more than 30 patrons that serves alcoholic beverages sold by the drink for consumption on the premises; (3) at least one restaurant with permanent seating capacity for more than 60 patrons that is open to the public 24 hours each day and 7 days each week; and (4) a gaming area within the building or group of buildings. (NRS 463.01865) **Section 1** of this bill revises the definition of “resort hotel” to provide that in a county whose population is 100,000 or more but less than 700,000 (currently Washoe County), an establishment must have more than 300 rooms available for sleeping accommodations. Under **section 3.5** of this bill, the revised definition of “resort hotel” does not apply to an establishment that holds a nonrestricted license on July 1, 2013, unless the establishment ceases gaming operations for 24 or more consecutive months.

Existing law establishes the Gaming Policy Committee and provides for the composition and duties of the Committee. (NRS 463.021) **Section 1.5** of this bill: (1) adds to the Committee a representative of academia who possesses knowledge of matters related to gaming; (2) authorizes the Governor, as Chair of the Committee, to appoint an advisory committee on gaming education; and (3) specifies the duties of the advisory committee.

Sections 2 and 3 of this bill make appropriations to the State Gaming Control Board and the Nevada Gaming Commission for various travel, staffing and operating costs.

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

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

Section 1. NRS 463.01865 is hereby amended to read as follows:

463.01865 “Resort hotel” means any building or group of buildings that is maintained as and held out to the public to be a hotel where sleeping accommodations are furnished to the transient public and that has:



1. ~~More~~ *In a county whose population:*
 - (a) *Is 700,000 or more, more* than 200 rooms available for sleeping accommodations; *or*
 - (b) *Is 100,000 or more and less than 700,000, more than 300 rooms available for sleeping accommodations;*
2. At least one bar with permanent seating capacity for more than 30 patrons that serves alcoholic beverages sold by the drink for consumption on the premises;
3. At least one restaurant with permanent seating capacity for more than 60 patrons that is open to the public 24 hours each day and 7 days each week; and
4. A gaming area within the building or group of buildings.

Sec. 1.5. NRS 463.021 is hereby amended to read as follows:
463.021 1. The Gaming Policy Committee, consisting of the Governor as Chair and ~~10~~ *11* members, is hereby created.

2. The Committee must be composed of:
 - (a) One member of the Commission, designated by the Chair of the Commission;
 - (b) One member of the Board, designated by the Chair of the Board;
 - (c) One member of the Senate appointed by the Legislative Commission;
 - (d) One member of the Assembly appointed by the Legislative Commission;
 - (e) One enrolled member of a Nevada Indian tribe appointed by the Inter-Tribal Council of Nevada, Inc.; and
 - (f) ~~Five~~ *Six* members appointed by the Governor for terms of 2 years as follows:
 - (1) Two representatives of the general public;
 - (2) Two representatives of nonrestricted gaming licensees;
 - ~~and~~ (3) One representative of restricted gaming licensees ~~1~~ ;
and
 - (4) *One representative of academia who possesses knowledge of matters related to gaming.*

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

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

5. Except as otherwise provided in subsection 6, the Governor may call meetings of the Gaming Policy Committee for the exclusive purpose of discussing matters of gaming policy. The



recommendations concerning gaming policy made by the Committee pursuant to this subsection are advisory and not binding on the Board or the Commission in the performance of their duties and functions.

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

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

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

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

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

(a) Review and evaluate all gaming-related educational entities in this State, including, without limitation, the Culinary Academy of Las Vegas, the Institute for the Study of Gambling and Commercial Gaming of the University of Nevada, Reno, and the UNLV International Gaming Institute of the William F. Harrah College of Hotel Administration of the University of Nevada, Las Vegas, to determine how to align such entities with the needs of the gaming industry;

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

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

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

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

For the Fiscal Year 2013-2014.....	\$15,208
For the Fiscal Year 2014-2015.....	\$15,208

2. Any balance of the sums appropriated by subsection 1 remaining at the end of the respective fiscal years must not be committed for expenditure after June 30 of the respective fiscal years by the State Gaming Control Board or any entity to which money from the appropriation is granted or otherwise transferred in



any manner, and any portion of the appropriated money remaining must not be spent for any purpose after September 19, 2014, and September 18, 2015, respectively, by either the State Gaming Control Board or the entity to which the money was subsequently granted or transferred, and must be reverted to the State General Fund on or before September 19, 2014, and September 18, 2015, respectively.

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

For the Fiscal Year 2013-2014	\$54,673
For the Fiscal Year 2014-2015	\$55,083

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

Sec. 3.5. The amendatory provisions of section 1 of this act do not apply to an establishment that holds a nonrestricted license on July 1, 2013, unless the establishment ceases gaming operations for 24 or more consecutive months.

Sec. 4. 1. This section and sections 1, 2, 3 and 3.5 of this act become effective on July 1, 2013.

2. Section 1.5 of this act becomes effective on October 1, 2013.

