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Amendment No. 625

Assembly Amendment to Senate Bill No. 432 First Reprint

(BDR 41-490)

Proposed by: Committee on Judiciary

Amendment Box:

Resolves Conflicts with: N/A

Amends: Summary: No Title: Yes Preamble: No Joint Sponsorship: No

Adoption of this amendment will MAINTAIN a 2/3s majority vote requirement for final passage of SB432 R1 (§ 7).

ASSEMBLY ACTION	Initial and Date	SENATE ACTION	Initial and Date
Adopted <input type="checkbox"/> Lost <input type="checkbox"/>	_____	Adopted <input type="checkbox"/> Lost <input type="checkbox"/>	_____
Concurred In <input type="checkbox"/> Not <input type="checkbox"/>	_____	Concurred In <input type="checkbox"/> Not <input type="checkbox"/>	_____
Receded <input type="checkbox"/> Not <input type="checkbox"/>	_____	Receded <input type="checkbox"/> Not <input type="checkbox"/>	_____

Amend sec. 1.7, page 2, line 10, by deleting "*an*" and inserting "*a complete*".

Amend sec. 1.7, page 2, line 11, by deleting "*a*" and inserting "*the*".

Amend the bill as a whole by adding a new section designated sec. 6.5, following sec. 6, to read as follows:

"Sec. 6.5. NRS 463.302 is hereby amended to read as follows:

463.302 1. Notwithstanding any other provision of law and except as otherwise provided in this section, the Board may, in its sole and absolute discretion, allow a licensee to move the location of its establishment and transfer its restricted or nonrestricted license to:

(a) A location within a redevelopment zone, if the redevelopment zone is located in the same local governmental jurisdiction as the existing location of the establishment; or

KEL/RBL

Date: 5/9/2003

S.B. No. 432—Makes various changes pertaining to regulation of gaming.

(b) Any other location, if the move and transfer are necessary because the existing location of the establishment has been taken by the state or a local government through condemnation or eminent domain.

2. The Board shall not approve a move and transfer pursuant to subsection 1 unless, before the move and transfer, the licensee receives all necessary approvals from the local government having jurisdiction over the location to which the establishment wants to move and transfer its license.

3. Before a move and transfer pursuant to subsection 1, the Board may require the licensee to apply for a new license pursuant to the provisions of this chapter.

4. The provisions of subsection 1 do not apply to an establishment that is:

(a) A resort hotel; or

(b) Located in , *or will be relocated to*, a city *or county* which has established one or more gaming enterprise districts.”.

Amend sec. 7, page 5, by deleting lines 12 and 13 and inserting:

“notice received by a licensee must be mailed or delivered to the Board within 5 business days of receipt unless the date is administratively extended by the Chairman of the Board for good cause. A licensee is not responsible for the accuracy or completeness of any application for registration or renewal of registration as a gaming employee or any change of employment notice.”.

Amend sec. 7, page 6, line 10, by deleting “an” and inserting “a complete”.

Amend sec. 7, page 11, by deleting lines 18 through 30.

Amend the bill as a whole by adding a new section designated sec.19.5, following sec. 19, to read as follows:

“Sec. 19.5. NRS 171.1235 is hereby amended to read as follows:

171.1235 1. As used in this section:

(a) "Establishment" means any premises whereon any gaming is done or any premises owned or controlled by a licensee for the purpose of parking motor vehicles owned or operated by patrons of such licensee.

(b) "Licensee" has the meaning ascribed to it in NRS 463.0171.

2. Any licensee or his officers, employees or agents may take into custody and detain any person when {:

~~—(a) Such person has committed a felony, whether or not in the presence of such licensee or his officers, employees or agents; or~~

~~—(b) A felony has been committed, and} such licensee {,} or his officers, employees or agents have reasonable cause to believe {such} *the person detained has committed {it.} a felony, whether or not in the presence of such licensee or his officers, employees or agents.*~~

3. Detention pursuant to this section shall be in the establishment, in a reasonable manner, for a reasonable length of time and solely for the purpose of notifying a peace officer. Such taking into custody and detention shall not render the licensee or his officers, employees or agents criminally or civilly liable for false arrest, false imprisonment, slander or unlawful detention unless such taking into custody and detention are unreasonable under all the circumstances.

4. No licensee {,} or his officers, employees or agents are entitled to the immunity from liability provided for in this section unless there is displayed in a conspicuous place in his establishment a notice in boldface type clearly legible and in substantially this form:

Any gaming licensee ~~or~~ or his officers, employees or agents who have reasonable cause to believe that any person has committed a felony may detain such person in the establishment for the purpose of notifying a peace officer.”.

Amend sec. 24, page 20, line 28, after “2.” by inserting:

“Section 7 of this act becomes effective upon passage and approval for purposes related to the adoption and dissemination of regulations by the Nevada Gaming Commission and on January 1, 2004, for all other purposes.

3.”.

Amend sec. 24, page 20, by deleting lines 30 and 31 and inserting:

“4. Sections 6, 6.5 and 19.5 of this act become effective on October 1, 2003.

5. Sections 1.3, 1.7, 5, 8 to 14, inclusive, and 20 to 23.”.

Amend the title of the bill by deleting the fourth through sixteenth lines and inserting:

“purchase such an interest; authorizing the Nevada Gaming Commission to adopt regulations prescribing the manner for submission of payments by licensees; revising the provision pertaining to the relocation of a gaming establishment; requiring a person employed as a gaming employee to be registered as a gaming employee by the State Gaming Control Board; requiring the Board to investigate each person applying for registration or renewal of registration as a gaming employee; providing for a fee for processing an application for registration as a gaming employee; authorizing the Commission to adopt regulations allowing a person who owns antique gaming devices to sell such devices without procuring a license; authorizing a gaming licensee or his officers, employees or agents who have reasonable cause to believe that a person has committed a felony to take into custody and detain such a person; and providing other matters properly relating”.