

ASSEMBLY BILL NO. 456—ASSEMBLYMEN GUSTAVSON, PRICE, ANGLE,  
BEERS, BERMAN, CARPENTER, CEGAVSKE, GIBBONS, HETTRICK,  
HUMKE, MORTENSON AND NEIGHBORS

MARCH 19, 2001

Referred to Committee on Government Affairs

SUMMARY—Provides for issuance of gaming tokens by State of Nevada. (BDR 19-506)

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

~

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

AN ACT relating to gaming tokens; creating an advisory committee on gaming tokens;  
authorizing the minting of gaming tokens of the State of Nevada; providing for  
the use of the gaming tokens in gaming establishments; and providing other  
matters properly relating thereto.

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

- 1     **Section 1.** Chapter 235 of NRS is hereby amended by adding thereto  
2     the provisions set forth as sections 2, 3 and 4 of this act.  
3     **Sec. 2. 1. *The governor shall appoint an advisory committee on***  
4     ***gaming tokens consisting of five interested persons.***  
5     **2. *The committee shall advise the administrator of the division of***  
6     ***museums and history of the department of museums, library and arts***  
7     ***concerning the minting of gaming tokens of the State of Nevada.***  
8     **3. *The committee may solicit and accept gifts, grants and other***  
9     ***contributions to pay the costs relating to minting the first issuance of the***  
10    ***gaming tokens and the expenses of the committee. Any such***  
11    ***contributions must be deposited in the account for the minting of gaming***  
12    ***tokens of the State of Nevada that is hereby created in the state general***  
13    ***fund. The account must be administered by the administrator of the***  
14    ***division of museums and history.***  
15    **4. *The members of the committee shall serve without compensation***  
16    ***or reimbursement of expenses until the balance in the account for the***  
17    ***minting of gaming tokens is sufficient, as determined by the***  
18    ***administrator, to pay the expenses of the committee. Once the***  
19    ***administrator has determined that the expenses of the committee may be***



1 *paid from the account, each member is entitled to receive the per diem*  
2 *allowance and travel expenses provided for state officers and employees*  
3 *generally for each day or portion of a day in which the member is*  
4 *engaged in the business of the committee, but only to the extent of the*  
5 *balance of money in the account.*

6 **Sec. 3.** 1. *If sufficient funding is provided by the advisory*  
7 *committee on gaming tokens created pursuant to section 2 of this act, the*  
8 *administrator of the division of museums and history of the department*  
9 *of museums, library and arts, after consulting with the executive director*  
10 *of the commission on tourism and the administrator of the division of*  
11 *minerals of the commission on mineral resources, shall contract with a*  
12 *person to mint gaming tokens of the State of Nevada on Press No. 1 of*  
13 *the Carson City Mint and at such other locations as he deems*  
14 *appropriate.*

15 2. *The administrator of the division of museums and history may*  
16 *cause the dies for the tokens to be made by contracting with an engraver*  
17 *directly or may include the making of the dies in the contract for the*  
18 *minting of the tokens, but the dies used to produce the tokens must*  
19 *become and remain property of the State of Nevada.*

20 3. *Each token must contain 1 ounce of fine silver. The tokens must*  
21 *be minted from silver refined from ore mined in Nevada if available at*  
22 *the current United States market price. If it is not so available, ore newly*  
23 *mined in the United States may be used. The amount of fine silver used*  
24 *must be clearly indicated on each token.*

25 **Sec. 4.** 1. *Each token minted pursuant to section 3 of this act must*  
26 *bear on its obverse The Great Seal of the State of Nevada and on its*  
27 *reverse, in an appropriate design selected pursuant to subsection 2:*

28 (a) *The phrase "State of Nevada Gaming Token";*

29 (b) *A designation of the \$25 face value of the token;*

30 (c) *The Carson City Mint Mark on those tokens struck at the Nevada*  
31 *State Museum and an appropriate mint mark on those tokens struck at*  
32 *other locations;*

33 (d) *If the token is numbered, the number of the order in which that*  
34 *particular token was minted;*

35 (e) *The phrase "Contains 1 Ounce of Fine Silver"; and*

36 (f) *The year in which the token was minted.*

37 2. *A contest must be conducted to select each design. The artist must*  
38 *be a resident of this state. The chief of the purchasing division of the*  
39 *department of administration shall determine the rules for the contests,*  
40 *including the number and the identity of the judges.*

41 3. *Not more than 500 numbered tokens may be minted in each*  
42 *design. The artist whose design is selected to appear on a token is entitled*  
43 *to receive the first token of his design that is minted, as his prize for*  
44 *winning the contest.*

45 4. *The next 499 numbered tokens of each design that are minted*  
46 *must be offered for sale by the administrator for at least \$25 each*



\* A B 4 5 6 \*

1 *through a drawing that awards the numbered tokens randomly to not*  
2 *more than 499 persons who have paid for the tokens before the drawing*  
3 *is held.*

4 *5. The additional unnumbered tokens must be sold for \$25 each by*  
5 *the administrator in such a manner as the administrator deems*  
6 *appropriate. The administrator shall sell the tokens to any Nevada*  
7 *gaming licensee for \$23.75 per token. The administrator shall provide a*  
8 *procedure whereby a gaming licensee may redeem gaming tokens. The*  
9 *tokens must be redeemed for \$23.75.*

10 *6. The proceeds of the sale of the tokens must be deposited in an*  
11 *account in the state general fund and accounted for separately. Interest*  
12 *and income earned on the money in the account must be credited to the*  
13 *account and the balance in the account at the end of the fiscal year up to*  
14 *\$300,000 does not revert to the state general fund. The money in the*  
15 *account must be used to pay the costs of making and selling additional*  
16 *tokens.*

17 **Sec. 5.** Chapter 463 of NRS is hereby amended by adding thereto a  
18 new section to read as follows:

19 *A nonrestricted licensee shall accept gaming tokens minted by the State*  
20 *of Nevada pursuant to sections 2, 3 and 4 of this act at the face value of*  
21 *\$25 for all table games for which chips are accepted and may accept the*  
22 *tokens for use in other gambling games if practicable.*

23 **Sec. 6.** This act becomes effective on July 1, 2001.

